

THE LORD OF THE RINGS RISK TURN ORDER REMINDER

REINFORCEMENT

1. Take one battalion for every three Territories you own.
2. Take further battalions for Regions you completely occupy.
3. Exchange Territory cards for extra battalions.
4. Deploy extra battalions.

COMBAT

1. Declare attack.
2. Roll dice to battle. Add any extra power to dice roll.
Highest roll wins.
3. Occupy Territory if successful.
4. Continue attacking other Territories, if desired.
5. Completed Missions may be declared and rewards claimed.

MANOEUVRE

1. Move battalions from one Territory to any other you occupy that is directly linked to it, if desired.
2. Completed Missions may be declared and rewards claimed.

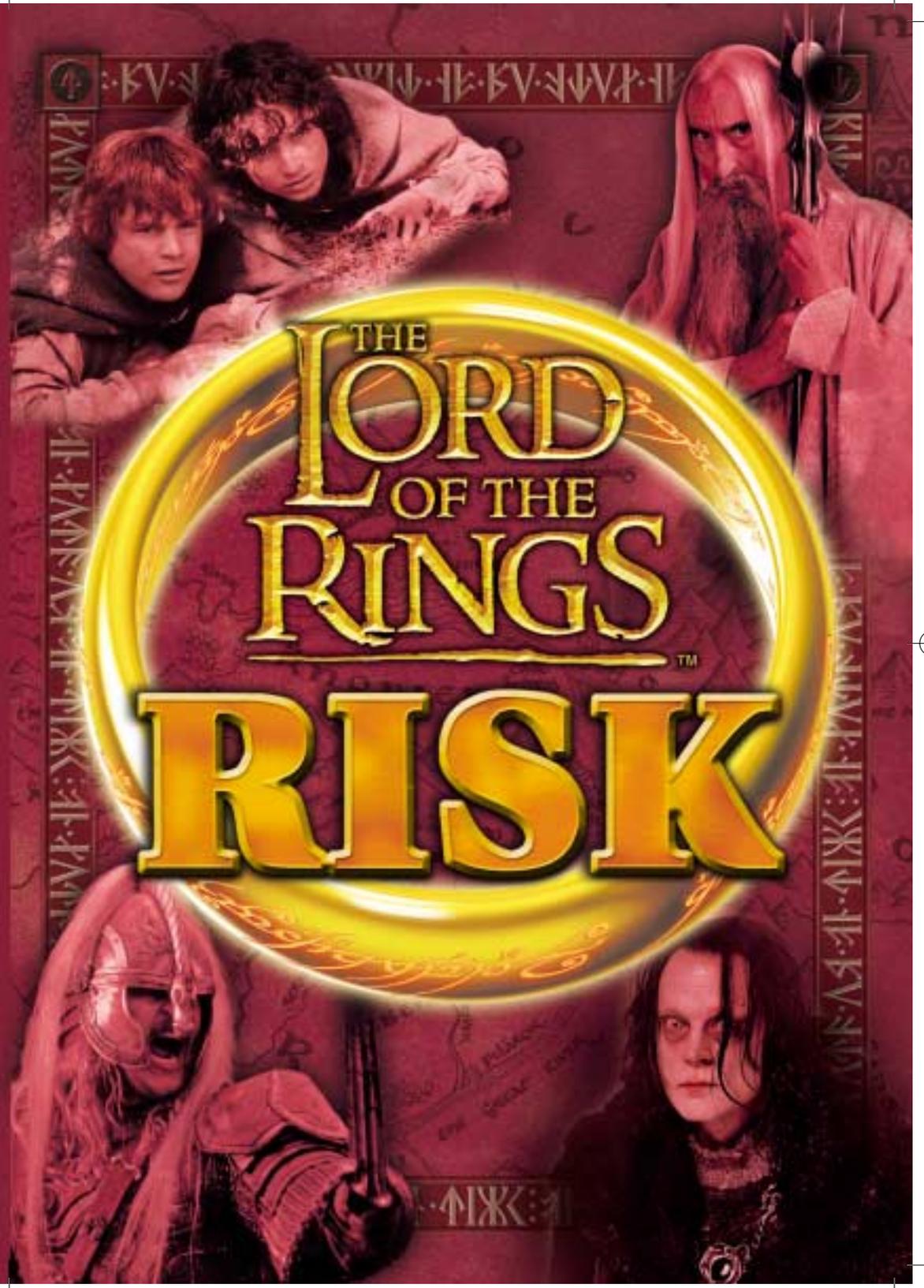
DRAW CARDS

1. Draw one Territory card if you conquer one or more Territories.
2. Draw an Adventure card (one maximum) if your Leader has conquered or moved to a Territory containing a Site of Power on this turn (discard a card if this leaves you with more than three cards).

MOVE THE FELLOWSHIP.

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THE LORD OF THE RINGS

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INTRODUCTION

Many, many years ago the One Ring was forged by the Dark Lord Sauron to control all of Middle-earth. Naturally, its awesome strength is much desired by those who wish for power. For a long time its whereabouts remained secret, but recently its power has been sensed again in the land of its creation. The forces of evil are mounting a ferocious hunt to find the One Ring, while those of a gentler nature are keen to keep it from their reach.

This special edition of Risk allows you to decide the fate of the people of Middle-earth. You will play either a Good or an Evil force trying to gain control of the land. Unite your forces in battle to ensure Middle-earth falls into the right hands...

You may also choose to use *The Lord of the Rings* Risk gameboard to play standard Risk, by leaving out the special elements.

WHAT'S DIFFERENT FROM STANDARD RISK?

If you only wish to play standard Risk, the rules can be found on page 18. This *The Lord of the Rings* version is different in several ways:

- * All Territories are places found in Middle-earth,
- * The characters have been specially adapted for this edition and represent the Elven Archers, the Riders of Rohan, the Orcs, the Dark Riders, the mighty Eagles and the Cave Trolls,
- * You play either a Good or an Evil force in the battle for control,
- * You have additional Leader movers to aid you in your quest,
- * When defending Strongholds you control, your power is increased,
- * Mountains and rivers create impassable Regions, while sea ports allow greater movement of battalions,
- * Visit the ancient Sites of Power scattered around Middle-earth with your Leader and complete Missions for rewards,
- * The One Ring moves with the Fellowship from Hobbiton, south-eastwards through Middle-earth – but beware, time runs out in the game when the One Ring leaves the land!

CONTENTS

Gameboard, 4 complete Armies in different colours, 42 Territory cards, 2 Joker cards, 40 Adventure cards, 1 Ring token, 1 Ring stand, 3 red dice, 2 black dice.



GAMEBOARD

The gameboard is divided into six Regions of Middle-earth, each made up of different numbers of Territories, as follows:

REGION	COLOUR	NO. OF TERRITORIES
Arnor	Red	11
Rhovanion	Orange	8
Rohan	Blue	7
Mirkwood	Dark Green	5
Eriador	Light Green	7
Rhûn	Purple	4

CHARACTERS

There are three types of characters that represent the number of battalions, as shown below.

FORCES OF GOOD



Elven Archer
1 battalion



Rider of Rohan
3 battalions



Eagle
5 battalions

FORCES OF EVIL



Orc
1 battalion



Dark Rider
3 battalions



Cave Troll
5 battalions

Use characters worth a greater number of battalions as the game goes on, to prevent the board from becoming too crowded i.e. replace three Orcs with one Dark Rider. These can be broken back down into smaller units whenever required.

CARDS

There are two types of cards used in the game.

TERRITORY CARDS



There is one of these cards to represent each of the 42 Territories on the board. They also show a symbol which relates to Infantry (Elven Archers or

Orcs), Cavalry (Riders of Rohan or Dark Riders) or Creatures (Eagles or Cave Trolls). There are two Jokers which show all three characters.

Territory cards can be used to give you further reinforcements during the game (see 'Reinforcements' on page 9).

There are nine Good Territory cards, nine Evil Territory cards and 24 Neutral Territory cards, which will affect your starting position.

ADVENTURE CARDS

These cards will help you along the way. They are divided into three types:



* **MISSION CARDS**
These cards contain secret missions for your Leader and help you gain rewards.

* EVENT CARDS

Various things can happen to you on your journey, and these cards may help or hinder your quest with events that occur when you play them.

* POWER CARDS

The balance of power can shift throughout the game. Power cards can make a big difference to your strategy and luck!

Note: Adventure cards are not required if you only wish to play standard Risk.

DICE

There are five dice; three red and two black. One or all of each colour of dice may be used in combat, red for offensive manoeuvres and black for defence. See 'Combat' on page 10.



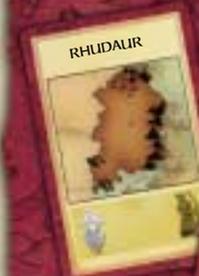
INFANTRY



CAVALRY



CREATURE



Good Territory card



Evil Territory card





GAMEBOARD SET UP

ADVENTURE CARDS DRAW PILE

TERRITORIES

THE ONE RING

RIVER – you can only cross a river via a bridge.

LEADER

TERRITORY CARDS DRAW PILE

BATTALION CHARACTERS

PATH OF THE FELLOWSHIP

DEFENCE DICE

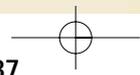
ATTACK DICE

PORT – move from any Territory containing a Port to any other Territory directly connected by a sea lane.

MOUNTAINS – they are impassable.

SITE OF POWER – receive Adventure cards and claim Mission rewards here.

STRONGHOLD – add 1 to your die roll when defending a Territory containing a Stronghold.





SET UP

- Lay out the gameboard on a flat surface, as shown.
- Choose an Army to use. The green and yellow colours represent the forces of Good, while red and black are Evil forces. Depending on the number of players, you will need to take the following number of your smallest unit (Elven Archers if you are Good, and Orcs if you are Evil):

2 players	35 battalions each*
3 players	35 battalions each
4 players	30 battalions each
- * **Note:** in a 2-player game, the two Armies must be opposing i.e. one Good and one Evil. A third, neutral Army is also required. See '2-player Game Rules', on page 17.
- Sort the Good, Evil and Neutral Territory cards into three separate decks. Shuffle each one and place it face down in a pile next to the gameboard.
- Roll a die to start – the player with the highest roll goes first and is player number 1 in the turn sequence. The player to their left is player number 2 in the sequence and so on. Take cards as shown below:

3-PLAYER GAME:

PLAYER NO. IN TURN SEQUENCE	NO. OF TERRITORY CARDS TAKEN
1	5 Evil, 4 Neutral
2	9 Good
3	4 Evil, 5 Neutral

4-PLAYER GAME:

PLAYER NO. IN TURN SEQUENCE	NO. OF TERRITORY CARDS TAKEN
1	5 Good
2	5 Evil
3	4 Good
4	4 Evil

- The first player places **one** of their battalions in each of their Territories. The player to their left then does the same and so on, until all the allocated Territories are occupied.

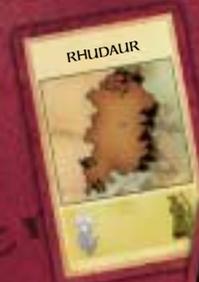
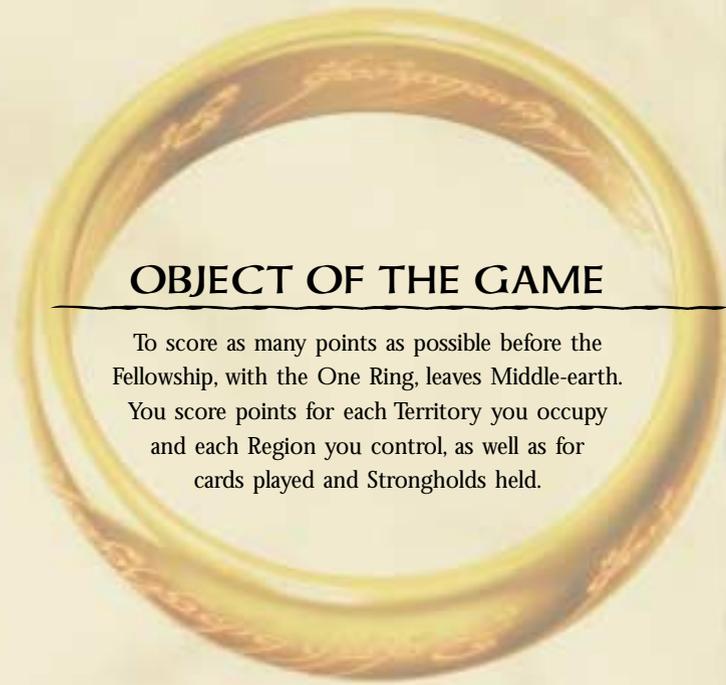
- Now the first player may place one battalion in **any** of the remaining Territories, then the person to their left does the same until everyone has done so. Continue placing battalions, one at a time, until all Territories contain one battalion each.

Once all Territories contain one battalion, each player continues to place one battalion at a time into any Territory they already control.

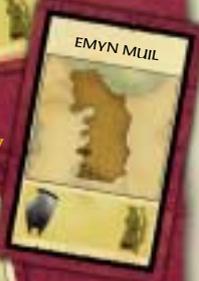
- Once you have placed all your battalions on the board, place **one** Leader on the board in a Territory you own.
- Put all the Good and Evil Territory cards back into the Territory card pile, add the two Jokers, shuffle the deck and place them face down next to the gameboard.
- Remove the Event cards from the Adventure card deck and deal **3 Adventure cards**, face down, to each player.
- Add the Event cards back to the deck, shuffle and place them face down next to the gameboard.
- Place the One Ring in its base and put it in the Shire.

OBJECT OF THE GAME

To score as many points as possible before the Fellowship, with the One Ring, leaves Middle-earth. You score points for each Territory you occupy and each Region you control, as well as for cards played and Strongholds held.



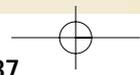
Good Territory card



Evil Territory card



Neutral Territory card



GAMEPLAY

TAKING YOUR TURN

Roll a die to start – the player with the highest roll goes first and play continues to the left. There are five stages to each of your turns:

1. REINFORCEMENTS
2. COMBAT
3. MANOEUVRE
4. DRAW CARDS
5. MOVE THE FELLOWSHIP

These are explained below.

REINFORCEMENTS

You may reinforce your Army at the start of your turn in three ways:

1. TERRITORIES OCCUPIED

You receive 1 battalion for every 3 Territories that you have on the board at that time.

Note: you always receive a minimum of 3 battalions of reinforcements, so even if you occupy less than 9 Territories you still place 3 battalions on the board.

2. REGIONAL BONUS

If you occupy an entire coloured Region of Middle-earth at the start of your turn, receive further reinforcements as shown in the table on the board and below:

REGION	NO. OF BATTALIONS RECEIVED
Arnor	7
Rhovanion	5
Rohan	4
Mirkwood	4
Eriador	3
Rhûn	2

These reinforcements are in addition to those made in number 1. You continue to receive reinforcements for that Region as long as you control every Territory within it.

3. TERRITORY CARDS

You can also receive more reinforcements by exchanging Territory cards for extra battalions. Territory cards are won by capturing Territories – see 'Combat', below. You can exchange either one of each type for reinforcements, or three-of-a-kind as follows:

COMBINATION OF TERRITORY CARDS	NO. OF REINFORCEMENTS
Infantry + Infantry + Infantry	4
Cavalry + Cavalry + Cavalry	6
Creature + Creature + Creature	8
Infantry + Cavalry + Creature	10

You may exchange one set of Territory cards for reinforcements, but only during the Reinforcement stage. If you have five Territory cards in your hand, you **must** exchange three of them for reinforcements.

If any of the cards you are exchanging show a Territory that you currently occupy, you gain 2 bonus battalions, which must be placed in that Territory.

Place exchanged Territory cards in a discard pile, face up, next to the draw pile. When you run out of Territory cards, shuffle the discard pile and turn it face down to use as the draw pile.

The number of reinforcements you can make is the **TOTAL** of 1, 2 and 3, above. **With the exception of bonus battalions, any number of your reinforcements may be placed in any of your occupied Territories.**

COMBAT

Let battle commence! Once you have made all your reinforcements, you can go into combat. You may attack a Territory owned by another player that borders your own, or is linked by a port or a bridge.

You must have at least **two** battalions in the Territory you are attacking from, because at least one battalion must always remain behind.

The **maximum** number of battalions you can attack with at a time is three.



INFANTRY



CAVALRY



CREATURE

EXAMPLE

You occupy 16 Territories at the start of your turn. $16 \div 3 = 5$ (ignore the remainder). You may reinforce your army with 5 battalions.



EXAMPLE

Player 1 attacks Player 2, using three red dice, and rolls 5, 2 and 1. Player 2 defends with two black dice and rolls a 4 and a 2. When compared, Player 1 beats Player 2's highest dice, so Player 2 loses a battalion. However, Player 2's second dice is equal to Player 1's, so the attacker loses a battalion.

HOW TO ATTACK

1. Announce which Territory you are going to attack and where you will be attacking it from.
2. State the number of battalions you will be attacking with. At least 1 battalion in that Territory cannot attack. Roll the same number of red dice as the number of battalions you are attacking with (1, 2 or 3).

HOW TO DEFEND

1. Throw the black dice. Roll the same number as the number of battalions you decide to defend with (1 or 2). If the attacker rolls only one die, you may only roll one die in defence.

HOW TO DO BATTLE

1. Both players, at the same time, roll their chosen number of dice in the special area of the box base. Do not roll them on the board as you will knock characters out of position.
2. Compare your dice rolls, as follows:
 - * Look at the attacker's highest roll and the defender's highest roll. Whichever is the higher number wins. If they are equal, the defender wins.
 - * Do the same with each player's second-highest dice, if applicable.

Whoever loses each time you compare dice must remove one battalion per lost die-roll from the Territory and take it off the gameboard.

When you have finished an attack on a Territory, whatever the outcome, you may choose to continue to attack the same Territory, or attack any other adjacent Territory, as long as you have enough battalions to do so.

When victorious, you must move at least as many battalions as used in the final attack into the conquered Territory. You may move as many additional battalions from the attacking Territory into the conquered Territory as you wish, though at least one must be left behind. You may use these battalions to go on and attack another neighbouring Territory.

LEADERS

Leaders have properties of strength in both attack and defence. They do not represent a battalion in their own right.

Whenever you have battalions involved in combat in a Territory where you have a Leader present, you may add +1 to your highest die roll. If a Leader is used in combat when conquering a Territory then you must move into that Territory at the end of that combat.

If the last battalion in a Territory with a Leader is defeated, the Leader is also defeated and must be removed from the board.

If you have no Leader in play your Leader returns to any of your Territories at the end of your turn, before drawing cards.

It is possible to possess two Leaders if you are awarded another one by an Adventure card. If you only occupy one Territory you cannot put the second Leader on the board.

Two Leaders from the same army cannot occupy the same Territory, however, a Leader can be moved through a Territory containing another Leader of the same colour during the Manoeuvre stage.

DECLARE A MISSION COMPLETE

You may declare a mission complete and claim the reward at any time during the Combat or Manoeuvre stages, by moving your Leader into the relevant Territory.

Once you have done so, that Leader must remain in that Territory for the rest of your turn, although any battalions in that Territory may continue to move as normal (see 'Adventure Cards' on page 16).

STRONGHOLDS

These are counted as part of, *not additional to*, the Territory they are within. Each strengthens the defence of the battalions occupying the Stronghold by +1 on the highest defensive die roll.



Mines of Moria



Annunias



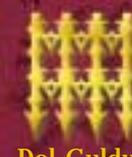
Helm's Deep



Rivendell



Isengard



Dol Guldur

EFFECT OF LEADERS AND STRONGHOLDS

The power added to your highest die roll as a result of the possible combinations of additional powers are shown below:

ELEMENT	ATTACK	DEFENCE
Leader	+1	+1
Stronghold	0*	+1
Leader & Stronghold	+1	+2

* As Strongholds are fixed, they provide no benefit in attack.

MANOEUVRE

Once you have completed all the attacks you wish to make, you may move any number of battalions from one Territory you occupy to any other of your Territories. The move may be made through any number of Territories occupied by your army. You may not pass through any Territory occupied by another player, nor can you cross a mountain or a river, except by a bridge, but you may use ports as normal.

Leaders can be moved on their own as a troop manoeuvre.

You may not continue to move a Leader that has been used to claim a mission during that turn.

Remember, you must leave at least **one** battalion in the Territory you move from.

PLACE LEADER

If you do not have a Leader in play at the end of your turn, you may place a Leader into any Territory you control.

Manoeuvre example



DRAWING CARDS

At the end of your turn you may be eligible to draw a Territory card and/or an Adventure card.

TERRITORY CARDS

Providing you conquer at least one Territory when attacking, you receive the top Territory card from the draw pile.

ADVENTURE CARDS

Providing one of your Leaders conquered a Territory containing a Site of Power, or moved to a Territory containing one this turn, you may draw one Adventure card. Discard a card if this leaves you with more than three cards.

After an Adventure card has been drawn, no more cards can be played on that turn, except Event cards.

You may only draw one card, no matter how many Sites of Power your Leader has conquered. See 'Adventure Cards' on page 16 for details of how to play Adventure cards.



MOVING THE FELLOWSHIP

The Fellowship, represented by the One Ring, starts in the Shire. At the end of each player's turn, move it into the next Territory along the path. When it is in a Territory with a  symbol, before it moves you must roll the die. To continue its journey, the die roll must be **higher** than 3. If the roll is unsuccessful, the Fellowship remains in that Territory and the die must be rolled again at the end of the next turn.



WINNING THE GAME

When the Fellowship leaves the Dead Marshes with the One Ring, the game ends. The player with the highest number of points wins the game.

SCORING POINTS

Calculate your points tally as shown below:

- * 1 point per Territory you occupy, *plus*
- * Extra points for complete Regions held, as shown in the reinforcement table on page 9 and on the gameboard e.g. Mirkwood = 4 points, *plus*
- * 2 additional points for each Stronghold you control, *plus*
- * Extra points are scored by adding up the totals shown in the bottom, right-hand corner of your Adventure cards.

Note: if one player gains control of all the Territories in Middle-earth before the Fellowship leaves the board, they are declared the winner.

If there is a tie, the player with the greatest number of Territories wins. If it is still equal then the player with the most Strongholds wins; if still equal then the player with the most Adventure card points is the winner. If it is still tied roll the three red dice. The player with the highest total roll wins.

ADVENTURE CARDS

MISSION CARDS



These special cards contain secret missions, which can be kept until completed. To complete a mission, your Leader must arrive at the Site of Power shown on the card, by either capturing a Territory or arriving there during a troop Manoeuvre. The mission should be declared complete and the reward collected. Once the mission has been declared complete, the Leader may not be moved out of that Territory until your next turn.

Note: Some missions have different rewards for Good forces and Evil forces symbol. Collect the reward according to your allegiance and keep the completed Mission card in front of you, to score the points shown on it at the end of the game.

EVENT CARDS

Event cards are shown by a  symbol and must be played **immediately**. But beware – they can be bad as well as good! Once played, discard

them in a pile next to the gameboard and draw another Adventure card.

POWER CARDS

You may keep Power cards to play at any time during the **Combat** phase of your turn, unless stated on the card (you can play some of them on another player's turn or when the Fellowship attempts to move). Once you have played a Power card, keep it in front of you, as it is worth the number of points shown in the  Symbol at the end of the game.

You can keep a maximum of **three** Adventure cards in your hand at a time. You can pick up a fourth, but must discard one of these from your hand to a pile next to the gameboard. Cards in this pile are not worth any points at the end of the game.



Evil Forces Symbol



Good Forces Symbol



THE 2-PLAYER GAME

When playing with only two players, one player must use an Army from the Good side and the other from the Evil forces. A third, neutral Army also comes into play.

1. Remove the Jokers from the Territory card deck.
2. Deal the Good, Evil and other Territory cards as shown below:

PLAYER NO.	NO. OF TERRITORY CARDS TAKEN
1	9 Good
2	9 Evil
3 (Neutral)	14 Neutral

3. Each player places 1 battalion in each of their Territories. Each neutral Territory should contain 2 neutral battalions.
4. Roll the die to see who starts; the player with the highest number begins. In turn, place your battalions, **one at a time** in the remaining ten Territories, i.e. five each, until each Territory has one battalion in it.
5. Play continues in exactly the same manner as for the 3- or 4-player game, with the following exceptions:
 - * The neutral Army receives no Leader or Mission cards.
 - * In battle, the neutral Army only defends. It acts the same as other opposition. The second player rolls the black dice for the neutral Army.
 - * The neutral Army cannot attack or manoeuvre.
 - * The Fellowship, represented by the One Ring, is not moved by the neutral Army.

PLAYING STANDARD RISK

You may wish to play standard Risk, without the additional *The Lord of the Rings* rules.

OBJECT OF THE GAME

To be the first player to conquer all the Territories in Middle-earth.

1. Leave *The Lord of the Rings* Adventure cards, Leaders and the One Ring in the box as they are not needed for this game.
2. Lay the gameboard out on a flat surface.
3. Take the number of battalions appropriate to the number of players, as follows:

No. of Players	3	4
No. of Battalions	35	40

For a two-player game, see the special 'Two Player Game' rules, on the previous page.

4. Remove the Jokers from the Territory cards and shuffle them. Deal out all the cards, face down, to each player. Note that in a four-player game, two players will receive an extra card.
5. Roll a die to see who goes first. The person with the highest roll starts, by placing **one** battalion in one of the Territories shown on their cards. The player to their left now places one battalion and so on, until all Territories are occupied.
6. Starting with the highest roller again, each player in turn may place one additional battalion in one of their Territories until all of the battalions issued at the start are on the board.
7. Add the Jokers back into the Territory card deck, shuffle the cards and put them face down next to the gameboard.
8. Play the game exactly as described in the 'Gameplay' section on pages 9 to 15, with the following exceptions:
 - * Ignore all Strongholds and Sites of Power.
 - * In the 'Manoeuvre' stage, your troop manoeuvre can only be from one of your Territories to a Territory directly **adjacent** to it.

WINNING THE GAME

The game is won when one Army conquers all of the Territories of Northern Middle-earth.

Note: this game features the first part of *The Lord of the Rings*, so does not include Gondor and Mordor.