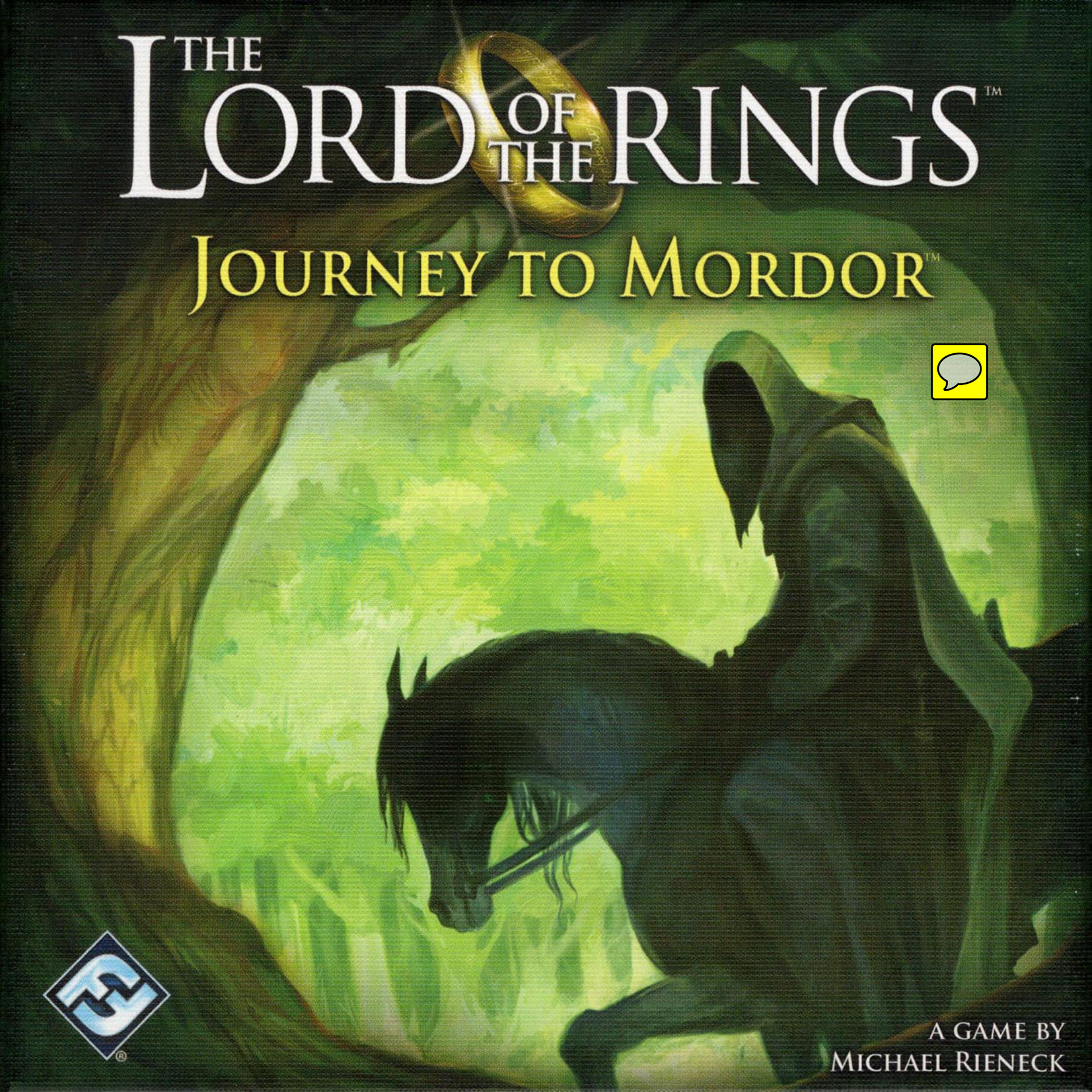
# The Lord of the Rings™

## Journey to Mordor™



A Game by
Michael Rieneck

# The Lord of the Rings™

## Journey to Mordor™

The brave and intrepid Hobbits are making their way from Bag End to Mordor with the One Ring, an artefact of unlimited power and control. The only way to destroy the One Ring, and thereby guarantee none should ever wield its terrible power, is to throw it into the fiery pit from whence it was forged: Mount Doom. The Hobbits are relentlessly pursued by the Nazgûl, and they are often thwarted by monstrous Orcs looking to strike a blow for their dark lord. With luck on their side, the Hobbits have a chance to bring peace to Middle-earth. But luck is a fickle friend in times such as these...

## Object of the Game

*Journey to Mordor* puts players in the roles of the Hobbits who risk life and limb to bring the One Ring to its necessary destruction. During the game, players take turns rolling dice to determine both their Hobbits' movements toward Mordor and the movements of the pursuing Nazgûl. The player who reaches Mount Doom first is the winner!

## Components




1 Pad of Paper Map Sheets



5 Dice

## Setup

### 1. Prepare Sheets

Tear off one map sheet from the paper pad for each player. Each player will also need a pen or pencil.

### 2. Prepare Dice

Place the five dice on the table within easy reach of all players.

### 3. Choose Hobbits

Each player chooses one of the four Hobbits: Frodo (yellow), Sam (red), Merry (blue), or Pippin (green). Each player checks the box next to the picture of the Hobbit he chose on his map sheet. A player cannot choose the same Hobbit as another player.

### 4. Determine First Player

The player who has most recently read *The Lord of the Rings* takes the first turn. Play proceeds clockwise around the table.

## The Symbols



**Gandalf**



**Ring**



**Fellowship**



**Orc**



**White Tree**



**Nazgûl**

## Playing the Game

*Journey to Mordor* is played over a series of turns. The player currently taking a turn is the ACTIVE PLAYER. During a player's turn, he takes all five dice and rolls them. Then, he chooses at least one die to set aside. Any dice not chosen are rolled again, after which he chooses at least one more die to set aside. The player repeats this process of rolling dice and setting at least one aside until all dice are set aside.

During any roll, when choosing dice to set aside, a player must obey the following rules:

- A player **cannot** set aside two or more dice that show the same symbol.
- If a player rolls one or more Nazgûl, he **must** set one of those aside.

After a player has set aside all dice, he resolves his dice and marks his map sheet accordingly.

### Player Turn Example

Pippin starts his turn by rolling all five dice.



He cannot set aside two symbols of the same type. He must choose one Nazgûl to set aside. He also chooses one Ring to set aside. Then, he rerolls the remaining dice.



He sets aside the Ring and rerolls the remaining dice.



He must set aside the Nazgûl, and he also chooses to set aside the Fellowship rather than risk rerolling that die.

He resolves his final five dice.



The Fellowship has no effect as there are no Orcs to cancel. Pippin resolves the two Rings by marking two of the circular spaces on his Hobbit track.

Finally, he resolves the green and black Nazgûl; Pippin's color is green so he marks one of the square spaces on his Nazgûl track. The black Nazgûl always affects the active player, so Pippin marks a second square space on his Nazgûl track.




## The Two Tracks

Each map sheet features two tracks from Bag End to Mordor. The upper track with the circular spaces is the Hobbit track. The lower track with the square spaces is the Nazgûl track.

To win the game, each player must advance along his Hobbit track. He does this by marking spaces with his pen or pencil when he resolves Rings during his turn.

During the game, each player will also be forced to advance along his Nazgûl track. He does this by marking spaces with his pen or pencil when he resolves Nazgûl that affect him during any player's turn.

## Resolving Dice

After a player has set aside all dice, he resolves the symbols on the dice in the following order:

### Fellowship

Each Fellowship cancels one Orc. Each Orc must be canceled by one Fellowship for any Rings to be resolved.

### Orc

One uncanceled Orc cancels **all** Rings. Orcs are canceled by Fellowship.

### Ring

For each Ring set aside, the active player marks the next empty space on his Hobbit track. Any Orcs must be canceled by an equal number of Fellowship for any Rings to be resolved.

### Gandalf

For each Gandalf set aside, the active player draws a line to divide one space on his Nazgûl track into two spaces. He cannot divide a space more than once, and he cannot divide a space that has already been marked. If every available space on his Nazgûl track has been divided, any additional Gandalf has no effect.



Helm's Deep has been divided into two spaces.

### Nazgûl

The color of each die showing a Nazgul determines which player is affected when that die is resolved. The black die affects the active player; the other colors affect the player whose Hobbit matches that color. For each Nazgûl set aside, the affected player marks one space on his Nazgûl track when the die is resolved.

**Note:** During a game with fewer than four players, any dice showing Nazgûl that do not match a player's Hobbit color affect the active player.

*Example: During a three-player game with Sam (red), Merry (blue), and Frodo (yellow), the green Nazgûl would affect the active player.*

## The White Tree

The White Tree is only found on the black die. If the active player sets aside the White Tree, he cannot roll or set aside any more dice for the duration of his turn. He must resolve all of the dice he has set aside and then his turn ends immediately.

He may set aside dice from the roll before he sets aside the White Tree. If he rolls one or more Nazgûl along with the White Tree, he **must** set aside one Nazgûl before he can set aside the White Tree.

### Resolving Nazgûl Example

Pippin ends his rolls with the following dice set aside:



The Fellowship has no effect as there are no Orcs to cancel. He resolves the Gandalf by dividing a space on his Nazgûl track.




Pippin resolves the green Nazgûl by marking a space on his Nazgûl track. Since Gandalf divided the space, he only marks one half.




Finally, the red and yellow Nazgûl are resolved; Sam and Frodo must each mark one space on their Nazgûl tracks.

### Resolving the White Tree Example

Frodo rolls the dice. He rolls two Orcs, one Ring, one Nazgûl, and one Fellowship. He must set aside the Nazgûl, and he also chooses to set aside the Ring.



He rerolls the remaining dice. He rolls one White Tree, one Ring, and one Orc. First, he sets aside the Ring. Next, he sets aside the White Tree, which allows him to end his turn. The red die is not rerolled or resolved.



## Reaching Mordor

There are two ways a player can reach Mordor: on his Hobbit track or on his Nazgûl track.

### Hobbit Track

If a player marks the final space on his Hobbit track, his Hobbit has reached Mordor. Before he can destroy the One Ring and win the game, each other player gets one turn to attempt to reach the final space on his Hobbit track. Then, players determine a winner as described in the "Winning the Game" section below.

If a player has marked the final space on his Hobbit track, he can still be affected by Nazgûl.

### Nazgûl Track

If a player marks the final space on his Nazgûl track, he is eliminated from the game. The die that matches the color of his Hobbit now affects the active player. A player can be eliminated during another player's turn.

If a player has marked the final space on his Hobbit track and later marks the final space on his Nazgûl track, he is eliminated from the game. If all players are eliminated, the game ends without a winner.

## Winning the Game

When a player marks the final space on his Hobbit track, each other player gets one turn to attempt to reach Mordor.

- If no other player is able to reach Mordor on his Hobbit track, the player who reached Mordor destroys the One Ring and wins the game.
- If other players reach Mordor on the Hobbit track, the player who has the most empty spaces on his Nazgûl track destroys the One Ring and wins the game. (A divided space counts as two spaces.)
- If there is a tie for the most empty spaces between all players who have reached Mordor on their Hobbit tracks, those players destroy the One Ring together and share a victory.

# Advanced Rules

If players are looking for more challenging gameplay, they can use these advanced rules. One side of each map sheet shows a quick reference box for the advanced rules.

When a player begins his turn, the last space he has marked on his Hobbit track is his STARTING LOCATION. For each starting location, the following rules apply:

## Rivendell

If a player's starting location is Rivendell, he meets Elrond. For the duration of his turn, on any roll, he may set aside two or more dice showing the same symbol.

## Moria

If a player's starting location is Moria, he encounters the Balrog and cannot call upon Gandalf for assistance. For the duration of his turn, Gandalf has no effect, but can still be set aside.

## Lothlorien

If a player's starting location is Lothlorien, the Elves give him shelter and lend their support to his cause. For the duration of his turn, each Fellowship cancels up to two Orcs.

## Rohan

If a player's starting location is Rohan, he meets Éomer. For the duration of his turn, **each time he rolls**, he may reroll **all** of the dice he just rolled exactly **once** before setting any aside.

## Helm's Deep

If a player's starting location is Helm's Deep, he runs afoul of Saruman, who summons Orcs. For the duration of his turn, canceling one Orc requires two Fellowship.

## Gondor

If a player's starting location is Gondor, he meets Éowyn. For the duration of his turn, Nazgûl have no effect on him. Nazgûl still affect the other players as normal.

## Minas Tirith

If a player's starting location is Minas Tirith, he meets the fearsome Witch-king of Angmar. For the duration of his turn, all Nazgûl affect him, regardless of color. Nazgûl do not affect any other players.

## Shelob's Lair

If a player's starting location is Shelob's Lair, he faces Shelob, who is hungry and dangerous. For the duration of his turn, when resolving his dice, one Ring is canceled by Shelob. As such, he must resolve two Rings to progress to Mordor.

# Credits

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**Production Management:** Jason Beaudoin and Megan Duehn

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**Licensing Manager:** Simone Elliott

**Board Game Manager:** James Kniffen

**Creative Director:** Andrew Navaro

**Executive Game Designer:** Corey Konieczka

**Executive Producer:** Michael Hurley

**Publisher:** Christian T. Petersen

**Playtesters:** Dane Beltrami, Nick Glover, Jessikah Holmes, Mark Larson, Lukas Litzsinger, Brandon Perdue, Zach Tewalthomas, Britty Ukestad, and Jonathan Ying

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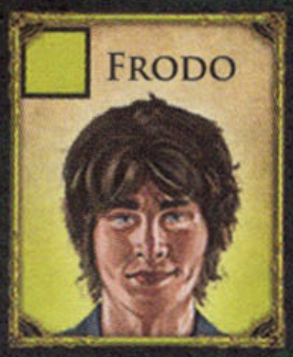








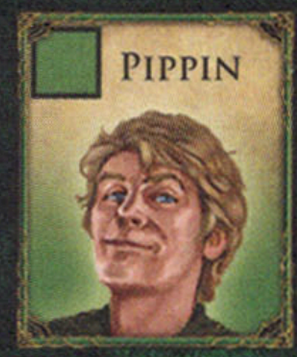
FRODO
SAM
MERRY
PIPPIN
THE LORD OF THE RINGS
JOURNEY TO MORDOR™
RIVENDELL
MORIA
LOTHLORIEN
BAG END
ROHAN
HELM'S DEEP
GONDOR
MINAS TIRITH
MORDOR
SHELOB'S LAIR
RHOVANION
N
W
E
S
ARNOR
MINHIRIATH
ENEDWAITH










# The Lord of the Rings™ Journey to Mordor™

## Advanced Rules (Optional)

**Rivendell:** Set aside same symbols on any roll

**Moria:** Gandalf has no effect

**Lothlorien:** 1 Fellowship cancels 2 Orcs

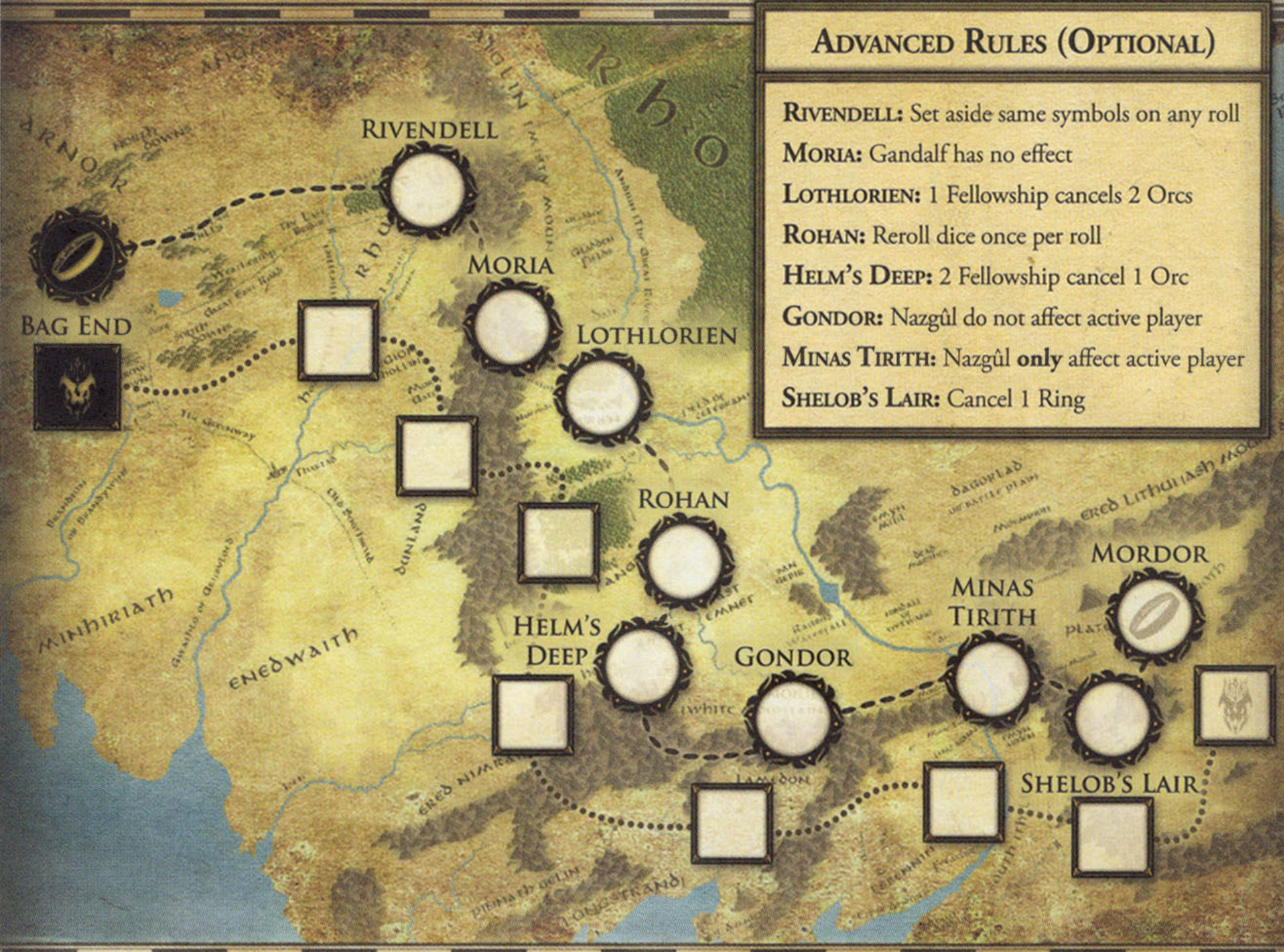
**Rohan:** Reroll dice once per roll

**Helm's Deep:** 2 Fellowship cancel 1 Orc

**Gondor:** Nazgûl do not affect active player

**Minas Tirith:** Nazgûl **only** affect active player

**Shelob's Lair:** Cancel 1 Ring

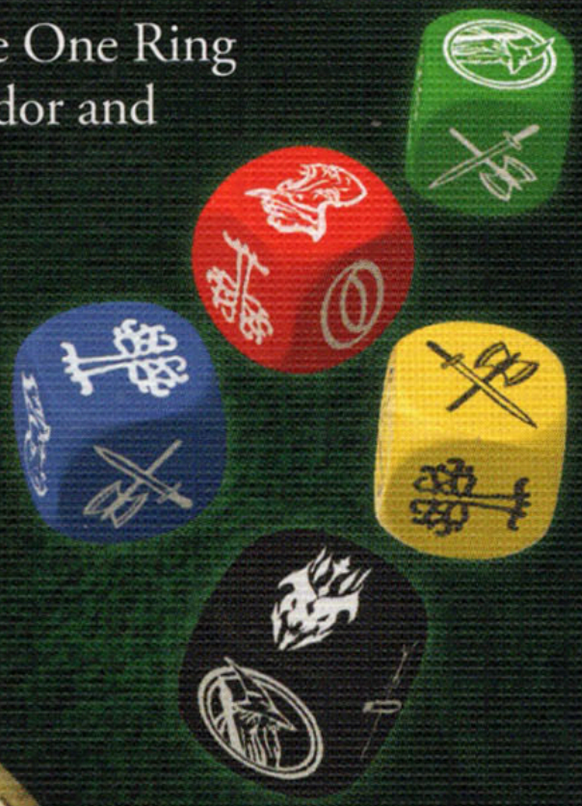


# The Lord of the Rings™ Journey to Mordor™

Travel across Middle-earth in your quest to destroy the One Ring in this press-your-luck dice game! Can you reach Mordor and save Middle-earth before the Nazgûl overtake you?

- Fight bands of Orcs with the help of the Fellowship
- Seek the help of Gandalf to evade the Nazgûl
- Race your friends to the Crack of Doom



## Game Contents

1 Pad of Paper Map Sheets
1 Setup Reference Sheet
5 Dice




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