

RULES FOR THE LIVE RING GAME



A Game
Based on
the Ring Quest
in J.R.R. Tolkien's
The Lord of the Rings

Created
by
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RULES FOR THE LIVE RING GAME

A game based on the Ring-quest in J.R.R. Tolkien's "The Lord of the Rings"

My sincerest thanks goes to Larry Lee, Daryl Sharmon, Skipper Hale, John and Tim Mullenax, Lattie Mullenax, Doug Warner, and Carl Reichenbach for their greatly appreciated help in testing the game.

"Thanks" is not enough, however, for my very close friends, Taylor Clapp, Larry Shewell, Kurt Reichenbach, and Norman Crarey, all of whom over the last three and a half years, helped to create or participated in the original games from which the Rules for the Live Ring Game were derived.

"Rules for the Live Ring Game" has been created and prepared for the purpose of sharing with others the thrill of experiencing the "dangers" of an actual quest. It spawned from attempts by our own group to replicate Frodo's mission, and is now brought to you in rule-book form, tried and tested. Although this game is primarily for those who have enjoyed reading *The Lord of the Rings*, anyone should be able to easily understand it and play it. Actually, if you limit your game to only those who have read the books, you may find it difficult to collect enough people to play.

We have found that, aside from the sheer adrenalin - rushing excitement and adventure that radiates from a quest game (excitement which few other games offer), there is a great awakening of the senses. A person's breathing is greatly benefited by the fresh air; the natural surroundings in which the game is played are pleasing to the eye and soothing to the brain; the sounds of the birds and other small creatures do wonders for a person's hearing perception. In short, the whole experience can be like *lembas* to the body, mind, and soul! Of course the rewards of exercise need not be mentioned! So if anyone should come up to you and ask you why you're running about through the woods and hills, *don't tell them you're on a Ring-quest* . . . they'll think you're nuts and you'll spend too much time and energy trying to convince them otherwise! (How can *they* be expected to understand how much fun you're having if they have never been to Middle Earth?) Just explain that you are out for the exercise and leave it at that!

This booklet has been divided into eight sections in total. The first section explains basically the object of the game. The second, third, and fourth sections give directions and helpful suggestions for planning and organizing a game, while sections five and six include the basic rules for actually playing the game. Chapter seven explains several optional additions to the game which may be, but do not have to be used. Chapter eight is more or less a glossary of descriptions of characters which those participating in the game will role-play. This chapter has been placed at the end of the book for easy reference before or during a game, however it is an important section, and I recommend that it be read twice; once immediately after chapter one ("Object of the game"), and again at the end of the book.

The success of a live Ring game is determined by the size and type of terrain on which it is played, the number of players, the length of time in the game, and many other variables. For this reason, no concrete set of directions or rules can be offered. The following material, therefore, should not be considered as gospel, but only as guidelines and suggestions that have proved successful before under general conditions. The creativity and resourcefulness of those who plan each separate game are what will determine the amount of fun that each player can derive.

It is recommended that each player have a copy of the rules with him during the game so that no questions waste precious time or interrupt the excitement. (A card explaining how additional copies of this booklet may be obtained at a discount is provided inside.)

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If anyone, in playing the game, can offer any suggestions or improvements to these rules, he is more than welcome to offer them, and his suggestions may be included in any future editions which may be published.

Without any further adeu, I present to you "Rules for the Live Ring Game." May your quests be both exciting and successful!

The Author

CHAPTER ONE — OBJECT OF THE GAME

The object of the game is for a small group of two or more people (one of which is the Ring-bearer) to carry a Ring (or other token) over a predetermined territory (which shall be the game area) to a predetermined destination ("Mount Doom") within the game area. If and when the group completes this task, that team wins. This team shall be referred to in this book as "The Ring-bearer's team," or "The Fellowship." The leader of the Ring-bearer's team will plot its course before the game, and may change its course during the game.

A second and larger group, referred to in this book as "Sauron's team," or "the Dark team," must try to prevent the Ring-bearer from transporting the Ring to the destination in order to prevent losing. To win, however, "Sauron" (the leader of the team) must actually place the Ring on his finger, or at least hold it in his hands. If and when he accomplishes this, his team wins. No one else on the Dark team can win the game by putting on the Ring, but they may be instrumental in capturing and carrying the Ring to their master. As with the Ring-bearers, the person playing Sauron will be the leader of his group, and under him will descend the chain of command for the Dark team.

A third team may, under the decision of the game planners, be introduced into the game. (Be careful not to spread your players too thin in order to do this, though!) This team would be led by someone taking on the role of Sauruman. At the beginning of the game, this team would be very small and would be in alliance with Sauron, helping the Dark team to find the Ring. Sauruman may command his team to continue to serve in this capacity, or may attempt to gain the Ring for himself, depending on his own desires. A more detailed description of such actions is given later on in this booklet.

CHAPTER TWO — PLANNING THE GAME

THE SIZE OF YOUR GAME

Before a Ring-quest game can be planned, size must first be determined. This involves three factors: (a) the size of the game territory, (b) the number of players, and (c) the length of game time. Basically, the territory should be proportionate to the number of players and the length of time desired for the game. The area should not be so small that the opposing players will be forced without choice into crossing each other's paths. Neither should it be so large that the Ring-bearers can easily go

from start to finish without ever being seen (they should have to work hard to stay unobserved!).

The number of players will have much to do with the success and excitement in the game. It is relatively safe to say that the more players in the game, the more exciting the game will be. The following rules may be applied to small groups (six to ten players) or large groups (50 to 300 players), but for the most part we will speak in terms of an average group of between ten and twenty players.

TERRITORY — WHERE SHALL YOUR GAME BE PLAYED?

Generally speaking, the more "uninhabited" your game area is, the more exciting it will be. Obviously a city street will not radiate the Tolkien-istic adventure that you seek. Look to nature to supply your terrain.

Type of Terrain

The best game areas are large wooded areas with rolling hills or ledges that cut-off distant vision and offer cover. A large creek which is difficult to cross (possibly can only be crossed in one or two places) is a nice addition and may be used to the advantage of both teams. Large rocks or boulders serve well both as concealment and as observation points. Cornfields, high-growing bushes and shrubbery, etc., are also interesting additions. Obstacles such as ponds, small lakes, open fields, etc., will help to toughen the route. The area should contain a number of paths and dirt roads that run through most of the course. Naturally the areas you live near will determine the limits to what is available for you to use, but the ideal game area would include many or all of the above mentioned items, allowing much variety.

If you do not know of any usable areas immediately near your neighborhood, then investigate other places further "out in the country." Don't settle for blasé surroundings; a large amount of the game's success depends on the type of terrain on which it is played!

Size of Terrain

For a short, small-scale game, (10 players or less and lasting less than two hours), an area of one to three square miles should be about right. An average game (10 to 20 players and lasting between two and six hours) should require about four to eight square miles. A large game, however, (20 to 50 players and lasting between eight and twentieth-four hours), will require at least ten to sixteen square miles. Of course, a giant game (50 to 300 players) would require an enormous amount of space (not to mention planning and expense!). Although the rules in this booklet are designed so that they may be applied to such a large size game, such a game would only be feasible as a convention, and not as a privately-planned expedition. (It is, however, the hope of this author that someone might someday take the initiative to plan such a game.)

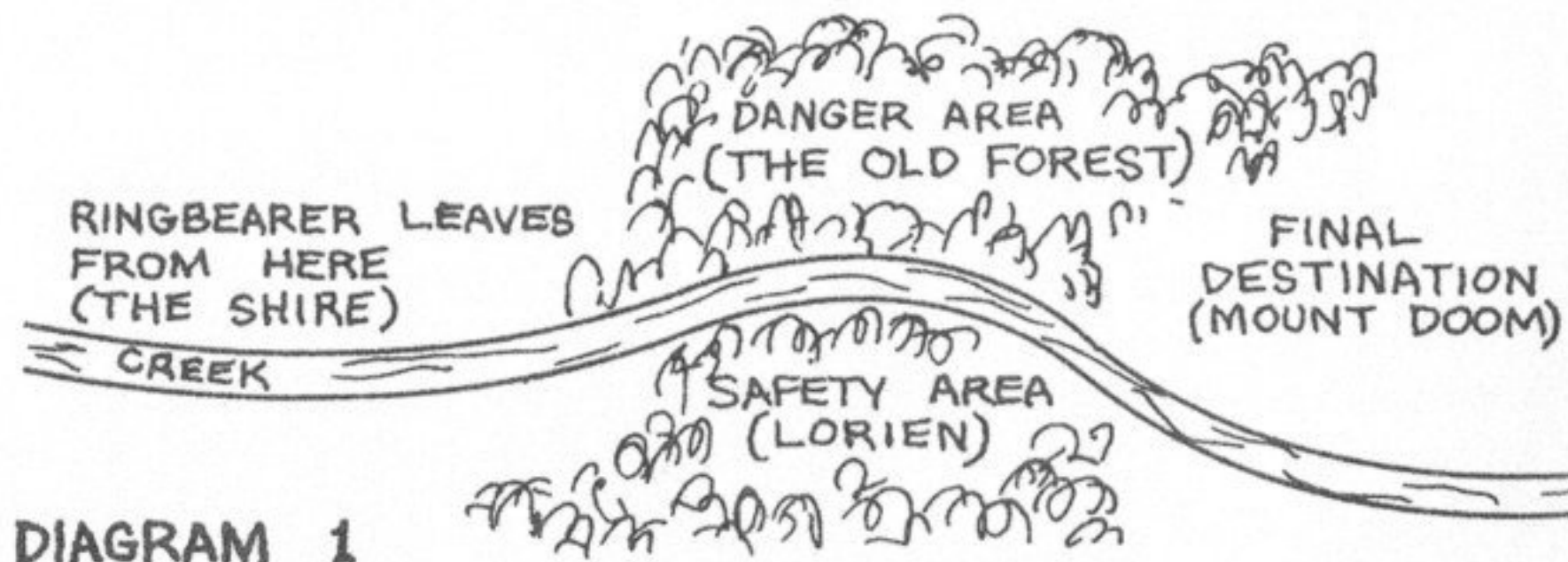
Landmarks

Within the game area, there should be several landmarks or objects that will be immediately recognizable to all those playing. They might take the form of a bridge, a certain mound of dirt or hill, "the old tree by the creek," "the giant rock," etc. In other words, there should be definite,

unchanging markers within the course.

These objects will be used as goal points along the way (i.e., safety areas, destination points, etc.), particularly the final destination point (Mount Doom).

A very basic sample of a game diagram may look something like this:



CHAPTER THREE – PREPARING FOR THE GAME

MAKING A MAP

To aid all those playing (especially those who have not had a chance to investigate the game area prior to the game), a map should be made for use *during* the quest. It is recommended that at least two people serve as the map-makers so that each team will have at least one person who knows the course.

The map-makers should survey the game area and select the landmarks that will represent the goal-points in the game. They should then do their best to accurately show the game area in a map-drawing, with all necessary points illustrated and labeled so that all players will be able to identify any point just by using the map. All boundaries should also be clearly identified, as no player may leave the game area at any time during the game. Copies of the map should then be made so that each team may have several. This can be done by xeroxing copies or by making extras by hand, but all maps should be exactly alike.

PREPARING THE LANDMARKS

Before playing the game, certain landmarks must be planted to indicate vital spots. The best time to do this is early on the day of the game so that nothing is disturbed by weather, vandals, etc.

The Crack of Doom

The Crack of Doom is the actual spot where the Ring must be placed by the Ring-bearer in order to win. It should be located in a fairly easy-to-reach spot in the "Mt. Doom" area, and should be easy to find. (Actually, everyone playing should know exactly where it is.) The "Crack" may be a bowl, pan or other container at least six inches wide and no more than twelve inches wide. It may be partially planted in the ground, or may sit upon the ground. It may not be moved at any time during the game.

Mordor Area

The area representing Mordor should be approximately 200 feet in diameter, with the "Crack of Doom" in the center. As this area becomes important later in the game, it is recommended that the 100-foot radius be marked-off with string to show its boundaries.

If the "Stone of Galadriel" will be used, it should be planted prior to the game. (See "Stone of Galadriel".)

If other optional danger or safety zones will be used, they should be clearly marked. (See "Danger and Safety Zones".)

CHAPTER FOUR – ORGANIZING AND HOLDING THE MEETING

COLLECTING THE PLAYERS

Getting people to show up to play the game can be a real problem unless arrangements are made in advance. Usually a week's notice is just right. However, make sure that each person asked to participate commits himself one way or another, and then hold him to his commitment. Otherwise you may face the last-minute disappointment of not having enough players to make the game worthwhile.

As mentioned before, the more players there are, the more interesting the game will be. It is good, then, to invite anyone and everyone that wants to play, regardless of their previous knowledge of *Lord of the Rings*. As long as someone is interested, will play fairly, and can understand the rules, he should be included.

AT THE MEETING

Once everyone has met at the time and place designated, an information period should begin so that everyone understands everything. All of the rules should be explained and a careful briefing of the map should follow, showing where all special areas are, as well as the points where the game can be won or lost. The times of departure and return should be agreed upon. (If the Ring-bearer has not succeeded in transporting the Ring to the "Crack of Doom" by the agreed-upon time of return, his team automatically loses.)

Choosing Teams

Only after all rules have been set should teams be chosen. In this way, no one can alter rules to his favor. Choosing teams should be done in a democratic fashion, but the first consideration should be which team a player would like to be on. If there are more people who would like to be on a team than there are positions to be filled, then the drawing of lots is the best way to decide. The captains of each team should be chosen either by popular vote or by lots. It is then the responsibility of each captain to issue the duties and positions to each player on his team, and to make the plans that he hopes will win the game.

THE RING

The Ring, by which the game will be won or lost, must be in the possession of some player at all times during the game. At no time in the game may the Ring be left somewhere, hidden or otherwise located anywhere but on a player. Only if and when the Ring reaches Mt. Doom can it leave human contact to be deposited in "the Crack of Doom." The Ring may, however, be passed from one player to another as often as desired (as from one teammate to another), or as commanded (as in the case of capture by the opposing team under the correct conditions).

The Ring-bearer may carry the Ring on a string or fine chain around his neck, or in his hand (not recommended!), or may hide the Ring in his clothing, such as in his pocket. If the Ring is hidden, it will make things much harder on the other team, as will be explained later.

Should the Ring be lost at any time during the game, the team who last had it automatically loses.

The Ring has no powers or purposes other than those listed. It cannot make a player "invisible" (that is, to be able to pass by another player as if unobserved), or otherwise aid him in winning.

THE STONE OF GALADRIEL

The Stone of Galadriel is an optional addition to the game, which can increase the unexpectedness of the game quite a bit with very little extra effort. Some sort of token, to be called "the Stone of Galadriel," will represent "a gift from the Lady," and is an aid to the Fellowship team.

Prior to the game, this token should be planted in a location within the game area that is *out of the way* of the natural course of the Ring-bearers from the starting point to Mt. Doom. In other words, it should cause an inconvenience of time and energy for the Ring-bearers to obtain it. (See example in Diagram 2.) If they do manage to obtain it, however, it makes any member virtually invulnerable to capture, no matter how outnumbered the group may be. A member of the Ring-bearer's team who holds the Stone cannot be captured by any, except by the *combined force* of all of the Black Riders, or by Sauron himself. Neither can his teammates be captured as long as they are with him, as he has only to tag them to uncapture them. (This applies only to immediate members of the Fellowship, however. It does not help "Friends." See "Danger and Safety Zones.") He may also use the Stone later to uncapture teammates or to retrieve the Ring if it is being carried by a captured teammate.

Both teams should know where the Stone is located prior to the game. Sauron may send his players from a legal starting point to guard it after the game has begun, but in no way is anyone on the Dark team allowed to touch, move, hide, or in any way disturb the Stone. The Stone's powers are useless to all but the Ring-bearer's team.

DEPARTURE OF PLAYERS

NOTE: Make sure all watches are synchronized before starting. Everyone must enter the game area at a legal starting point (either the Shire or Mt. Doom), and no sooner than the agreed-upon legal starting time.

Departure depends mostly on "Sauron's" strategy, a certain amount of which will be revealed this point in the game. The Ring-bearer's team will leave exactly at starting time, and should leave in such a manner so that no one else will be able to observe its precise direction. Sauron's team should be divided-up so that his men will be scattered through the course, with some pursuing the Ring-bearers from behind, and some beginning at Mt. Doom and working backwards. Still others may hold positions along the route, all according to Sauron's strategy. Those who will be starting from Mt. Doom (whether they will be remaining there or moving to a different position) may leave before the starting time so that they can reach Mt. Doom and wait there until the starting time, at which time they may officially begin to leave, if they have been instructed to do so.

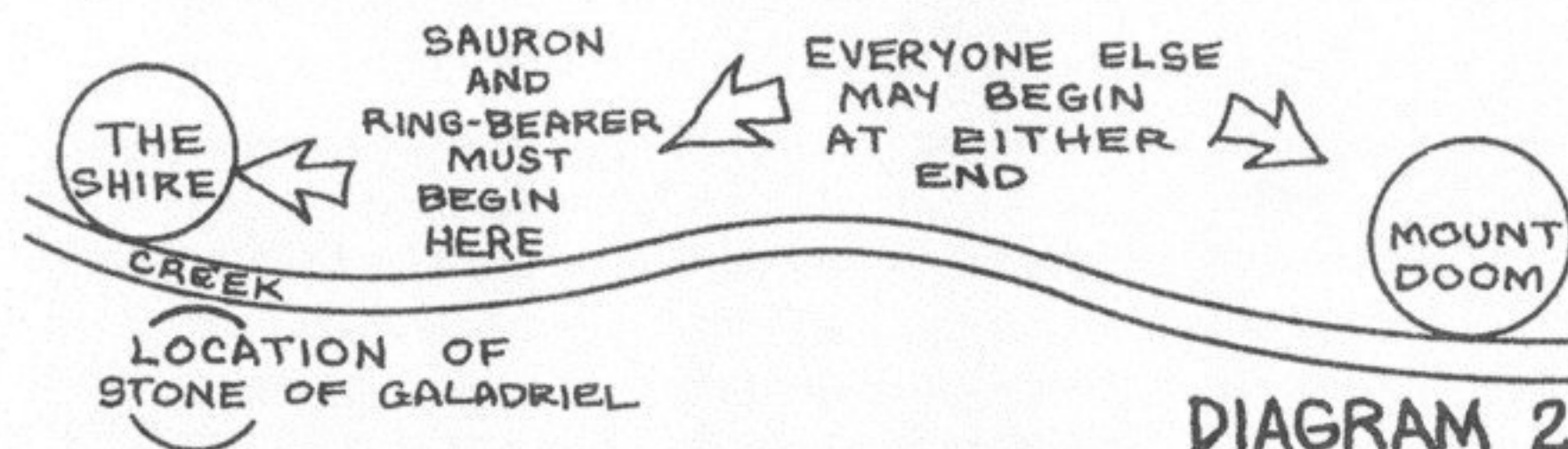


DIAGRAM 2

(Cars, bikes, or other vehicles may be used to reach a starting point before the game begins, but not after the starting time.) Sauron may send as many of his teammates to enter at Mt. Doom as he wishes, however only *one person* may remain there or return there during the entire game (See "Voice of Mordor.") The others, upon entering, must immediately move outside of a 100-foot radius of "the Crack." (This radius may be measured and marked off with string before the game, or may be estimated using landmarks that all will know.) The others may re-enter the 100-foot radius *only* after a member of the Ring-bearer's team has entered the radius. They may, however, stand guard just outside the radius if Sauron so desires. Sauron himself is, at no time in the game, permitted within the Mordor area.

All those on Sauron's team who do *not* begin from Mt. Doom must wait five to ten minutes *after* starting time to depart (exact number of minutes should be decided before teams are chosen), so that the Ring-bearers have a head start.

Sauron himself is not permitted to begin from Mt. Doom, as doing so would give his team an unfair advantage over the Ring-bearers. Instead he can only pursue them from behind after the five to ten minute time delay.

CAPTURING AND UNCAPTURING OF PLAYERS AND THE RING

Capturing may take place when a group from one team has an "advantage" over a group from another team. The "advantage" is not based on the actual number of persons present, but the total of "value" numbers in each group. (Values for each character are given in Chapter Eight.) If the number of total assigned values of one group is larger than the number of total assigned values of the other group, then the second group may be captured by the first group. For example, players on the Ring-bearer's team may be captured under any of the following sample conditions: (a) they are *outnumbered* by any of Sauron's players, (b) they are *equalled or outnumbered* by *Black Riders*, (c) they are *equalled* by Sauron's players, with at least one player being a Black Rider. Under any lesser conditions, they cannot be captured, but can capture instead. If the number values are equal, then it is a stalemate, and neither team can capture until they obtain an advantage.

Capturing Examples:

1. Two Ring-bearers are tagged by two Orcs; they are not captured.
2. Two Ring-bearers are tagged by three Orcs; they are captured.
3. Two Ring-bearers are tagged by two Black Riders; they are captured.
4. Two Ring-bearers are tagged by one Black Rider; they are *not* captured.
5. Two Ring-bearers are tagged by one Orc and one Black Rider; the Ring-bearers are captured.

If the Ring-bearers have succeeded in obtaining the Stone of Galadriel, and have it in their possession when they are encountered, then only Sauron or the combined force of all of the Black Riders in the game can capture them.

Capturing is accomplished (under all the above conditions) by tagging each member of the opposite team in the group being captured. Tagging need only be done by one person, as long as the remainder of the taggers are within a 50-foot radius of those being tagged. If it turns out, however, that there are fewer taggers than there are "taggees," the taggers are automatically captured by the "tagees."

If all or any portion of the Ring-bearer's team is captured, the procedure is as follows: The captors are not allowed to ask for or search for the Ring themselves. They are, however, permitted to take one half of all those captured with them to Sauron, who alone can ask for the Ring. (If there is an odd number of prisoners, the captors must take less than half.) From the moment the first member is tagged, a five minute timing should begin. At the end of five minutes, all those who have been chosen *not* to be taken along as prisoners are free to leave. During the five minute period, however, they may not move from the spot where they were captured,

whether their captors are still present or not.*

In the same way that Sauron's team may capture members of the fellowship, the fellowship may uncapture their teammates, as long as they have the advantage (i.e., they are not outnumbered, etc.), or have possession of the Stone of Galadriel. Those taken prisoner are counted as part of the attacking force for the sake of outnumbering their captors. Uncapturing is done by a rescuer tagging each person to be uncaptured.

Once a prisoner has been taken to Sauron to discover if he has the Ring, Sauron need only ask and he must immediately answer. If he has the Ring, he must hand it to Sauron, and the game is over. If he does not have the Ring, he is free to flee as soon as he has answered Sauron. From the moment he answers, he is allowed five minutes to escape before he may be followed or recaptured.

Members of the Ring-bearer's team may capture members of Sauron's team under the same rules. However, a captured member of Sauron's team may not be taken prisoner (as this would only prove to be a disadvantage to the Fellowship), but must wait at the spot where he was captured for at least five minutes before resuming the game.

CHAPTER SEVEN – OPTIONAL ADDITIONS

SAURUMAN'S TEAM

As mentioned earlier, a third team, called "Sauruman's Team," may be introduced into the game before it begins. This should be done only if all other major positions are filled, and there are players to spare.

Sauruman's team would, at the start of the game, be a part of Sauron's team and would be no larger than one-fourth of Sauron's team. Sauruman's team would take orders from Sauruman, who in turn would take orders from Sauron. After the game has started, Sauruman may continue to serve the Dark Lord, or he may attempt to go into business for himself, thus receiving the glory and satisfaction of having won-out over *both* of the other teams. This option allows the variables of actual personality, character, and ego to enter the game, and introduces a large amount of uncertainty, the more of which there is, the more interesting the game will be. The players on the Dark Side will not be certain that they can trust the players of Sauruman's team, and visa versa, so that the strategies of each may contain secret, undercover strategies. In this way, a manufactured greed may come into the picture, which could easily change the outcome of the game.

If Sauruman decides to try to win the game for himself, he must first capture the Ring. As long as he has the "advantage," he may capture it from whoever has it (Ring-bearer or Sauron's team). Once he possesses it, he must take it to Mt. Doom to claim victory. Only by having the Ring in one hand and touching the "Crack of Doom" with the other does he win.

*Obviously many of the rules listed here cannot be enforced by observers, as observers will not always be present. Therefore, each member is on his honor to obey them. Like any kind of competition, there is no enjoyment in winning a game that has been played unfairly.

If he has the Ring but has not yet reached Mt. Doom to win, the Ring allows him to be counted as two regular players in any capturing situation, and makes him invulnerable to the "Voice of Mordor." (In other words, the person guarding the "Crack of Doom" cannot touch Sauruman if he has the Ring.) Sauruman's "wizardry," along with the Ring, gives him this power. Anyone else with the "advantage," however, can recapture the Ring from Sauruman.

Sauruman's teammates are under his command during the entire game.

When choosing the players for the different roles in the game, if two or more people have tried for the role of Sauron, then *from* the losers of the lots should Sauruman be chosen.

DANGER AND SAFETY ZONES

If enough players are available, additional danger and safety areas may be included throughout the game area. Danger areas would be certain places along the route where the Ring-bearers would encounter hazards in addition to those of the "Dark Side." Safety zones would be particular places where those on the Ring-bearer's team could not be captured, and where they could receive aid from friends.

Safety and Danger areas should both be small, and should have definite borders. They should be marked on the maps for all to know. To make the game more interesting, however, possibly several of each type of area may be listed on the maps, but only one or two would contain an actual danger or safety. In this way, the players may take chances based on their hopes or fears of these areas.

If the game planners elect to include danger and safety areas, and if enough players show up to do this, then all extra players should be sent away to have a meeting of their own, in which they would decide which danger and safety zones they wish to "inhabit," and should immediately divide up and leave for their respective areas. (They don't need to wait for the game to start to go to their zones.) They should tell no one else in the game which areas will contain actual "Dangers" or "Safeties."

Danger Zones

A possible danger zone might be called "The Old Forest" or "Minus Morgul," and could contain a danger such as a band of trolls, or a balrog, etc. If any player on the Ring-bearer's team is tagged by such a menace (even though his team is not outnumbered), he is "killed," meaning that he is excluded from the game at that point. If the Ring-bearer himself is "killed," he must remain stationary, and the game is over (without a winner), unless the Ring-bearer's teammates can manage to lure the "menace" away and manage to retrieve the Ring without being tagged. The "menace" is not allowed to check for the Ring after he has felled a player. (Care should be taken by the team not to indicate who has the Ring.) If there is a "Gandalf" among the Ring-bearer's team, he may sacrifice himself and stay behind, thus permitting his teammates to pass through the zone unharmed. Gandalf, however, may leave after a ten minute wait, free to continue in the game.

The "menace," whether it be one or more persons, cannot leave its zone. The zone should be several hundred square feet in diameter, and

should somehow be marked.

At the decision of the Planners, one or more of the danger zones may also be "dangerous" to all those on Sauron's and Sauruman's team, with the exception of Sauron and Sauruman themselves. This would give all players something to fear and watch out for.

Safety Zones

A safety zone need be no more than a resting place where the Ring-bearers can rest without fear of being captured. (No one else is allowed to pass through that area unless the "inhabitants" permit it. Any who do so take the risk of being tagged inside by one of the inhabitants, thus removing them from the game.) The inhabitants may take the form of friendly Elves, Dwarves, or even a Tom Bombadil. They may help the Ring-bearers not only by protecting them, but may give them any information they might know concerning the movements of the enemy. They may also serve as scouts to check to see if the path is clear before the Ring-bearers continue their journey. These players *may* leave their assigned area (at the risk of leaving their guests unprotected).

In the case of both the "menaces" and the "friends," while they are in their respective areas, they cannot be captured or otherwise outnumbered.

As a further interesting twist to this option, an area like "Moria" may be listed on the maps, but no one other than those planning the options would know which option the area contained, a danger option or a safety option.

CHAPTER EIGHT — CHARACTER ROLES AND POWERS

The following is a list of character roles, with definitions of powers and abilities unique to each during the game. They are given a number to indicate their essentiality to the game. (1) means they are most essential, and the game cannot be played without them. (2) means that if more players are available, then these positions should be filled next, and the same with (3), (4), and etc., in numerical order. (NOTE: All positions of one number should be filled on all teams before going to the next higher number category of players.)

CHARACTERS ON THE DARK TEAM

- (1) **SAURON** — Leader of the Dark Team. His word is final to everyone under him. He alone may win the game for his team by asking for the Ring from anyone who has it. He is not permitted within the Mt. Doom area, and must start (on foot) from where the Ring-bearers depart. Sauron cannot be outnumbered, and may ask *anyone* if they have the Ring simply by tagging them. He is invulnerable to the Stone of Galadriel.
- (1) **BLACK RIDERS** (at least two) — Must follow Sauron's orders. They may capture and take prisoners to Sauron, but cannot themselves ask or search for the Ring. They are not permitted in the Mt. Doom area until a Ring-bearer has passed into that area. They are powerless against the Stone of Galadriel unless they are all together.

A Black Rider counts as two people towards an advantage. Each Black Rider should wear all black clothers or at least a black cloth around his arm to identify himself.

- (1) **ORCS** (at least one) — Must follow Sauron's orders. They may capture and take prisoners to Sauron, but cannot themselves ask or search for the Ring. They are not permitted in the Mt. Doom area until a Ring-bearer has passed into that area. They are powerless against the Stone of Galadriel regardless of number. An Orc counts as one person towards an advantage. Orcs should wear a green cloth around the arm for identity.
- (2) **THE VOICE OF MORDOR** (one person only) — Takes orders from Sauron. May stay within the Mordor area to guard the Crack of Doom. Unlike the other players, he may physically try to prevent the Ring-bearer from dropping the Ring into "the Crack." He may not attempt to injure or strike with intent to injure, but he is permitted to wrestle with the Ring-bearer(s), to try to take the Ring from the Ring-bearer, or to prevent the Ring-bearer from placing the Ring in "the Crack" (such as by casting himself over "the Crack," using his body as a shield, etc.). He may not use any other objects in any way for any purpose. He is not affected by the Stone of Galadriel. He may take a Ring-bearer prisoner by force (i.e., tying him up with rope) to Sauron, or to his teammates (who may then untie him if they have an advantage). If he manages to obtain the Ring, he may flee with it at once to Sauron or to another teammate. Once he is outside of the radius, though, his powers are reduced to those of an ordinary player, and he may be recaptured and the Ring retrieved under normal capturing conditions. He regains his powers as soon as he is within the 100-foot radius. He counts as one player towards an advantage.
- (3) **More BLACK RIDERS** (up to nine) — See definition of BLACK RIDERS
- (3) **More ORCS** (up to six) — See definition of ORCS
- (4) **More ORCS** (unlimited number, as long as all other No. 4 positions are filled.)
- (4) **SAURUMAN** — Must take orders from Sauron at beginning of game. May continue to serve Sauron, or may secretly try to obtain the Ring for himself, and thus win the game by taking it to Mt. Doom. He counts as one person towards a capturing advantage unless he has the Ring, in which case he counts as two. If he has the Ring, he is invulnerable to the "Voice of Mordor" and the Stone of Galadriel.
- (4) **SAURUMAN'S ORCS** (up to one-fourth the total number of Sauron's team, themselves included.) Same as regular Orcs except they are under the command of Sauruman. Sauruman's Orcs should wear a red cloth around the arm for identity.

CHARACTERS OF THE FELLOWSHIP

- (1) **FRODO (Ring-bearer)** — Carrier of the Ring. He is the leader of the Fellowship, and therefore will make all final decisions for the

Fellowship (unless there is a Gandalf in the game, in which case Gandalf is the leader, although not the Ring-bearer). Frodo, along with the rest of the Fellowship, must begin from the Shire starting point. He and/or his companions may go after the Stone of Galadriel. He counts as one towards an advantage in capturing, unless he has the Stone of Galadriel (which gives him a larger advantage—See "the Stone of Galadriel").

- (1) **COMPANIONS (One)** — Same as Frodo, only must take orders from team leader (Frodo or Gandalf).
- (2) **GANDALF** — If included in game, becomes leader of Fellowship, making all final decisions. He may not at any time touch the Ring. He may leave from any legal starting point at the beginning of the game, and may start with the company or may meet with them later along the course. He may go after the Stone of Galadriel. Gandalf counts as two people towards a capturing advantage. He may work one "miracle" during the game in which, upon being captured, he may claim a five-minute "freeze" on all of his captors present. During this time they cannot move, while he and the rest of the Fellowship may flee. He should have some token which he surrenders to his captors to signify that he has used his one "miracle."
- (3) **MORE COMPANIONS** (up to six *altogether*) — See "COMPANIONS"
- (4) **MORE COMPANIONS** (up to nine *altogether*) — See "COMPANIONS"

DANGER AREA CHARACTERS

- (5) **MENACES** (one actual "menace" for every fifteen or twenty players on Sauron's team, although a menace may consist of one to four players) — Takes orders from no one else. Must stay within the borders of chosen danger zone. Upon tagging a member of the Fellowship, (or if decided beforehand, anyone else in the game besides Sauron and Sauruman), that member is immediately excluded from the game. If Sauron passes through with his company, the menace cannot touch anyone with him. Gandalf may stop menace from touching anyone else with him by sacrificing himself for 10 minutes. Menaces cannot be captured or outnumbered. They are not affected by the Stone of Galadriel. Menaces should wear an orange cloth around the arm for identity.

SAFETY AREA CHARACTERS

- (5) **"FRIENDS"** (one actual safety area for every actual "menace," although a "safety area" may consist of up to five players) — Take orders from no one else. May protect Fellowship while in their area by tagging (and thus "killing") anyone else who enters their zone. May leave their zone, but become powerless when they do so. Inside their zone they cannot be captured or outnumbered. Outside, they count as one towards a capturing advantage, and may join with the Fellowship to journey outside of their zone if they so choose. A "Friend" should wear a yellow cloth around the arm for identification.