

For 2 to 6 Players / AGES 8 to Adult



Property Trading Game from Parker Brothers®

# THE LORD OF THE RINGS

TRILOGY EDITION

One Ring to rule them all,  
One Ring to find them,  
One Ring to bring them all,  
and in the darkness bind them.™

Make the journey through Middle-earth™ and lay claim to the territories, gathering power as you move in and out of them. Build strongholds and fortresses to battle the darkness that is rising, and acquire relics such as the staffs of the Wizards.

Play the classic version, or make use of the power of The One Ring with the special "The Lord of the Rings" Optional Rule. Either way you choose to play, it's an adventure like no other.

Visit: [www.lordoftherings.net](http://www.lordoftherings.net)

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## What's different?

- People cards and Event cards replace the classic Chance and Community Chest cards.
- Strongholds and fortresses replace houses and hotels.
- Power replaces Money.
- Gameboard spaces and corresponding Title Deeds represent territories throughout Middle-earth. All of the values are the same as the corresponding deeds in the classic edition.
- Choose from 6 collectible The Lord of the Rings-themed tokens.
- In place of the traditional railroads, The Lord of the Rings Trilogy Edition features the steeds of Middle-earth: Bill the Pony, Asfaloth, Brego and Shadowfax.
- The two utilities are now the staffs of the Wizards: the Staff of Gandalf and the Staff of Saruman.
- A special die, with the Eye of Sauron, is included.
- Make use of the power of The One Ring with the special The Lord of the Rings Optional Rule.

## Contents

Gameboard • Middle-earth Title Deed Cards • Units of Power and Banker's Tray • 6 Collectible The Lord of the Rings-themed Tokens • 2 Dice • 16 People Cards • 16 Event Cards • 32 Strongholds • 12 Fortresses • The One Ring in Gold-toned Pewter

## Please Note

The tokens in this game are made of metal and may bend. If they do, carefully bend them back into shape.

## The Dice

One of the dice in this game is special to The Lord of the Rings Trilogy Edition. Instead of a "1," this die has the Eye of Sauron. When the Eye of Sauron is rolled, treat it like a "1." If you are playing by the Optional Rule, see the Optional Rule on page 3.



## OPTIONAL RULE

Place The One Ring in Bag End (the first Middle-earth territory space).

Every time a player rolls the Eye of Sauron, immediately move The One Ring to the next Middle-earth territory (these are the spaces that you can build strongholds and fortresses on, see STRONGHOLDS on page 7). For example, The One Ring starts in Bag End; it will skip the next space as that is an Event card space and move onto Farmer Maggot's (Middle-earth territory). The One Ring will then skip the Seen by the Palantir (non-territory) space, the Bill the Pony (non-territory) space and go onto the Buckleberry Ferry (the next Middle-earth territory) space.

After you move The One Ring, move your token (counting the Eye of Sauron as a "1").

When you land on a territory while The One Ring is there...

- If the territory is unclaimed, you can claim it for FREE, as The One Ring gives you great power.
- If the territory is claimed, you must pay DOUBLE the normal rent to the owner of the territory, as The One Ring corrupts you.



When The One Ring is moved onto Mount Doom (the last space), the game is immediately over. The player rolling the dice does NOT finish his/her move.

Players then add up their: (1) power on hand; (2) territories, steeds and staffs of the Wizards claimed, at the value printed on the board; (3) any mortgaged territories claimed, at one-half the value printed on the board; (4) strongholds, counted at purchase value; (5) fortresses, counted at purchase value including the value of the strongholds turned in. The player with the greatest total value, wins.

## MONOPOLY® GAME RULES OF PLAY

**OBJECT** ... The object of the game is to become the most powerful player by laying claim to, charging rent on and bartering for territories throughout Middle-earth.



**PREPARATION** ... Place the board on a table, and put the People and Event cards facedown on their allotted spaces on the board. Each player chooses one token to represent him/her while traveling around the board.

Each player is given 1,500 units of power divided as follows: two each of 500s, 100s and 50s; six 20s; five each of 10s, 5s and 1s.

All remaining power and other equipment go to the Bank. Stack the Bank's power on edge in the compartments in the plastic Banker's tray.

**BANKER** ... Select as Banker a player who will also make a good Auctioneer. A Banker who plays in the game must keep his/her personal power separate from that of the Bank. When more than five people play, the Banker may elect to act only as Banker and Auctioneer.

**THE BANK** ... Besides the Bank's units of power, the Bank holds all Title Deed cards, as well as strongholds and fortresses prior to construction and use by the players. The Bank pays salaries and bonuses. It sells and auctions territories and hands out their proper Title Deed cards; it sells strongholds and fortresses to the players and loans power when required on mortgages.

The Bank collects all penalties, loans and interest, and the value of all territories that it sells and auctions.

The Bank never "goes broke." If the Bank runs out of power, the Banker may issue as much more as may be needed by merely writing on any ordinary paper.

**THE PLAY** ... Starting with the Banker, each player in turn rolls the dice. The player with the highest total starts the play: Place your token on the corner marked "GO;" roll the two dice and move your token in the direction of the arrow the number of spaces indicated by the dice. After you have completed your play, the turn passes to the left. The tokens remain on the spaces occupied and proceed from that point on the player's next turn. Two or more tokens may rest on the same space at the same time.



According to the space your token reaches, you may be entitled to lay claim to a territory from Middle-earth – or be obliged to pay rent, pay penalties, draw a People or Event card, "Go to Jail," etc.

If you roll doubles, you move your token as usual, the sum of the two dice, and are subject to any privileges or penalties pertaining to the space on which you land. Retaining the dice, roll again and move your token as before. If you roll doubles three times in succession, move your token immediately to the "In Jail" part of the "IN JAIL - JUST VISITING" corner space (see JAIL).

**"GO"** ... Each time a player's token lands on or passes over GO, whether by rolling the dice or by drawing a card, the Banker pays him/her a salary of 200 units of power.

The 200 units of power is paid only once each time around the board. However, if you pass GO on the roll of the dice and land two spaces beyond it on Events, or seven spaces beyond it on People, and you draw the "Fly you Fools! Proceed to Go" or the "You are healed by Elrond. Proceed to Go" card, you collect 200 units of power for passing GO the first time and another 200 for reaching it the second time by instructions on the card.

#### **LAYING CLAIM TO TERRITORY (BUYING PROPERTY) ...**

Whenever you land on an unclaimed territory, you may claim it from the Bank at its printed value. You receive the Title Deed card showing ownership of this territory; place it faceup in front of you.

If you do not wish to lay claim to the territory, the Banker auctions it to the highest bidder. The buyer pays to the Bank the amount of the bid, in units of power, and receives the Title Deed card for the territory. Any player, including the one who declined the option of claiming the territory at the printed value, may bid. Bidding may start at any price.

**PAYING RENT** ... When you land on a territory claimed by another player, the owner collects rent from you in accordance with the list printed on its Title Deed card.

If the territory is mortgaged, no rent can be collected. When a territory is mortgaged, its Title Deed card is placed facedown in front of the owner.



Following the above rules, you may buy and build at any time as many strongholds as your judgment and power will allow. But you must build evenly, i.e., you cannot build more than one stronghold on any one territory of any color-group until you have built one stronghold on every territory of that group. You may then begin on the second row of strongholds, and so on, up to a limit of four strongholds to a territory. For example, you cannot build three strongholds on one territory if you have only one stronghold on another territory of that group.

As you build evenly, you must also break down evenly if you sell strongholds back to the Bank (see BARTERING FOR TERRITORIES).

FORTRESSES ... When you have four strongholds on each territory of a complete color-group, you may buy a fortress from the Bank and build it on any territory of the color-group. You return the four strongholds from that territory to the Bank and pay the value of the fortress as shown on the Title Deed card. You may build only one fortress on any one territory.

BUILDING SHORTAGES ... When the Bank has no strongholds to sell, players wishing to build must wait for some player to turn back or to sell his/her strongholds to the Bank before building. If there are a limited number of strongholds and fortresses available and two or more players wish to buy more than the Bank has, the strongholds or fortresses must be sold at auction to the highest bidder.

BARTERING FOR TERRITORIES (SELLING PROPERTIES) ... Unimproved territories, steeds and the staffs of the Wizards (but not buildings) may be sold to any player as a private transaction for any amount the owner can get; however, no territory can be sold to another player if buildings are standing on any territories of that color-group. Any buildings so located must be sold back to the Bank before the owner can sell any territory of that color-group.

Strongholds and fortresses may be sold back to the Bank at any time for one-half the amount paid for them.

All strongholds on one color-group must be sold one by one, evenly, in reverse of the manner in which they were built.

All fortresses on one color-group may be sold at once. Or they may be sold one stronghold at a time (one fortress equals five strongholds), evenly, in reverse of the manner in which they were built.

MORTGAGES ... Unimproved territories can be mortgaged through the Bank at any time. Before an improved territory can be mortgaged, all the buildings on all the territories of its color-group must be sold back to the Bank at half value. The mortgage value is printed on each Title Deed card.

No rent can be collected on mortgaged territories, steeds or staffs of the Wizards, but rent can be collected on un-mortgaged territories in the same group.

In order to lift the mortgage, the owner must pay the Bank the amount of the mortgage plus 10% interest. When all the territories of a color-group are no longer mortgaged, the owner may begin to buy back strongholds at full value.

The player who mortgages a territory retains possession of it and no other player may secure it by lifting the mortgage from the Bank. However, the owner may sell this mortgaged territory to another player at any agreed price. If you are the new owner, you may lift the mortgage at once if you wish by paying off the mortgage plus 10% interest to the Bank. If the mortgage is not lifted at once, you must pay the Bank 10% interest when you acquire the territory and if you lift the mortgage later you must pay the Bank an additional 10% interest as well as the amount of the mortgage.

BANKRUPTCY ... You are declared bankrupt if you owe more than you can pay either to another player or to the Bank. If your debt is to another player, you must turn over to that player all that you have of value and retire from the game. In making this settlement, if you own strongholds or fortresses, you must return these to the Bank in exchange for power to the extent of one-half the amount paid for them. This power is given to the creditor. If you have mortgaged territories, you also turn these territories over to your creditor but the new owner must at once pay the Bank the amount of interest on the loan, which is 10% of the



value of the territory. The new owner who does this may then, at his/her option, pay the principal or hold the territory until some later turn, then lift the mortgage. If he/she holds territory in this way until a later turn, he/she must pay the interest again upon lifting the mortgage.

Should you owe the Bank, instead of another player, more than you can pay (because of penalties) even by selling off buildings and mortgaging territories, you must turn over all assets to the Bank. In this case, the Bank immediately sells by auction all territories so taken, except buildings. A bankrupt player must immediately retire from the game. The last player left in the game wins.

**MISCELLANEOUS** ... Power can only be loaned to a player by the Bank, and then only by mortgaging territories. No player may borrow from or lend power to another player.

## RULES for a SHORT GAME

(60 to 90 minutes)

There are five changed rules for this first Short Game.

1. During PREPARATION, the Banker shuffles then deals three Title Deed cards to each player. These are Free. No payment to the Bank is required.
2. You need only three strongholds (instead of four) on each territory of a complete color-group before you may buy a fortress. Fortress rent remains the same. The turn-in value is still one-half of the purchase value, which in this game is one stronghold less than in the regular game.
3. If you land in Jail you must exit on your next turn by (1) using a "Get Out of Jail Free" card if you have (or can buy) one; (2) rolling doubles; or (3) paying 50 units of power. Unlike the standard rules, you may try to roll doubles and, failing to do so, pay the 50 units of power on the same turn.
4. The penalty for landing on "Seen by the Palantir" is a flat 200 units of power.
5. END OF GAME: The game ends when one player goes bankrupt. The remaining players add up their: (1) power on hand; (2) territories, steeds and staffs of the Wizards claimed, at the



value printed on the board; (3) any mortgaged territories claimed, at one-half the value printed on the board; (4) strongholds, counted at the purchase value; (5) fortresses, counted at purchase value including the amount for the three strongholds turned in.

The most powerful player wins!

## ANOTHER GOOD SHORT GAME

**TIME LIMIT GAME** ... Before starting, agree upon a definite hour of termination, when the most powerful player will be declared the winner. Before starting, the Banker shuffles and cuts the Title Deed cards and deals two to each player. Players immediately pay the Bank the value of the territories dealt to them.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.

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