

RINGGEISTER game - Player Aid/Rules Summary and Contents

Setup

1. Game board

Assemble the gameboard. [This assumes the little wooden mountains have already been stuck on the board in the places marked with a rectangle and a cross (X), using the adhesive stickers supplied.] The Starting corner and the Mt Doom corner must be diagonally opposite each other, but (taking into account the two different shapes of the internal pieces) otherwise the board is variable, and can be set up either randomly or as agreed.

2. Cards Deck

Shuffle the 'cards' and place them face down in a draw pile near the board. Turn up one card and place it face up next to the pile as the starting card. This dictates the movement of the dark pawns, which Hobbit bears the Ring, and whether any of the Dwarves' underground paths are accessible. [A black starting point symbol does not trigger a Great Storm at the start of the game as those spaces are initially occupied by the dark pawns.]

3. Pawns

Each player takes a (small) Hobbit pawn and a (taller) Companion pawn of the same colour. They are placed on the white starting spots in the Starting corner (opposite Mt Doom). The white Gandalf pawn is also placed on one of these dots.

The 9 Ringwraith (tall black) pawns, 8 Ork (medium black) pawns, and Gollum (1 short black) pawn are placed randomly on the 18 black spots with a white arrow and outer circling arrows.

4. Counters

Each player takes hexagonal Counters of their colour, according to the agreed manner of playing – which can be 0 (introductory), 1 (inexperienced), 2 (some experience), or 3 (experienced players - maximum 3).

If playing with counters, each player thoughtfully places their counter(s) (one by one in turn) on 1 of the 6 places, marked with a hexagon, on the path to Mt Doom.

5. The Map

Note the locations of the dark pawns, the waterways (dark pawns cannot traverse these), the paired entrances/exits to the Dwarves' secret underground paths (black arrows with dwarven symbols), and the Sites of Arcane Power (white rectangles) that cause a new card to be turned up.

6. Starting Player

The youngest player goes first.

A Turn

1. The player **moves** their Hobbit pawn and their Companion pawn (in either order) along the marked routes up to the next grey or black space (and can jump over a space occupied by another light pawn but not an unoccupied space). [The solid black triangles mark underpasses, through which the route just continues to the other side].

OR

The player can move the (white) Gandalf pawn only - in which case he may move over spaces occupied by light pawns and unoccupied grey spaces, but must stop on the first black space encountered.

At intersections/junctions, light pawns can choose whichever direction they wish. When they are *open*, the light pawns may use the Dwarves' secret paths.

The Hobbit bearing the Ring can pass through spaces occupied by an Ork or Gollum pawn, using the Ring's invisibility power – but this does not work with the Ringwraiths!

2. There can be **consequences** of where a light pawn finishes up – either dark pawns are moved (if finish on a black or grey space with an arrow) or a new card is turned up (if finish on one of the Sites of Arcane Power – with a white rectangle). But Gandalf does not trigger a new card by landing on such a Site.

3. **Dark pawns move** – Either the nearest dark pawn in the (wind) direction of the arrow feels the light pawn's presence, and moves in the direction determined by the arrow on its black space and the currently showing card, until it reaches the next black spot, **OR** (if there is no dark pawn in the wind direction) Gollum moves, also in the direction determined by the arrow and the card, to the next black spot.

Dark pawns jump over grey spaces and other dark pawns, and go straight across intersections/crossings, except ones with the circle of arrows where they turn right.

When a Ringwraith finishes its move on a dark starting space (with the circle of arrows), the landscape is bewitched and that tile is turned a quarter turn clockwise (using the mountain).

4. **New Card Triggered** – A new card represents change in the Middle Earth environment – in that it indicates
 - (a) the movement direction of the dark pawns, compared to the arrow on their spot;
 - (b) which (colour) Hobbit is now bearing the Ring; and
 - (c) either the raising of the spell that hides some of the Dwarven underground paths, or the advent of a disorienting Great Storm (the black Starting Point symbol). [The Great Storm requires all map tiles with an unoccupied black starting spot to be removed and rotated a quarter turn clockwise (using the mountains).]
5. **Attacks.** A light pawn will never attack a dark pawn. If a dark pawn attacks a light pawn, the outcome depends on their respective strength (size) and the colour of their place of contact. The larger pawns defeat the smaller ones, wherever they meet, but where the pawns are of equal size, dark pawns will win on a dark space, and the light pawn will win on a grey space.
6. If a stronger dark pawn defeats a light pawn on a black space, it occupies that black space, but if on a grey space, the dark pawn carries on its travel until it arrives at a black space. If a dark pawn is defeated by a stronger light pawn, the dark pawn is pushed back and must continue its travel in the opposite direction (to an unoccupied black space).

Defeated light pawns must return to the white starting points and begin again from there – except that if the hobbit that is the current Ringbearer is attacked and defeated by a Ringwraith, the game is over.

Quests, Reaching Mt Doom, and Winning

1. If playing with the hexagonal counters, each of these represent a **quest** that the players must complete in order to be able to pass through the secret path to Mt Doom. So, on the way to Mt Doom, the players must guide their 2 coloured pawns to the 3 entry points surrounding their coloured counter(s). The quest is completed (and the counter removed) when the player succeeds in having their 2 coloured pawns and one other light pawn occupy those 3 points concurrently. (The third pawn could be another player's pawn or Gandalf).
2. The final approach to **Mt Doom** is a secret path, guarded by the giant spider Shelob, who will only allow the dark pawns to pass. Otherwise, only a Hobbit is small enough to sneak past the spider, and it must be the (current) bearer of the Ring who gets to the grey finish space at Mt Doom (to throw it in).
3. The player whose Hobbit pawn reaches the final Mt Doom space, with the Ring, wins the game. If the Hobbit carrying the Ring is, at any time during the game, taken (attacked/defeated) by a Ringwraith, the game ends, and all the players have lost.

RINGGEISTER - Game Contents

Game material - Ringwraith contains:

- How to play
- 27-part game board
- 9 light pawns
- 18 black pawns
- 12 game counters
- 24 cards
- 18 mountain pieces with associated adhesive dots

Before the first game, the pre-cut landscape parts of the game board, the playing cards and the hexagonal game pieces must be separated from each other. Each of the 18 small mountains is glued to a square or octagonal landscape map with one of the enclosed adhesive dots. The 18 places on which the rocks have to be glued are marked with crosses.

9 Clear (Light) Pawns



4 Hobbits (1 per player)



4 Dwarf/Elf/Human companions (1 per player)



1 - Gandalf

18 Black Pawns



1 - Gollum



8 Orks pawns



9 Ringwraiths pawns

12 Hexagonal counters (3 per player)



24 Playing Cards

Below are the six cards with the green player as the Ring Bearer. There are 3 other sets of cards each having the same symbols, for the purple, orange and green players.

