

EXIT[®]

THE GAME

CERTIFICATE

The following players:

on

date

in

place

succeeded in thwarting Sauron's power and saving Middle-earth!
What a heroic achievement! Congratulations!

To do it the players required

minutes

and

seconds

They used a total of

help cards.

This earned them

stars in the assessment!

The coolest riddle was:

The trickiest riddle was:



The
LORD
of the
RINGS™



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helper app!

Shadows Over Middle-earth

For 1 - 4 players, ages 10 and up

Based on the works of J.R.R. Tolkien



CAUTION: Do not yet look at any of the game materials (cards, booklet etc.) before starting the game! **First**, read this rulebook **together out loud**, and carefully follow all of the instructions.

What's the game about?

In the land of Mordor, where the shadows lie, a great danger grows. There are whispers that Sauron, the Dark Lord, has returned to spread fear and destruction throughout Middle-earth.

But there is hope. For in the hands of the Hobbit Frodo Baggins is an artifact of enormous power: the One Ring forged long ago by Sauron himself. At the behest of the wizard Gandalf, Frodo and his companions have set out on a quest to destroy the One Ring and thus put an end to Sauron's power forever. The journey will be perilous, and this fellowship of companions will need help ... your help!

You too will be traveling at the direction of Gandalf through Middle-earth. For you, the wizard will have tasks of great urgency. Completing these tasks quickly and successfully will give Frodo the time he needs to accomplish this treacherous mission. Hurry! The shadows grow long and time is running out.

KOSMOS

IMPORTANT: Do not look closely at any of the game materials before starting the game! Wait until the game instructions tell you to do so.

Game materials

87 Cards

30 Help cards

30 Answer cards

27 Riddle cards

1 Riddle booklet

1 Decoder disk

26 Strange items

(9 Black Riders,

1 door, 7 fragments,

8 mountains,

1 transparency)

1 Strange parchment



Additional game materials

In addition to the materials contained in the box, you will need writing implements (ideally, a **ball-point pen** and a **pencil**), at least one pair of **scissors** and **paper** for taking notes as needed. You will also need a **watch** (ideally, a **stopwatch**). As an **alternative**, you can use the **digital timer** with the atmospheric soundtrack. Just select the game in the **Kosmos Helper App** and click on the hourglass.

Game setup

Get the **riddle booklet** and the **decoder disk** ready on the table. Carefully remove the **strange items** (**nine Black Riders**, **door**, **seven fragments**, and **eight mountains**) from the die-cut sheet and set them aside along with the other **strange items** (**transparency**, **strange parchment**) at the edge of the table. You will not need these materials until later in the game.

Sort the cards into three stacks in accordance with what is written on their backs:

- > Riddle cards (red)
- > Answer cards (blue)
- > Help cards (Gandalf)

Don't forget: For now, be sure not to look at the front side of any of the cards.

Arrange the **riddle cards** and **answer cards** in ascending numerical or alphabetic order. Sort the **help cards** according to the ten symbols. Place cards with the same symbol on top of one another. Place the “Solution” card on the bottom, the “2nd Clue” card on top of that, and the “1st Clue” card at the very top. Then, place the ten help cards stacks at the edge of the table. All of the help cards show the wizard Gandalf, who will hurry to your aid in case of need or doubt. Later in the game, the color of Gandalf’s cloak changes from grey to white. Don’t let that bother you — it has nothing to do with the riddles.

Where is the game board?

This game has no game board! You will have to figure out for yourselves what you need to find next in the game. At the beginning of the game, you will **only have the riddle booklet and the decoder disk** available to you.



As the game continues, **riddle cards** will come into play. They will either be found in illustrations or referred to in written instructions. Whenever this happens, you can **take** the corresponding cards from the stack and **look at them**. In this game, you will find the riddle card arranged in alphabetical order from A to Y₃.

Example:

You see riddle card A illustrated in the riddle booklet. At that time, you may **immediately take** the card from the stack **and look at it**.



You are only allowed to look at an **answer card** when you have entered a code on the decoder disk and have been referred to the corresponding answer card. You are also only allowed to use the **strange items** when explicitly instructed that you have found them. Until then, leave them at the edge of the table!

Course of play

Your goal is to complete Gandalf's tasks as quickly as you can. That can only happen by solving a series of riddles.

IMPORTANT: You can **write on, fold, or tear the materials ...**

To solve the riddles, all of this is allowed, and sometimes even required. You can only play the game once — after that, you will know all the riddles, and you won't need the game materials any longer!

You will work through the riddles in the booklet **in the order in which they appear**. Each riddle has a symbol assigned to it, and you can only advance if you are able to find the correct **three-digit code**. When you see a riddle, take a close look at the corresponding pages in the booklet and the riddle cards. Put your heads together to see if you can come up with the solution to the riddle and figure out the three-digit code. Then, enter this code on the **decoder disk**.

On the outer edge of the disk, there are **ten different symbols** pictured. Each symbol stands for a riddle and one of the codes you are looking for. Pay close attention to **which symbol** is shown on the cards and with the riddles in the booklet! Enter the three-digit code under the corresponding symbol on the decoder disk — **starting from the outside and proceeding toward the center of the disk**. A number will then appear in the **viewing window** of the smallest wheel of the disk. This **number will indicate the number of the answer card** that you are then allowed to look at.

Example:

You have deduced that the code **2 5 6** is the solution to the riddle with the  symbol. Now enter this combination of numbers under the  symbol on the decoder disk.

In the little window, you will see the **number of the answer card** that you are now allowed to take from the stack and look at — in this case, answer card 22.





➔ Is the code **incorrect**?

If so, the **answer card** will tell you that with an **X**. Double check that you entered the code that you intended under the correct symbol. If that doesn't help, take another look at the riddle and try to come up with a different code.



➔ Is the code **possibly correct**?

In that case, you will get an **answer card with an overview** that looks like the card on the left.

Where can you see the code symbol?

On the **answer cards with the overview**, you will find an example image arranged in order for each riddle. Each riddle is **marked with the corresponding symbol**.

In our example, you want to solve the riddle about Gollum with the **L** symbol. The image of Gollum with the **L** symbol on the card will then point you to another answer card.



In this example, it points you to card 28. Find this card and take it from the stack. Only this **second answer card** will tell you whether the code is **really** correct.

➔ Is the code **really correct**?

If so, the **second answer card** will tell you how to continue. You may find new riddle cards, for example, which you are allowed to **take immediately** from the stack of riddle cards **and look at**.

➔ Is the code **actually incorrect**?

Well, in that case you will land on an **answer card with an X**. Check the order of the numbers in the code and compare the symbol on the decoder disk with the symbol on the riddle cards. If the code is still wrong, take another look at the riddle to see if you can come up with a different code.



IMPORTANT: You must **solve the riddle cards in order!**
In other words: You can only continue to the next riddle or turn to the next page of the booklet if you have cracked the previous code and the game tells you that you are allowed to proceed!

Don't forget!

- ➔ The riddles are shown in order on the answer cards with the overview — starting with the left column from top to bottom, and then moving to the right column.
- ➔ Return all answer cards back to the answer card stack when told to do so, whether they are correct or incorrect.
- ➔ All codes can be solved logically. Don't simply try all possible combinations on the decoder disk.



Need help?

Gandalf can provide you with assistance if you get stuck. For each code, there are three help cards that can be recognized by the symbol on their back sides.

- ➔ Each “1st clue” help card tells you what you need in order to be able to solve the riddle and gives you an initial useful clue.
- ➔ The “2nd clue” help cards will give you more concrete assistance in finding a solution to the riddle
- ➔ The “Solution” help cards will give you the solution to the riddle.

Don't be shy about using the help cards if you get stuck. Place the used help cards face up in a discard stack.

When does the game end?

The game ends when you have solved the last riddle and Frodo has safely reached Mount Doom. A card will tell you that.

Assessment

Solving all the riddles is a great achievement! If you also want to assess how well you did, you can take a look at the table below. When calculating the number of help cards used, only count the ones that provided you with NEW information or solutions!

	No Help Cards	1 - 2 Help Cards	3 - 5 Help Cards	6 - 10 Help Cards	> 10 Help Cards
< 60 Min.	10 Stars	9 Stars	8 Stars	6 Stars	5 Stars
< 90 Min.	9 Stars	8 Stars	7 Stars	5 Stars	4 Stars
< 120 Min.	8 Stars	7 Stars	6 Stars	4 Stars	3 Stars
> 120 Min.	7 Stars	6 Stars	5 Stars	3 Stars	2 Stars

The game begins

What are you waiting for? **Start the stopwatch or the timer!** Now you are allowed to open the **riddle booklet** and begin the game on page 2. We hope you have a lot of fun with EXIT: The Lord of the Rings - Shadows Over Middle-earth.

The authors and Kosmos thank all the test players and rule reviewers.



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