

## SEQUENCE OF PLAY

### 1. Fellowship Phase

Remove all tokens from the twilight pool.  
Perform **fellowship** actions.  
Move to the next site.

### 2. Shadow Phase(s)

*(one for each Shadow player)*  
Perform **Shadow** actions.

### 3. Maneuver Phase

Perform **maneuver** actions.

### 4. Archery Phase

Perform **archery** actions.  
Conduct archery fire.

### 5. Assignment Phase

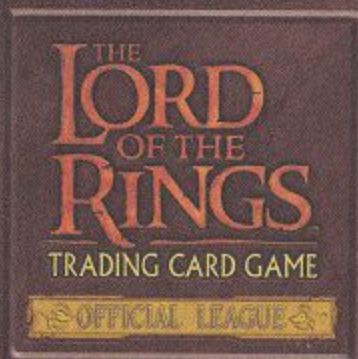
Perform **assignment** actions.  
Assign defenders.

### 6. Skirmish Phase(s)

*(one for each skirmish)*  
Perform **skirmish** actions.  
Resolve that skirmish.

### 7. Regroup Phase

Perform **regroup** actions.  
Shadow players reconcile.  
Either the Free Peoples player moves to the next site  
*(return to Shadow phase)*  
— or the Free Peoples player reconciles and Shadow players discard all minions.



## The Ring-bearer's Journal



## THE LORD OF THE RINGS TCG LEAGUE REWARDS

The Shire	Bree	Rivendell	Mines of Moria
When You Join 	Beginning of Month 2 	Beginning of Month 3 	Beginning of Month 4 
Arrival at Bree 	Arrival at Rivendell 	Arrival at The Mines of Moria 	Arrival at Lothlórien 
End of Month 1	End of Month 2	End of Month 3	End of Month 4

Your Name

League Location

Phone Number

### YOUR PROGRESS:

When you finish an encounter, the League Ranger will stamp the appropriate circle and also stamp the next square along your Journey Path.



Receive your destination card at the beginning of the Journey Path.

Complete your Journey Path and receive your reward card for that level.

## THE LORD OF THE RINGS TCG ENCOUNTERS GLOSSARY

**Attendance** – You will move further along in your Journey with each week that you attend the League.

**Bring a New Player** – Bring a friend into the League and help them begin their Journey.

**Teach an Outsider to Play** – Find someone who plays *Magic: The Gathering™*, *Pokémon™*, *Star Wars™ CCG*, *Young Jedi™ CCG*, or some other card game and teach them The Lord of the Rings TCG.

**Mentor Another Player** – As you progress through your Journey, you will sharpen your deckbuilding skills. Pass on what you have learned to someone who is just starting out on their Journey. Help them build a deck and teach them how to use it.

**Trade a Card** – Trade a Lord of the Rings TCG card with another League Member.

**Play a Multiplayer Game** – Test your skills against two or more opponents! See *The Lord of the Rings TCG* rulebook for multiplayer rules.

**Play a Sealed Deck Game** – Learn this variation of The Lord of the Rings TCG and play it in your League store.

**Play Using Secrets of the Shire** – Play an entire game without speaking to your opponent. Use hand signals and facial gestures to communicate.

**Play a Game** – Within The Lord of the Rings TCG, there are many strategies and Encounters to overcome. Play against an opponent and accomplish one of the following:

- Win a game in 20 minutes or less.
- Put the entire fellowship into play (Gandalf, Frodo, Sam, Merry, Pippin, Boromir, Legolas, Aragorn, and Gimli).
- Kill Lurtz, The Witch-king, or Cave Troll of Moria.
- Win by killing your opponent's Ring-bearer in a two-player game.
- Win by becoming the only player left in a multiplayer game.
- Win by completing the adventure path.
- Corrupt an opponent's Ring-bearer.
- Win using only one shadow culture in your deck.

**Win a Swap Match** – Play two games against the same opponent. Play the first game normally. Play the second game using your opponent's deck (he uses your deck). Win both games to win the swap match.

# Journey to: BREE

## THE PRANCING PONY



	WEEK 1	WEEK 2	WEEK 3	WEEK 4
Attendance				
Bring a New Player				
Teach an Outsider to Play				
Trade a Card				
Play a Multiplayer Game				
Play a Sealed Deck Game				
Play Using Secrets of the Shire				
Win By Killing Your Opponents Ring-bearer in a Two-player Game				
Win By Completing the Adventure Path				
Win a Swap Match				

1 2 3 4 5 6 7 8 9 10 11 12 13

(Destination Card)



Complete the first part of your journey by overcoming 24 of these encounters along your League Journey Path.

(Reward Card)



"In the end there was more than three hours' delay. 'Bob came back with the report that no horse or pony was to be got for love of money in the neighborhood - except one: 'Bill Terny had one that he might possibly sell. 'A poor old half-starved creature it is,' said 'Bob; 'but he won't part with it for less than thrice its worth, seeing how you're placed, not if I knows 'Bill Terny.'"

LEVEL I Start Date:

14 15 16 17 18 19 20 21 22 23 24



## COMMUNITY BUILDING ACTIVITY



Now that you have begun your Journey, it is time to celebrate the progress that you have made!



Spend an Hour Promoting This Event  
(email, word of mouth, flyers, etc.)

Bring Someone Who Doesn't Play  
The Lord of the Rings TCG to the Party

Give a Lord of the Rings TCG  
Demo During the Party

Give a Lord of the Rings TCG  
Demo During the Party

Spend an Hour at the Demo Party



A great way to celebrate your progress in the League is through participation in a *Lord of the Rings* Demo Party. Show others what you have learned and expand your gaming community. Work together with your League Ranger in organizing this event. You will have the opportunity to earn another preview gameplay card (Fireworks) for your participation.



*"There were rockets like a flight of scintillating birds singing with sweet voices. There were green trees with trunks of dark smoke; their leaves opened like a whole spring unfolding in a moment, and their shining branches dropped glowing flowers down upon the astonished hobbits, disappearing with a sweet scent just before they touched their upturned faces. There were fountains of butterflies that flew glittering into the trees; there were pillars of coloured fires that rose and turned into eagles, or sailing ships, or a phalanx of flying swans; there was a red thunderstorm and a shower of yellow rain; there was a forest of silver spears that sprang suddenly into the air with a yell like an embattled army, and came down again into the water with a hiss like a hundred hot snakes."*

CELEBRATION Date:

1

2

3

4

5

6

7

8



# Journey to: RIVENDELL

## COUNCIL COURTYARD



WEEK 1    WEEK 2    WEEK 3    WEEK 4

Attendance



Bring a New Player



Teach an Outsider to Play



Mentor Another Player



Trade a Card



Play a Multiplayer Game



Play a Sealed Deck Game



Play Using Secrets of the Shire



Put the Entire Fellowship Into Play



Win By Completing the Adventure Path



1 2 3 4 5 6 7 8 9 10 11 12 13

Division Card



Complete the second part of your journey by overcoming 24 of these encounters along your League Journey Path.



"Boromir had a long sword... and he bore also a shield and his war-horn. 'Loud and clear it sounds in the valleys of the hills,' he said, 'and then let all the foes of Gondor flee!' Putting it to his lips he blew a blast, and the echoes leapt from rock to rock, and all that heard that voice in Rivendell sprang to their feet. 'Slow should you be to wind that horn again, Boromir,' said Elrond, 'until you stand once more on the borders of your land, and dire need is on you.' 'Maybe,' said Boromir, 'But always I have let my horn cry at setting forth, and though thereafter we may walk in the shadows, I will not go forth as a thief in the night.'"

LEVEL 2 Start Date:

14 15 16 17 18 19 20 21 22 23 24



# Journey to: THE MINES OF MORIA BALIN'S TOMB



(Initiation Card)



Complete the third part of your journey by overcoming 24 of these encounters along your League Journey Path.

(Remains Card)



"There were many recesses cut in the rock of the walls, and in them were large iron-bound chests of wood. All had been broken and plundered; but beside the shattered lid of one there lay the remains of a book. It had been slashed and stabbed and partly burned, and it was so stained with black and other dark marks like old blood that little of it could be read. Gandalf lifted it carefully, but the leaves crackled and broke as he laid it on the slab. He pored over it for some time without speaking. Frodo and Gimli standing at his side could see, as he gingerly turned the leaves, that they were written by many different hands, in runes, both of Moria and of Dale, and here and there in Elvish script."

LEVEL 3 Start Date:



	WEEK 1	WEEK 2	WEEK 3	WEEK 4
Attendance				
Teach an Outsider to Play				
Mentor Another Player				
Play a Sealed Deck Game				
Win in 20 Minutes or Less				
Kill Lurtz, The Witch-king, or Cave Troll of Moria				
Win By Killing Your Opponents Ring-bearer in a Two-player Game				
Win By Corrupting the Ring-bearer				
Win Using Only One Shadow Culture in Your Deck				
Win a Swap Match				

1	2	3	4	5	6	7	8	9	10	11	12	13
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14	15	16	17	18	19	20	21	22	23	24
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# Journey to: LOTHLÓRIEN GALADRIEL'S GLADE



WEEK 1    WEEK 2    WEEK 3    WEEK 4

Attendance



Teach an Outsider to Play



Mentor Another Player



Play a Multiplayer Game



Win in 20 Minutes or Less



Put the Entire Fellowship Into Play



Kill Lurtz, The Witch-king,  
or Cave Troll of Moria



Win By Becoming the Only Player  
Left in a Multiplayer Game



Win By Corrupting the Ring-bearer



Win a Swap Match



1 2 3 4 5 6 7 8 9 10 11 12 13

Destination Card:



Complete the fourth part of your journey by overcoming 24 of these encounters along your League Journey Path.

Reveal Card



"And you, 'Ring-bearer,' she said, turning to Frodo. 'I come to you last who are not last in my thoughts. For you I have prepared this.' She held up a small crystal phial: it glittered as she moved it, and rays of white light sprang from her hand. 'In the phial,' she said, 'is caught the light of Eärendil's star, set amid the waters of my fountain. It will shine still brighter when night is about you. May it be a light to you in dark places, when all other lights go out. Remember Galadriel and her Mirror!' Frodo took the phial, and for a moment as it shone between them, he saw her again standing like a queen, great and beautiful, but no longer terrible. He bowed, but found no words to say."

LEVEL 4 Start Date:

14 15 16 17 18 19 20 21 22 23 24



## CARD ATLAS

### Character (Companion, Ally, Minion)



### Possession, Artifact, Event, Condition



## TRAINING TOOLS:

Booster Packs, Starter Decks, and Deluxe Starter Decks



# THE LORD OF THE RINGS FAN CLUB

## JOIN TODAY!

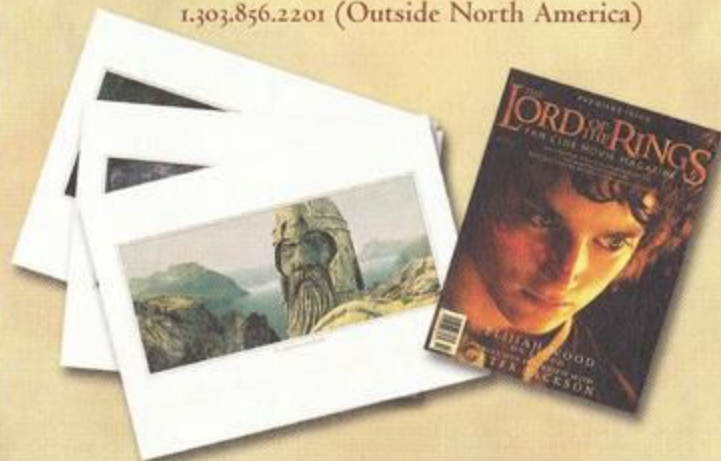
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