THE TWO TOWERS™
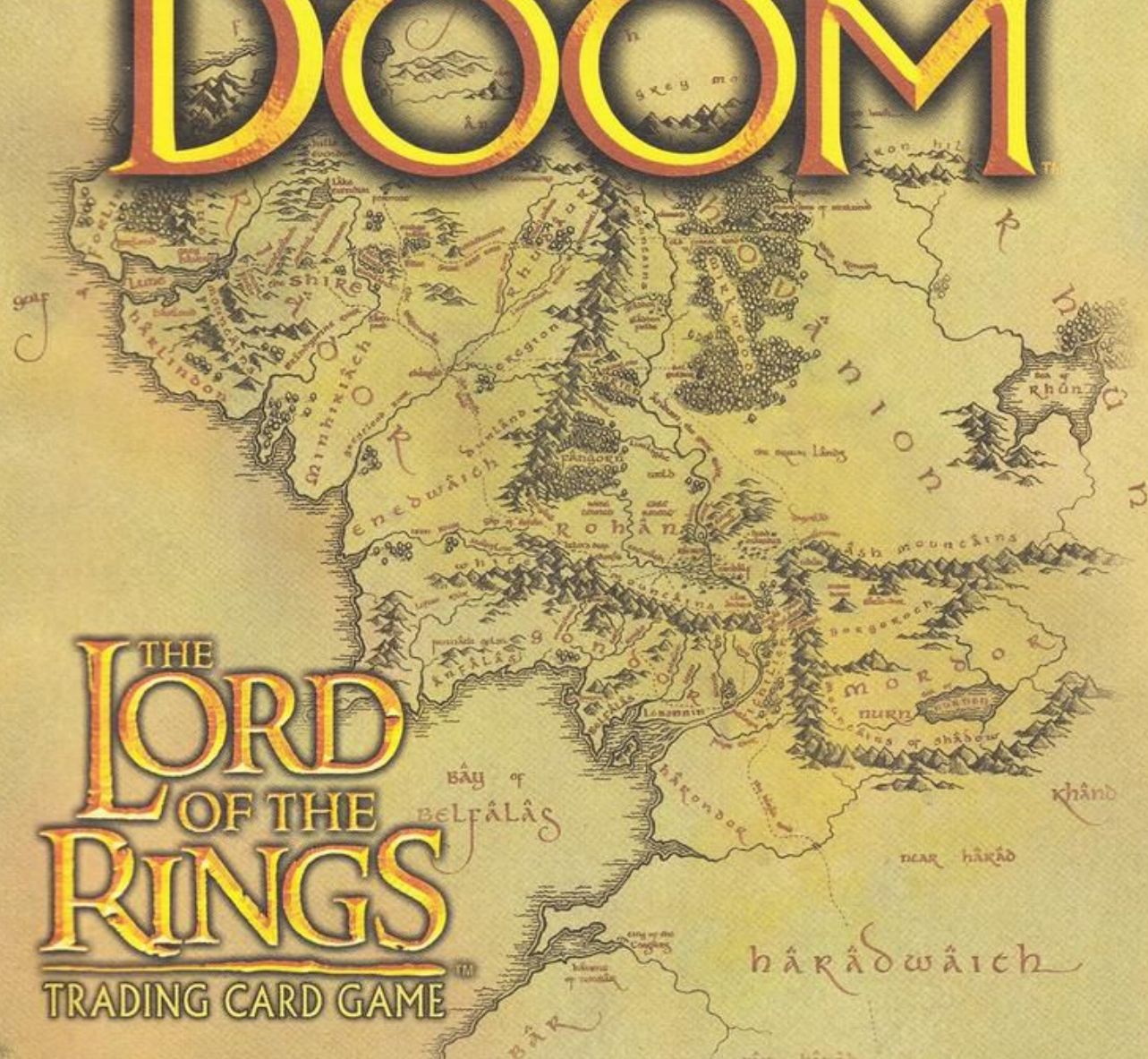
RACE TO MOUNT DOOM

THE LORD OF THE RINGS™

TRADING CARD GAME

ENGLISH · FRANÇAIS · DEUTSCH · ITALIANO · POLSKI · ESPAÑOL

Race to Mount Doom
The Two Towers
(English)

Thank you for your participation in the next evolution of organized play for *The Lord of the Rings* Trading Card Game!

Race to Mount Doom is a program designed to lure players into your store every week for a fun-filled, rewarding gaming experience. There are incentives for weekly attendance as well as for overall performance.

The program requires no more involvement from you or your staff than your weekly gaming nights. However, it should offer much more excitement and opportunities for building your *Lord of the Rings* TCG gaming community. This manual should serve as a guide for your Race. However, feel free to modify your Race to fit the needs of your community.

Congratulations on becoming a host location for *The Lord of the Rings* TCG **Race to Mount Doom**. Let the Race begin!

Kit Contents:

- 12 Foil card prizes *
- 3 Culture pins for end-of-race prizes *
- 1 Wall mat for recording progress
- 1 Marker
- 1 Static cling sheet for wall mat
- 2 Foil cards (Éowyn and Faramir)

    *. Not included in home version.

The Race Kick-off

Each Race will last approximately 8-10 weeks (4-6 weeks for the home version).

Advertise when the new Race will begin by posting a sign-up sheet near the store counter or events board. You may also advertise in other ways as you would a normal tournament or League (online, community newspapers, etc.).

You may charge an entry fee at the start, an entry fee per night, or no fee at all.

The time commitment is lower than a normal sanctioned tournament, and weeknights might be more convenient for players whose weekends are typically very busy. Plan on a two-hour block of time on a specified evening each week in your store. You will also need to designate one person as the organizer, either a store employee or a volunteer.

The Race Wall Mat

Players race against one another by playing games and earning points to advance from the Shire towards Mordor. This is easily tracked on the wall mat, which artistically depicts the Race to Mount Doom.

Each player will have game text that affects that player during each step along the Race. This special Race game text is active during the entire game. The wall mat is used to indicate which game text is active for which players.

This mat should be displayed at a convenient location on the store wall, so the players may easily track their progress, see their relation to all the other players and see how far they have to go to reach Mount Doom.

At the start of the first Race Night, the organizer should set up the wall mat by placing the first nine static clings in sequence in the space provided beneath each of the nine sites.

Scoring

The organizer will need to keep track of one piece of data for each player who has signed up for the Race to Mount Doom:

- Cumulative Score – Total of all points earned for the Race season.

Name	Points	Site
Kathy Bojanowski	43	8

The Race

Each Race Night, the organizer should follow these simple steps.

Set Up

All players will complete a scorecard (please photocopy inside back cover, or download from **http://tournaments.decipher.com/resources-lotr.asp**). These will be used to record each player's progress in the Race.

Game 1

Pairings: The organizer should randomly sort all scorecards. Pair the players by reading off the top two players, then the next two, and so on until all players are paired. In the event of an odd number of players, the bottom player is awarded a Bye, for that game.

Gameplay: In order to keep the pace of the evening, games should follow tournament rules and timing (45-minute games).

Resolution: As games finish, the organizer should record the results on each player's scorecard indicating a win or loss using the following system:

- Full Win or Bye = 3 points
- Timed Win = 2 points
- Full Loss or Timed Loss = 1 point

Wrap-up: Each player's Cumulative Score should be updated on the Race wall mat and the total should be copied upon that player's scorecard.

The organizer should remind the players that anyone who moves onto a new site after Game 1 will have new Race game text that affects them for Game 2.

Game 2

Pairings: Divide the scorecards into two piles — those who won Game 1 and those who lost. Each pile should be sorted according to their Cumulative Score (with ties broken randomly). The two piles should be stacked together with the winning players on top. Pair the players for Game 2 by reading off the top two players, then the next two, and so on until all players are paired.

Gameplay, Resolution and Wrap-up: Game 2 should have the same timing as Game 1. As games finish, the organizer should record the results on each player's scorecard and update their Cumulative Score on the wall mat.

Ending the Evening

Leader Board: Rank the top five players on the leader board area of the wall mat.

Prizes: Each week, award one of the foil card prizes to a random participant. This encourages participation and also provides a highlight to the end of the evening.

Ending the Race

When at least one player is at the final site at the end of a Race Night, the Race is over.

The winning player will be designated as the store's Ring-bearer (ties are broken by Cumulative Score). The Ring-bearer will win the gold culture pin. The player in second place should receive the silver culture pin.

The Best Sportsman will be awarded the antique copper culture pin. Conduct a written secret ballot vote of all the participants, with each counting as one vote. This participant will be determined to have shown the best sportsmanship throughout the entire Race.

Any foils remaining should be awarded randomly.

Beginning a New Race

With your first Race completed, it would be advantageous to begin a new Race the following week to keep up the momentum. For this next Race, the players can form their own Race Path!

It is suggested to use the first Race Night as the "design meeting" where all the players can have fun designing the Race Path. The second week will then be the first night of the new Race to Mount Doom.

In the design meeting, all the players will form a committee with the previous Ring-bearer as head. The committee will vote to design the new Site Path. Provided in the kit are a selection of possible site texts, which may be re-arranged in any sequence. Alternately, completely new Site game text may be designed! The marker may be used to write the text directly on the mat (the static clings will not be used at all).

Giving the players some control of this program will make them feel even more connected to the Race. This will make the Race seem fresh and exciting each and every time, and it will provide players with a sense of ownership of the Race.

To get new prizes for your next Race, place an order for an expansion kit. This contains only foils and pins; everything else should be re-usable. Extra **Base Kits** and **Expansion Kits** may be ordered at **http://www.decipher.com/race**.