



## Solo Variant

### Setting up the Game

#### Adventure Deck

Build your adventure deck with all available sites from the same block. Sites will still be played in order (for movie block), but each site is randomized. For best results, build 9 decks (*one deck for each site number*) and shuffle each.

#### Draw Deck

Your draw deck will consist only of Free Peoples cards (*30 minimum/recommended*). Draw five cards to form your starting hand.

#### Shadow Deck

The shadow deck will consist only of shadow cards (*30 minimum/recommended*). At any time if the shadow deck runs out of cards, reshuffle the shadow discard pile to make a new shadow deck. Only do this once per game.

### Playing the Game

In the solo variant, you will be playing the Free Peoples. If your ring-bearer survives all skirmish phases at site 9, you win the game. If he becomes corrupted or is killed, you lose.

#### Fellowship Phase

Do not remove any remaining tokens (*from previous turns*) from the twilight pool. Perform fellowship actions as usual, paying twilight costs for any companions, allies, possessions, conditions, etc.

Move to the next random site (*in site number order*) and add tokens to the twilight pool equal to the shadow number on the site you moved to. Add one token to the twilight pool for each companion in your fellowship, as usual.

#### Shadow Phase

As long as twilight tokens are in the twilight pool, draw a card from the shadow deck and put it into play. Remove tokens from the twilight pool to pay the card's cost. If there are not enough tokens in the twilight pool to pay for the shadow card, play it anyways and remove all remaining tokens from the twilight pool. (*Remember to remove an additional two twilight tokens to play each roaming minion.*)

The maximum number of shadow cards that can be played during the shadow phase is 8 (*unless card effects allow additional cards to be played from the draw deck or discard pile*).

Shadow possessions should not be attached to minions until all shadow cards have been drawn. Randomly determine which minion to attach possessions to (*if the possession is not for a specific minion*). Use a 20-sided dice and assign number ranges to each minion to determine which minion gets the possession

Shadow events drawn that are normally played during the Skirmish phase should be held in a staging area until the Skirmish phase.

#### Maneuver Phase

Shadow actions during the maneuver phase can be resolved with a random method (if desired).

#### Archery Phase

Archery wounds can be assigned to shadow minions with a random method (if desired).

#### Assignment Phase

Assign defenders as usual. Assign any unassigned shadow minions to your companions using a 20-sided dice. Assign number ranges to each companion to determine which companion skirmishes the unassigned minion.

#### Skirmish Phase(s)

Shadow events previously put into the staging area should be played at the beginning of the skirmish phase. If the event could be played on multiple minions, use a 20-sided dice and assign number ranges to each minion to determine which minion to play the event on.

Any shadow events that cannot be played are left in the staging area until the next turn.

#### Regroup Phase

The move limit is 1 for a solo game.

Reconcile the Free Peoples hand to 5 cards. You may first discard one card from hand. If you have more than five cards in hand, you must discard until you only have five.

Shadow minions (*and cards borne by them*) are discarded.

Any twilight tokens in the pool remain for the next turn.

## Advanced Rules

Separate free peoples & minion decks into the various cultures and draw from them in the appropriate sites.

*For example, in site 1 (ex. East Road) I drew my hand from the Shire deck only and the Shadow Phase from the Ringwraith deck only. In site 3 (ex Rivendell) I drew from either Shire or Gandalf or Elven decks (my choice) and the Shadow phase from the Isengard deck. In site 4 (ex Moria) I drew from Shire, Gandalf or Dwarven decks and the Moria deck.*

This makes the game more complicated, but results in a more balanced game as support cards (Allies, Possessions, Conditions and Events) come out at the appropriate time.