

Middle-earth: The Arda Game [HERO]

concept by Joe Bisz, design by Joe Bisz and Eric Dané, solitaire rules by Kober

The following is the solitaire version of the Hero Arda Game rules.

The Decks

The decks should be region-based to increase the playability and feel.

Suggested card count:

- Resource Deck: at least 40
- MP Deck: at least 30
- Hazard Deck: at least 80 (including 40 creatures)
- Roving Character Deck: 30
- Offering Deck: 20
- Site Deck: all sites available

The Game Starts

1. Draw four cards from the Resource Deck, and four cards from the MP Deck. This is your Resource/MP Hand. Whenever your hand is resolved, no more than half of the cards in the hand may be from either of the decks. If your hand size is uneven, the odd card might be from either the Resource or the MP Deck.
2. Randomly select a Wizard to play with.
3. Deal out ten characters from the Roving Character Deck. If less than two characters with mind higher than four have been drawn, deal one additional character until such two characters are drawn.
4. Select your starting company as per normal rules. Return the unused characters to the Roving Character Deck.
5. Select two (different) minor items from the Offering Deck. All minor items, even unique or hoard items, may be chosen.
6. Turn four roving characters face up from the Roving Character Deck. These characters are roving and may be played as if from hand, however they cannot be played during the first turn.
7. Turn four minor items face up from the Offering Deck. These items may be played as if from hand.
8. Start the game at Rivendell or your Wizard's home site.

The Turn Sequence

Untap phase:

- If there are less than four characters roving, reveal characters from the Roving Character Deck until there are four again.
- Do exactly the same for minor items from the Offering Deck.
- You may only control three companies (outside organization phase).

Organization phase:

- Characters may be brought into play under General Influence at their home site, as long as any one of your characters is present.

Movement/hazard phase:

- From the Resource Deck, draw the number of resource cards normally drawn for that site, at least one.
- Draw two plus twice the number of hazard cards normally drawn for that site. Then you must play as many of those cards as you can within the hazard limit for the company. You should play the hazards in the fashion that is most disadvantageous for your companies.
- Discard unused hazard cards.
- Resolve your hand.

Site phase:

- No modifications.

End-of-turn phase:

- Resolve your hand; unless you have more cards in hand than your hand size, one card may be discarded from your Resource/MP Hand.
- Except first turn, if no roving character has been played this turn, discard the character who has been revealed first (in line).
- Do exactly the same for minor items from the Offering Deck.

End of the Game

- The *Free Council* is called at the end of the tenth turn.
- You win if you have at least 25 MPs.

Middle-earth: The Arda Game [MINION]

concept by Joe Bisz, design by Joe Bisz and Eric Dané, solitaire rules by Kober

The following is the solitaire version of the Minion Arda Game rules.

The Decks

The decks should be region-based to increase the playability and feel.

Suggested card count:

- Resource Deck: at least 40
- MP Deck: at least 30
- Hazard Deck: at least 80 (including 40 creatures)
- Roving Character Deck: 30
- Offering Deck: 20
- Site Deck: all sites available

The Game Starts

1. Draw four cards from the Resource Deck, and four cards from the MP Deck. This is your Resource/MP Hand. Whenever your hand is resolved, no more than half of the cards in the hand may be from either of the decks. If your hand size is uneven, the odd card might be from either the Resource or the MP Deck.
2. Randomly select a Ringwraith to play with. Add one Unleash card to your Resource/MP Hand, and up to additional two to the Resource Deck.
3. Deal out ten characters from the Roving Character Deck. If less than two characters with mind higher than four have been drawn, deal one additional character until such two characters are drawn.
4. Select your starting company as per normal rules. Return the unused characters to the Roving Character Deck. Add four randomly chosen Ringwraiths to the deck.
5. Select two (different) minor items from the Offering Deck. All minor items, even unique or hoard items, may be chosen.
6. Turn four roving characters face up from the Roving Character Deck. These characters are roving and may be played as if from hand, however they cannot be played during the first turn.
7. Turn four minor items face up from the Offering Deck. These items may be played as if from hand.
8. Start the game at Minas Morgul or your Ringwraith's home site.

The Turn Sequence

Untap phase:

- If there are less than four characters roving, reveal characters from the Roving Character Deck until there are four again.
- Do exactly the same for minor items from the Offering Deck.
- You may only control three companies (outside organization phase).

Organization phase:

- Characters may be brought into play under General Influence at their home site, as long as any one of your characters is present.

Movement/hazard phase:

- From the Resource Deck, draw the number of resource cards normally drawn for that site, at least one.
- Draw two plus twice the number of hazard cards normally drawn for that site. Then you must play as many of those cards as you can within the hazard limit for the company. You should play the hazards in the fashion that is most disadvantageous for your companies.
- Discard unused hazard cards.
- Resolve your hand.

Site phase:

- No modifications.

End-of-turn phase:

- Resolve your hand; unless you have more cards in hand than your hand size, one card may be discarded from your Resource/MP Hand.
- Except first turn, if no roving character has been played this turn, discard the character who has been revealed first (in line).
- Do exactly the same for minor items from the Offering Deck.

End of the Game

- The *Audience with Sauron* is called at the end of the tenth turn.
- You win if you have at least 25 MPs.