

FATE OF THE FELLOWSHIP

The turn, without the tangle

For the Z-Man Games standalone cooperative board game. Unofficial and not affiliated with Z-Man Games. Printed rules and character text take precedence; this reminder does not replace setup instructions.

The mission

Complete the other objectives, then Frodo destroys the Ring at Mount Doom. Hope reaching zero means immediate defeat. Saving every location is not a separate victory condition. Use the printed first-game setup before experimenting.

Your multiplayer turn: 4 + 1, then two decks

Actions: take four with one character and one with the other. Either block can come first; never interleave. Each paired card, such as Frodo & Sam, is one character. **Player cards:** draw two together, resolve each Skies Darken fully, then enforce the seven-card hand limit. Skies Darken is removed; do not draw a replacement. **Shadow:** draw and resolve cards equal to the current threat rate. Cards and tokens are shared between your own characters; keep your hand face up.

Travel and search: location is not region

Travel one connection, paying any special-path cost. Characters can use battle lines in either direction and bring friendly troops and consenting companions from the starting location. Whenever Frodo moves, even as a passenger, the active player spends one Stealth or searches at the destination.

Ordinary search dice: Nazgul in Frodo's region + Shadow troops at his location, maximum seven. Zero threats means no dice. **Weary:** lose one Hope. **Exposed:** lose one Hope, except at a haven. **Recall:** send a Nazgul in Frodo's region to Mordor, unless Frodo is already there. Other results do not cost Hope.

Co-located characters may spend one Resistance per die rerolled, and may spend again to reroll again. Check Sam's Aid. Before a search, Frodo's Ring ability costs one Hope, moves the Eye to his region and ignores local Shadow troops for that search, not Nazgul. Never spend your last Hope.

Cards, tokens and meeting up

Prepare: at a haven, discard a region card for its symbol token if available. Tokens do not count toward the hand limit. Multiplayer does not require a region match. **Fellowship:** characters of different players at the same location may give or take an agreed region card matching that region. It does not transfer tokens.

Three different military jobs

Muster: one Friendship recruits one available troop of the current location's faction; not at white or red locations.

Attack: requires your character plus both armies there; move the Eye here, then choose one to three dice up to friendly troop count. **Capture:** at a Shadow stronghold with your character, a friendly troop and no Shadow, spend three Valor. Flip it to a haven, move the Eye here and gain two Hope.

Rules: publisher rulebook pp. 9-15. Character and objective text can change a general rule.

KEEP HOPE. FINISH THE JOB.

Danger, solo play and the final attempt

Battle dice: count the side that starts it

A player Attack uses friendly troop count as above. A Shadow-triggered battle uses one die per Shadow troop, maximum three, and does not move the Eye. **Rout:** remove one Shadow. **Exchange:** remove one from each side. **Overrun:** remove one friendly troop, ignored at a haven. **Nazgul:** remove two friendly troops only if a Nazgul is in the region. Co-located characters may spend Resistance to reroll and Valor to remove Shadow after rolling. Survivors may coexist.

Read the newly exposed Shadow-card back

Draw into the resolve area. The **new** top back on the remaining deck chooses the drawn card's half: red flag = Advance; black banner = Reinforce. Special cards follow their own instructions. **Advance:** move troops one connection front to rear, then resolve battles front to rear; endpoint troops stay. **Reinforce:** add the troop, resolve any battle, then the other printed order. A captured stronghold stops its normal reinforcement, not the other order.

Skies Darken: four steps, in order

1. Increase threat. **2.** If the Eye is already in Frodo's region, lose two Hope; otherwise move it there. **3.** Add three Shadow troops at the printed location and resolve a required battle. **4.** Shuffle the Shadow discard pile and put it on top of the Shadow deck. Resolve two Skies Darken cards separately if both were drawn.

A haven falls if Shadow troops remain there with no friendly troops after a resolved effect: lose three Hope. A required Shadow troop or player-card draw that cannot be supplied loses one Hope per missing item. Do not take troops from elsewhere to refill the supply.

Solo is not ordinary multiplayer with one person

Use Frodo & Sam plus four supports and one shared hand. The marked support takes four actions; Frodo takes one before or after that block. Rotate the solo token left to right through the supports. Frodo never takes the four-action block. No Fellowship action. Prepare requires a haven **and** a card matching its region. Use the printed solo setup and group while learning.

Mount Doom: budget for the roll, not only entry

After every other objective is complete, Frodo at Mount Doom spends **five Resistance**. Final search dice = normal local threats + one per missing Hope, maximum seven. At six Hope with two regional Nazgul and one local Shadow, that is **2 + 2 + 1 = 5 dice**. Reroll resources must remain after the payment. At least one Hope after resolution wins; zero loses.

Before each turn: which danger can cost Hope, which objective can advance, and what useful handoff can I leave? Ask for advice, but let the active player own the decision.

Sources: Z-Man Games rulebook pp. 11-22; Frodo & Sam card. Full explanations and attributed sources: [Puzzlewick complete guide](#). Official product and rulebook route: Z-Man Games.