

RISK

LORD OF THE RINGS

OFFICIAL GAME MANUAL • MIDDLE-EARTH STRATEGY

1. OVERVIEW

Risk: Lord of the Rings is a browser game of area conquest across J.R.R. Tolkien's Middle-earth, built on the classic Risk system. Two to six players compete to control every territory on the board. Play is local hot-seat — all players share one device and pass control at the end of each turn. There is no computer opponent in this release.

A full match runs roughly 20 to 60 minutes depending on the number of players.

2. THE BOARD

The map spans Middle-earth from the Grey Havens to Rhun and from the ruins of Arnor to the southern shores. It contains 71 territories grouped into 8 regions. Controlling every territory in a region grants a reinforcement bonus each turn:

REGION	BONUS	REGION	BONUS
Arnor	+7	Gondor	+7
Eriador	+5	Mordor	+2
Rhovanion	+5	Rhun	+2
Mirkwood	+4	Haradwaith	+2

The six factions are the Free Peoples, Rohan, Gondor, Mordor, Isengard, and the Shadow. Faction choice is cosmetic — all play by the same rules.

3. SETUP

- 1 • Choose the number of players (2–6) on the title screen.
- 2 • Each player picks a faction in turn.
- 3 • Select MARCH TO WAR. All 71 territories are dealt out evenly and each is seeded with one troop.
- 4 • Remaining starting troops are distributed at random across each player's own territories.

4. THE TURN

On your turn you proceed through three phases in order.

4.1 Reinforce

- 5 • You gain troops equal to your territory count divided by three (rounded down), with a minimum of three.
- 6 • Add the bonus for every whole region you control.
- 7 • Add troops from any card set you trade (see section 6).
- 8 • Set a quantity with the slider, then click your territories to place troops.

4.2 Attack

Click BEGIN ATTACK, then resolve as many battles as you like (see section 5). Attacking is optional; you may end your turn without a single battle.

4.3 Fortify

Move troops from one of your territories to an adjacent friendly territory to strengthen a border, leaving at least one troop behind. Then click END TURN to pass to the next player.

5. COMBAT

To attack, click one of your territories holding 2 or more troops, then click an adjacent enemy territory. Dice are rolled and compared:

- 9 • The attacker rolls one die per troop beyond the first, up to 3 dice.
- 10 • The defender rolls one die per troop, up to 2 dice.
- 11 • The highest attacker die meets the highest defender die, and so on down.
- 12 • The lower die in each pair loses a troop. Ties go to the defender.
- 13 • Reduce the defender to zero to capture the territory; troops equal to the number of attacking dice advance into it.

Because ties favor the defender, attacking uphill into a well-stacked territory is costly. Mass troops before you strike.

6. CARDS

Conquer at least one territory during your turn and you draw one troop card at the end of it. Cards come in four kinds: infantry, cavalry, siege, and a fellowship wildcard.

During Reinforce you may trade a valid set for bonus troops:

- 14 • Three cards of the same kind, or
- 15 • One infantry, one cavalry, and one siege, or
- 16 • A fellowship wildcard combined with a matching pair.

Each set traded during the game is worth more than the last: 4, 6, 8, 10, 12, then 15 troops. Eliminating a rival hands you all of their cards.

7. ELIMINATION & VICTORY

A faction that loses its final territory is eliminated and forfeits its cards to the conqueror. The game ends when one faction controls every territory on the map — that player wins the War of the Ring.

8. INTERFACE & CONTROLS

- 17 • Left-click a territory to select, reinforce, attack, or fortify, depending on the phase.
- 18 • Zoom: mouse wheel, or the +, −, and home buttons at the bottom-right of the map.
- 19 • Pan: click and drag the map.
- 20 • Touch: one finger pans; two fingers pinch to zoom.
- 21 • Panels: factions and actions on the left; status, dice, cards, and battle log on the right.

This release does not save games. Use Play Again or reload from the library to start a new match.

LEGAL

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