

middle earth™

THE WIZARDS

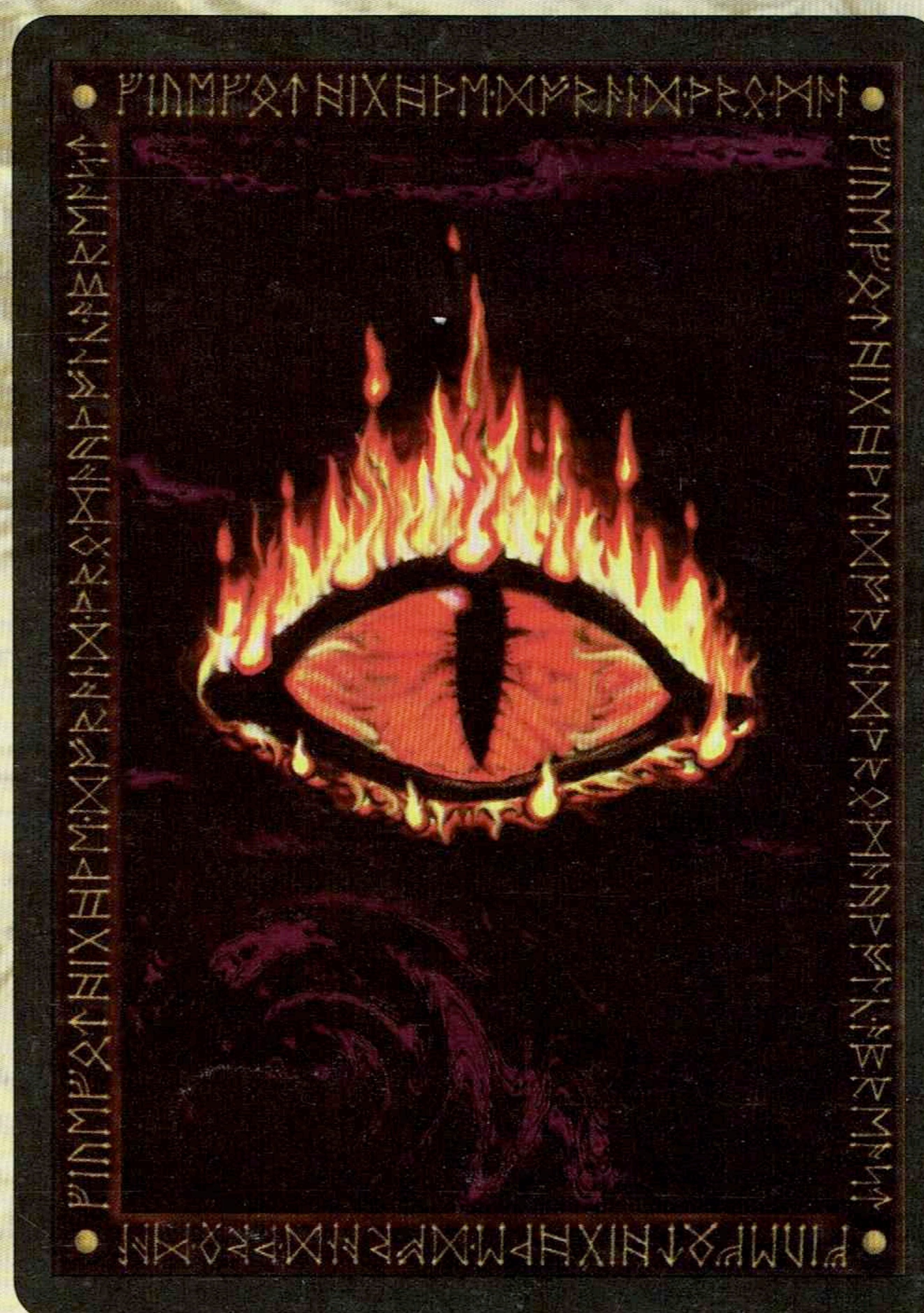
The Collectible Card Game Based on J. R. R. Tolkien's Epic Tales of *The Hobbit* and *The Lord of the Rings*

*"Three Rings for the Elven-kings under the sky,
Seven for the Dwarf-lords in their halls of stone,
Nine for Mortal Men doomed to die,
One for the Dark Lord on his dark throne
In the Land of Mordor where the Shadows lie.
One Ring to rule them all, One Ring to find them,
One Ring to bring them all and in the darkness bind them
In the Land of Mordor where the Shadows lie."*

—Gandalf the Wizard, quoting an ancient verse to Frodo Baggins
The Fellowship of the Ring, p. 81

This haunting quote captures the essence of the saga known as *The Lord of the Rings*. The stirring words refer to the epic struggle of Eru's Children—Elves, Hobbits, Dwarves, and Men—against the frightening evil spawned by the Dark Lord, Sauron of Mordor. This tale ranks among the greatest annals of fantasy. Its setting, Middle-earth, is as rich a land as any in literature.

Seamlessly crafted and utterly believable, Middle-earth "lives" in the mind of anyone fortunate enough to delve into J.R.R. Tolkien's brilliant stories. It is a world full of evocative prose and verse, colorful vignettes and characters, fabulous languages and cultures, and honest, heartfelt messages and lessons about things good and bad.



*"Do not meddle in the affairs of
wizards, for they are subtle and
quick to anger."*

The Fellowship of the Ring

Here, immortal Elves, stalwart Dwarves, passionate Men, and simple Hobbits give battle against overwhelming odds. Battling prejudice, greed, fear, and temptation, they struggle amidst the shadowy currents of a world torn asunder.

Middle-earth: The Wizards™ lets you step into J.R.R. Tolkien's marvelous world. If you love adventure, drama, fantasy, fairy tales, or just exploring uncharted mysteries, you'll savor this game. Now, with only a pack of cards and an hour or so of time, you can play in Middle-earth, meeting the sort of challenges and sharing the joys and terrors experienced by Strider, Gimli, Legolas, and Frodo. Grab a deck or two, gather some friends, and enjoy a journey together in the greatest fantasy setting ever published.

THE WIZARDS

"They first appeared in Middle-earth about the year 1000 of the Third Age, but for long they went about in simple guise, as it were of Men already old in years but hale in body, travellers and wanderers, gaining knowledge of Middle-earth and all that dwelt therein, but revealing to none their powers and purposes."

—*"The Istari"*
Unfinished Tales, p. 405



Middle-earth: The Wizards™ is ICE's simple, elegant, and yet intriguing card game for one to five players set in Tolkien's epic fantasy world. Players design their own unique decks and compete in a fierce struggle against Sauron, the Evil One. Each plays one of the five "Istari" sent by the Valar to right the Balance of Things in Middle-earth:



Each Wizard influences characters, who form companies and fellowships and journey afar to gather "resources"—including allies, factions, artifacts, and lore—all in an effort to strengthen the cause against Darkness. Their daunting mission involves avoiding a host of "hazards," including strange enchantments and environments, foul beasts, terrible monsters, and the fell minions of the Lord of the Rings. The struggle requires a constant balance of power and secrecy, strength and stealth, and speed and restraint. After all, the lure of the land and the senses and the danger of "self-corruption" present powerful dangers to the Wizards' noble crusade.



- Gandalf the Grey**, servant of Manwë, the Lord of the Sky and King of the Valar;
- Saruman the White**, servant of Aulë the Smith and Father of the Dwarves;
- Radagast the Brown**, servant of Yavanna, the Mistress of Growing Things;
- Alatar the Blue**, servant of Oromë, the Hunter; and
- Pallando the Deep-blue Istar**, servant of Mandos, the Lord of Doom.



THE GAME

"The Elder Days are gone. The Middle Days are passing. The Younger Days are beginning. The time of the Elves is over, but our time is at hand: the world of Men, which we must rule. But we must have power, power to order all things as we will, for that good which only the wise can see."

—Saruman the White
speaking to
Gandalf the Grey

The Fellowship of the Ring, p. 339-340

Designed for 1-5 players, *Middle-earth: The Wizards* allows you to create groups of characters, who journey to famous sites throughout Tolkien's world. Your companies actually "move," encountering dangerous hazards according to the path of their sojourn. They do battle with creatures and monsters, who come into play as "passive" enemies.

Meanwhile, you compete with the forces of the other Wizards by marshalling power through general and direct influence. Your goal is to attain sufficient power to become the dominant figure in the struggle against Sauron. Like Saruman, your Wizard can "reveal" his identity by playing his card, vastly increasing his strength, but he must beware of exposing himself to the dangers of combat and corruption. Thus, you compete against your fellow Istari, the Evil One, and the dangers inherent in the land of Middle-earth.

Middle-earth: The Wizards is easy to play and challenging to fully master. It offers countless strategies and exceptional replay value. Best of all, it's tremendous fun.

THE CARDS

Middle-earth: The Wizards contains five distinct types of cards, including:

Characters — Encounter and influence a wide array of important characters, who form companies.

Sites — Visit key sites and gather resources.

Hazards — Encounter dangerous creatures, enemies, and environments.

Resources — Develop power by creating events and accumulating valuable allies, factions, items, and lore.

Regions — By holding a map to a region, characters can visit consecutive sites without first having to return a haven.



SITE CARD

- Site Icon
- Site Path
- Opponents Card Draw
- Your Card Draw
- Site Location
- Site Information

REGION CARD

- Region Type
- Adjacent Regions



RESOURCE CARD

- Resource Category
- Nature of Resource
- Quote



CHARACTER CARD

- Victory Points
- Mind Stat
- Direct Influence
- Special Abilities



HAZARD CARD

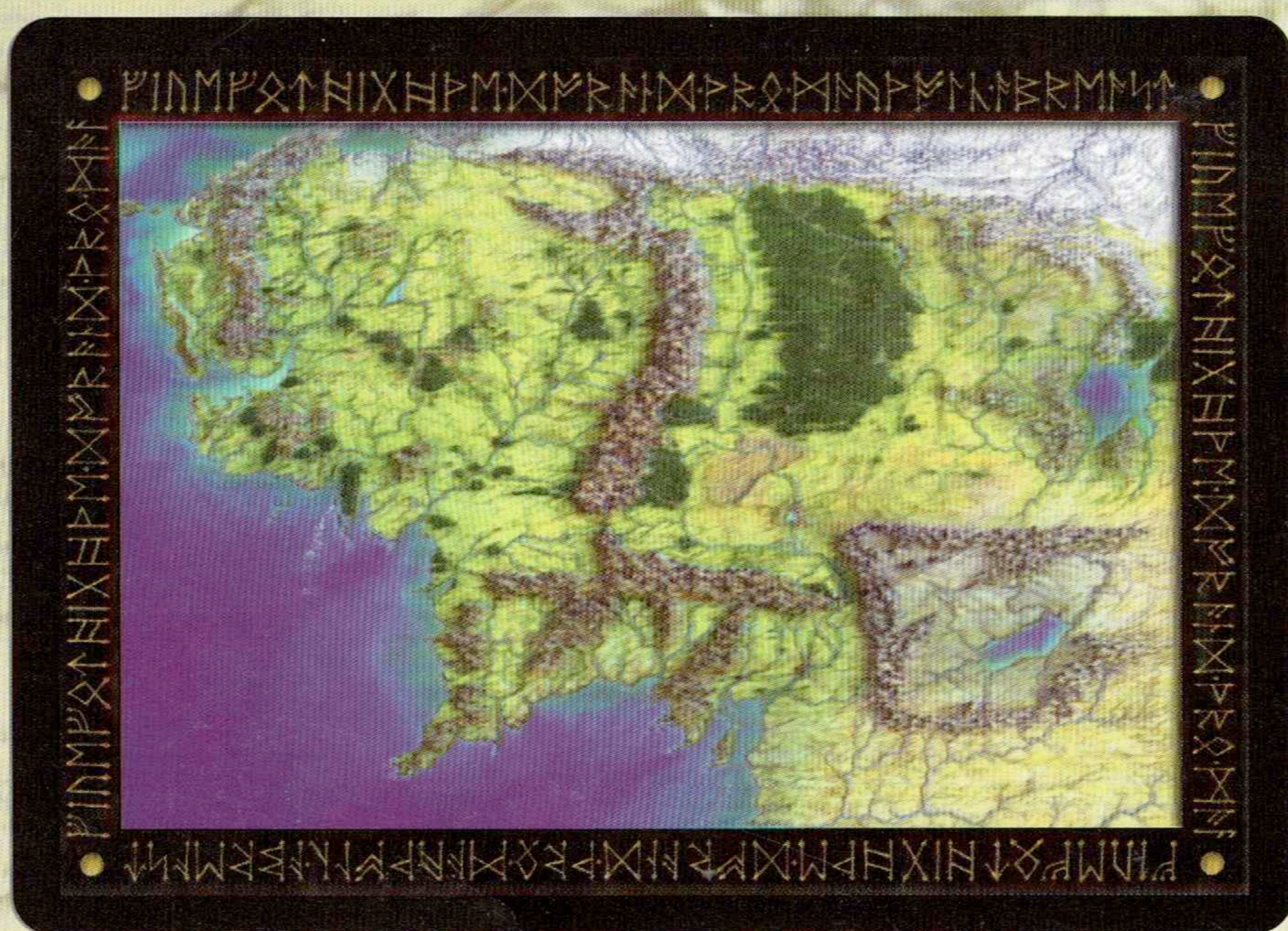
- Victory Points
- Regions Where Hazard Appears
- Effects and Abilities
- Prowess and Body

(Note: Card text may change prior to publication.)

THE ARTWORK

Middle-earth: The Wizards is a set of over four hundred and fifty beautiful tradable game cards bearing fine original full color art from an elite group of acclaimed artists, including:

- | | |
|-----------------------|-----------------------|
| — Rob Alexander | — Jo Hartwig |
| — Eric David Anderson | — Quinton Hoover |
| — Randy Asplund-Faith | — Heather Hudson |
| — Stefano Baldo | — J. Wallace Jones |
| — Edward Beard, Jr. | — April Lee |
| — Melissa Benson | — Lubov |
| — N. Taylor Blanchard | — David Martin |
| — Derek Carbonneau | — Angus McBride |
| — Douglas Chaffee | — Gail McIntosh |
| — Ronald Chironna | — Ken Meyer, Jr. |
| — Storn Cook | — Piero Montanini |
| — Audrey Corman | — William O'Connor |
| — Liz Danforth | — Pat Morrissey |
| — David Deitrick | — Margaret Organ-Kean |
| — Lori Deitrick | — Mark Poole |
| — Tom Dow | — Jeffrey G. Reitz |
| — Darryl Elliot | — Ron Rousselle II |
| — Kaja Foglio | — Ron Shuey |
| — Ron Forcella | — Brian Snôddy |
| — Mark Forrer | — Ron Spencer |
| — Daniel Frazier | — Susan Van Camp |
| — Randy Gallegos | — Christina Wald |
| — Daniel Gelon | — Kevin Ward |
| — Donato Giancola | — Dameon Willich |



THE SERIES

Middle-earth: The Wizards™ is the first release in a series of collectible game products based on J. R. R. Tolkien's epic tales. There is much more to follow! Look for *Middle-earth: Dragons*™ and *Middle-earth: Dark Minions*™ in 1996.

KEY SALES POINTS

- **BASED ON "THE LORD OF THE RINGS" AND "THE HOBBIT"** — Ideal for card game collectors and Middle-earth enthusiasts, this fun, flavorful collectible card game is based on J.R.R. Tolkien's best-selling trilogy, the most successful fantasy tale in modern history.
- **SPLENDID ARTWORK** — A set of over four hundred and fifty beautiful tradable game cards, each bearing a unique piece of original full color art from an elite group of acclaimed artists.
- **TREMENDOUS COLLECTOR VALUE** — Common, Uncommon, and Rare cards depict all the prominent characters, creatures, factions, artifacts, sites, and themes depicted in Tolkien's epic tales.
- **FAST AND FUN TO PLAY** — You can learn to play in a matter of minutes. Ideal for people who are new to the concept of adventure card games.
- **EXCELLENT MULTI-PLAYER VARIANTS.**
- **AN ENTERTAINING SOLITAIRE GAME.**
- **WONDERFUL GIFT IDEA** — An ideal gift for collectors, gamers, and fantasy enthusiasts alike.

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