

# THE LORD OF THE RINGS

THE CARD GAME

## The Hills of Emyn Muil

Difficulty Level = 4

*Pursuing Gollum to the south, the heroes were led to the hills of Emyn Muil, but there the leads grew cold. Somewhere in this region, Gollum is hiding, and the heroes must explore carefully to regain the trail and resume pursuit.*

*The Hills of Emyn Muil is played with an encounter deck built with all the cards from the following encounter sets: The Hills of Emyn Muil, Dol Guldur Orcs, and Sauron's Reach. (Dol Guldur Orcs and Sauron's Reach can both be found in the **The Lord of the Rings: The Card Game** core set.)*



### Strategy Tip

The Hills of Emyn Muil is played with an extremely location heavy encounter deck, and its single quest card reads "Players cannot defeat this stage unless there are no *Emyn Muil* locations in play, and they have collected at least 20 victory points." This means that both of these conditions must be met before the players can win the game. (They must also place the single progress token on the quest card itself to do so.)

This may seem to be an impossible task for some players, but the Emyn Muil locations in the encounter deck have victory points, and this allows the players to collect these locations as they are explored. Because of this, the locations will not be going to the encounter discard pile, from which they might resurface later in the game. So remember to collect the victory points, and eventually, the entire Emyn Muil region can be explored!

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