

There and Back Again

The Game of the Hobbit

(for 4 to 5 players)

Background: The morning after the wandering Wizard shows up at your doorstep with a band of 13 dwarves, you awaken to find this note on your mantelpiece:

Thorin and Company to Burglar Bilbo Greeting!

For your hospitality our sincerest thanks, and for your offer of professional assistance our grateful acceptance. Terms: cash on delivery, up to and not exceeding one fourteenth of total profits (if any); all traveling expenses guaranteed in any event; funeral expenses to be defrayed by us or our representatives, if occasion arises and the matter is not otherwise arranged for.

Thinking it unnecessary to disturb your esteemed repose, we have proceeded in advance to make requisite preparations, and shall await your respected person at the Green Dragon Inn, Bywater, at 11 a.m. sharp. Trusting that you will be punctual.

We have the honour to remain

Yours deeply

Thorin & Co.

Do you accept the offer? You had better hurry, as you notice the mantle clock reads 10:45 am. If so, Read on! If not, you'd better just get some pipeweed and your pipe, and sit in front of the fire and smoke.

Setting up the Board: Shuffle the cards, and deal them out face down onto the 23 spaces (no card on the Shire, or Lonely Mountain), then each player places his game piece on the Shire. Players roll to see who goes first, game play proceeds counter-clockwise.

Objective: Your objective is to assist the dwarves in getting back their treasure at Lonely Mountain, and maybe get some gold for yourself while you're at it.

Game Play: On your turn, roll the dice, then move the number of spaces in any direction(s). When you land on a square, if there is a card there, turn it over, and read it (don't show it to anyone!), if you have already encountered this card, or are not ready to get that card yet (you have to get them in order), put it back facedown, without letting anyone else know what it is, otherwise refer to the reference section for more detailed rulings.

Card Reference: There are 4 types of cards: Smaug, The One Ring, Sting, and Giant Spiders. These have to be gotten in order (Sting, The One Ring, Giant Spiders, then Smaug), and special things happen at some of them, they are listed below in order:

Sting – Nothing special about this card. When you land on it, pick it up and keep it. Now you're ready to move on to the next card.

The One Ring – When you land on this card (and already have sting), roll the die. You must roll a 4 or above to answer Gollum's riddles and finally stump him and win The One Ring. Keep rolling (once a turn) until you do. Once you successfully acquire The One Ring, you're able to move on to the next card.

Giant Spiders – When you land on this card (and already have The One Ring), roll the die. This time, you're waiting for a 2 or better. Once you roll a 2 or better, you've successfully made yourself invisible, and put on a pretty decent theatrical performance for the spiders; they are now in retreat, and since this is a G-rated game, you let them run away. You rescue your friends, and can now continue with your quest.

Smaug – Smaug has been awakened by all these quests going on, and decided to confront his adversaries before they threaten his gold. Roll the dice, and on a 5 or better you burgling skills pay off, and you successfully sneak the party away from Smaug. On the upside however, you now know that Lonely Mountain is yours for the taking! Now hurry to get the gold before it's too late and some other band of adventurers decides to try and make it their own.

Special Locations: There are two special locations in the game, the Shire, which is your beginning and end point, and Lonely Mountain, which is your halfway point. You cannot move onto either of these, unless you have all the things necessary to do so, For Lonely Mountain it would be all four cards, For The Shire (excluding the fact that you start there) it would be that you've been to Lonely Mountain. Once you get to Lonely Mountain, you must wait two additional turns for the dwarves to collect their gold, and reminisce of times past, before you can leave to go back to the Shire.

Other Rules: If a second player lands at the same space as a first, and the first is in the dice-rolling portion of getting the card ((s)he landed there, needs the card, and is now rolling once a turn to try and get it) the second person treats it as if there were no card there. HOWEVER, if the first person already has the card, or the card is out of order for the first person, then the second person may treat it as if the first person isn't there, and rolls for the card.

If a second player moves onto the Lonely Mountain, a battle ensues, not quite a battle of five armies, but a battle nonetheless. Both players roll the die. If tied, they roll again. The person with the higher numbered die wins the battle, and the loser must move off Lonely Mountain. The loser also has to wait two additional turns before (s)he can move again (if the loser originally had control of the mountain, they lose control, and therefore when they do move to the mountain again, their turn counts return to 0).

The One
Ring

Smaug

Giant
Spiders

Sting

The One
Ring

Sting

Smaug

Giant
Spiders

The One
Ring

Sting

Giant
Spiders

The One
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Smaug

The One
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Sting

Giant
Spiders

Smaug

Creative Project

My Creative Project is a game based on the Hobbit.

Ideally, it is for four players, or five. It's turn based, uses dice to determine movement. It's not an RPG or anything like D+D, even though it might sound like it. It's a relatively normal board game, with a hint of Zork.

Originally I was going to make a computer version, but I wasn't sure how it would fare on certain computers; so I decided to go with a normal board game.

I don't really know what inspired this game. I just set out to create a game, and figured LoTR would be far too big and complicated for a single game that wouldn't take 8 hours to play.