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English 270

Tolkien Scavenger Hunt Game

OBJECT: Be the first group to find the elven ring that was stolen from an elf King and bring it to the meeting place of the finale. Each group must collect clues at various locations and track the ring down from there. The first group to find the ring will be given an undetermined prize, plus a small trophy for each member of the winning group for successfully completing the game.

THE GROUPS: Groups can be named anything having to do with Middle-Earth, and Tolkien's stories therein. There can be more than one elf group for example, or more than one dwarf group since in Middle-Earth, there are many different groups, or families of the same race. There should be at least two people per group, and no more than five.

THE LOCATIONS: The first clue should be given at "home base", and that clue should lead to the next clue, and so on. Every group should be given a different "home base" clue, and it should lead them all in different directions. A location can be used more than once, but if this is done, each clue should be color coded so they'll know which clue is theirs. For example, the "Woodelves" group could be green, the "Balin's Dwarves" could be yellow, etc. Then if a clue is left at Starbucks for both groups, the group can simply ask at the counter for their colored clue. Any location such as business, or school will work as long as the people there agree ahead of time to participate in the game. Smaller, private businesses are usually very agreeable to participating. Clues can also be hidden in bushes, or taped to signs, but care must be given to prevent a non-participant from accidentally stumbling upon the clue, and taking it. The location area should only be within one or two towns at the most. If in a big city, locations should be restricted to just a few districts, or within five miles of home base, and the final meeting place.

RULES: The rules are very liberal, and depend on the organizers of the game. Maps should be given to each group with or without landmark help. Also, phone numbers where the organizers can be reached should be given to the groups in case of an emergency, or in case they get thoroughly lost. There should be a back up plan in case of a tie, but if everything is planned well enough, a tie shouldn't happen.

MEETING PLACE: The second to the last clue should lead all groups to the location of the ring, which should be located at the final meeting place. The place should be someone's house, a hotel room, or pretty much anywhere where there can be a huge party to celebrate the end of the game!

FOR ADDED FUN! Participants can dress up like their favorite Middle-Earth characters to play the game. And afterwards, a viewing of THE LORD OF THE RINGS; THE FELLOWSHIP OF THE RING would be very enjoyable!