

The Hobbit: Smaug's Treasure version 1.0 by Rüdiger Dorn

The Dwarves together with the freshly-trained master thief Bilbo are on their way to the mountain Erebor while the dragon Smaug listens. On the way, many dangers lurk and one opponent after another stands in the way. But the idea of Smaug's treasure of gold and precious stones can overcome every obstacle the companions face.

Game materials:

1 bag with 45 jewels (3 x green, 6 x violet, 9 x yellow, 12 x red, 15 x blue)

49 cards:

24 Character cards (12 per player)

24 Encounter cards (6 for each chapter I, II, III, and IV)

1 ring card

1 game board

Setup:

Character Cards:

Every player gets a character card deck (either 12 brown or 12 blue character cards), shuffles it and places it facedown. Then, each player draws a 4 card hand.

Encounter cards:

the Encounter cards are separated into 4 stacks each with 6 cards (Chapter I, II, III, and IV). The portrait format Encounter cards of Chapter I are placed in a row on the game board. The landscape format card is placed above these. These cards form the initial display.

The Ring is used to track progress. (The Ring Bearer is determined at the end of the first chapter after the encounter with Gollum.)

Overview and goal of the game:

A player turn consists of the following actions in the specified order:

1. Play a character card for gems.
2. Meeting(s): Defeat up to two opponents in the Encounter display.
3. Draw back to 4 cards in hand.

Game end and victory:

The game ends immediately after a player defeats Bolg. Each player adds up the victory points of their encounter cards (both revealed and hidden). Players also receive 1 victory point for every 4 gems. The winner is the player with the most victory points.

Game play in detail:

I. Character card play and action.

The youngest player starts.

The player plays a card from his or her hand and executes its action. The Character Cards provide gems that allow the player to have Encounters.

The player draws the number of gems shown at the top of the card from the bag.

The bottom of the card played also specifies the bonus gems taken should the player defeat the opponent shown.

A red cross-out icon indicates that the player must place the indicated number of gems back into the bag. These may be gems just drawn this turn.

Cards played are placed in the discard pile face up.

Note: the cards Eagle and Gandalf function somewhat differently.

II. Encounter(s): Defeating Encounter cards.

On his turn, a player can have up to two Encounters.

1. The player compares the gems in his stock to the required gems of the face up Encounter cards.

Note: The required gems are indicated directly to the right of the skull symbol. If the required gems are in the player's inventory, the player has an Encounter (whether he wants to or not!).

If a player has enough gems to have more than two Encounters, he chooses which two opponents to encounter.

Note: If a player does not have enough of the required gems in his stock, he uses bonus gems from previously defeated Encounter cards. The bonus value is shown in the upper right of the Encounter card. Each bonus can only be used once per turn. A player can also use his Gandalf character card ability, if it was the card he played for this turn (see page 7).

2. The Player places the required gems back into the bag and sets the encounter card face up in front of himself if one or more bonus gems are shown. Otherwise, the Encounter card is placed face down in front of the players.

3. When white stones are shown on an Encounter card, the players may use gems of any color. However, for a multiple gem requirement, all gems must be the same color.

Special Encounters:

1. Final Encounter: the landscape format Encounter Card (I Gollum, II III IV Smaug Elves Bolg) is only accessible once all portrait format Encounter Cards have been claimed.

2. Defeat of Gollum (chapter 1): the player who defeats Gollum either gives his opponent the Ring card and puts Gollum face up or he takes the Ring card (i.e. he becomes the Ring Bearer) and the opponent gets Gollum.

Note: the Ring Bearer always gets 2 bonus gems, when playing Bilbo.

3. Defeat of Smaug (Chapter III): after an encounter with a portrait format Smaug card the player must immediately (depending on the icon) either:

a) Draw gem(s) (depending on the symbol: There are 2 cards each with 2 gemstones and 1 card with 1 gem) or

(b) force his opponent to return 1 gemstone in the bag: the player who defeated Smaug determines what gem this is.

When all Encounter cards of the current Chapter have been claimed, display all of the card of the next Chapter.

If a player's first Encounter removes the last card on display, the Encounter cards for the next Chapter are immediately dealt out. The player can now Encounter another card if desired for his second Encounter.

III. Draw a card.

The player draws a card from his draw deck to bring his hand back to four cards. Then the other player takes his turn. The player may not be able to draw if the draw deck is empty. See p. 7 (the Eagle) for restoring the draw deck.

Explanation of symbols:

All character cards as well as the Encounter Smaug allow the player to take precious stones. Some Character cards force the player to give up a gem.

Take a gem:

Draw a gem from the bag and put it into your inventory.

Discard a gem:

Put a gemstone of your choice from your stock back into the bag.

The icons from the top section of the card are always used. Those in the lower section may be used depending on conditions.

The additional 2 Gems from Bilbo are only available when the player has the Ring.

The player takes the additional gemstones in the lower part of the card only if the Encounter shown is currently in the Encounter display.

Bombur card: 1 gem. If only the final encounter card (in landscape format) of the current Chapter remains on display, the player receives 2 additional gems.

General principle: Gem draws occur first, then gem discards.

Additional effect of Eagle and Gandalf.

When you play the Eagle, shuffle all discards (including the Eagle). Then the player draws as many cards as necessary from his draw deck until he has four cards in hand.

Gandalf allows the player to replace two of the required gems of the same color from the Encounter card with two of a different color. These replacements can come from bonus gems as well. Gandalf's power can be used multiple times on the same turn.

Example:

In your stock: 1 blue gem.

In addition, the card Gollum and Orcs have been previously defeated.

First you play the card Gandalf and get the following gemstones out of the bag: 1 yellow and 2 red.

Bolg is the next Encounter. With the help of Gandalf and your Gollum and Orcs cards you can defeat Bolg and end the game.

You will need the following gemstones: 1 yellow, 1 green, and 2 purple.

A yellow Gemstone has thou already in stock.

With the additional effect from Gandalf you can replace one of the required two purple gemstones with two red gems from your stock.

The second purple stone comes with the help of Gandalf via the blue gem from your stock and the blue gem of the bonus from the Orcs.

Instead of the green gem you can use the any bonus gem from Gollum.

Gollum and orcs are reversed.

This is the game ends. The players add your Victory Points.

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