

THE HOBBIT: AN UNEXPECTED JOURNEY

A GAME ACCOMPANYING THE MOVIE

For 2-4 players from 10 years

GAME RULES

GAME IDEA AND GOAL

Together with Bilbo the hobbit each player sets off with his two dwarves on a perilous journey. Along the way they meet sneaky trolls, dangerous goblins and ravenous wargs. They are constantly in danger of being captured by hunting orcs. It is good when Gandalf the wizard is on the spot and gives his support. In the Misty Mountains Bilbo can find the Ring, what helps him to brave all the dangers being invisible.

All players win together when Bilbo and at least one dwarf from each player arrive on the target field before the Orc Stone reaches the last field of the Orc Spiral.

Tip: Since this is a co-operative game played collectively, it is allowed that the players communicate each other at any time and discuss their planned moves together.

GAME COMPONENTS

1 rulebook, 1 game board, 1 dice, 1 Ring

8 dwarf pawns (2 of each 4 colors), 1 Bilbo pawn, 1 Gandalf pawn, 1 Orc Stone token

118 playing cards:

- 20 movement cards (5 of each 4 colors)
- 10 Trollshaws adventure cards
- 16 Misty Mountains adventure cards
- 44 Shire playing cards
- 16 Rivendell playing cards
- 12 Carrock playing cards

BOARD DESCRIPTION (CLOCKWISE)

(upper side)

Start field for the dwarves and Bilbo

Start field for Gandalf at Gandalf path

Carrock playing cards (12)

Carrock local fields (3)

(right side)

Misty Mountains adventure cards (16)

Misty Mountains adventure fields (8)

Here starts the Ring

Start field for the Orc Stone at the Orc Spiral

(bottom side)

Target field for the dwarves and Bilbo

Place for a discard pile

Gandalf site in the Trollshaws

Gandalf site in the Misty Mountains

(left side)

Trollshaws Adventure fields (8)

Trollshaws adventure cards (10)

Rivendell local fields (3)

Rivendell playing cards (16)

Shire playing cards (44)

GAME PREPARATIONS

- ❖ The game board is placed in the center of the table.
- ❖ Each player receives 2 dwarfs of the same color and places them on the start field.
- ❖ Bilbo is also placed on the start field.
- ❖ Gandalf is placed on the start field of Gandalf path.
- ❖ The Orc Stone is placed on the start field of the Orc Spiral.
- ❖ The Ring is placed on its image in the Misty Mountains.
- ❖ The dice is placed next to the rulebook.
- ❖ Each player gets 5 movement cards in his chosen color, used to move his pawns forward.
- ❖ The remaining cards are sorted by their back symbols into five decks and mixed separately. Then the three playing decks of Shire, Rivendell and Carrock are put on the board game, face down on the corresponding card fields marked with analogical symbols. The two adventure decks of Trollshaws and Misty Mountains are placed on the equivalent adventure circles. All the cards played during the course of game are put face up on a discard pile (card field on the board game without any symbols).
- ❖ Each player draws 3 cards from the Shire stack into his hand. If any of those cards is an instant action card (reddish background), the described action must be immediately revealed and executed. The player picks up one replacement card instead. Is this again an instant action card, it is also immediately fulfilled, etc.
- ❖ When finally each player has three cards in hand, the youngest player begins the game.

The board set-up is shown on the first page of the manual.

GAMEPLAY

Course of actions proceeds clockwise. The players move their dwarves with their movement cards along the route. In addition, they can move their dwarfs with ponies. Bilbo is moved by all players - either with Bilbo cards or together with a dwarf with a pony. On adventure fields, players usually have to fight. For this they need cards with dwarves or allies. When Gandalf the wizard is on the same adventure spot, he can support the players.

The process in detail

The player on his turn performs the following steps in order:

1. Uses one movement card
2. Plays any number of cards from his hand
3. Draws two cards into his hand

Then it is the next player's turn.

1. Movement cards use

- ❖ The player must play one of his movement cards and move forward one of his two dwarfs as many fields, as indicated on the card. He then turns the card face down. Only when each and every five cards have been used, he turns them all face up to use them again.
- ❖ Cards with numbers 2, 4 and 5 move a dwarf by exactly 2, 4 or 5 fields. With the card with four numbers: 1, 2, 3 and 4 the player may choose which of these numbers he uses for his dwarf's movement. The card which shows a dice makes the player roll and decide which of his two dwarves he moves according to the rolled result.

- ❖ When the pawn lands on a dice field, the player rolls and must move the same figure further by the exact rolled number of fields.
- ❖ When the pawn lands on an adventure field, the player must immediately reveal the upmost adventure card and follow the instructions (see "The adventure fields").
- ❖ In most cases the player moves his character forward. But it is also allowed - and sometimes makes sense - to go back with his dwarf by the number on the card.
- ❖ If a character moving backwards lands on an adventure field, the field is not resolved. A dice field is nonetheless valid. The player moves his character then by the rolled number of fields back towards the start field.
- ❖ The player may not omit any fields and cannot divide the movement points between two of his dwarves.
- ❖ On each field up to two pawns may stand. That means two dwarves or a dwarf and Bilbo. Would a game character land on a field that already contains two figures, it has to continue its movement to the next field with an empty space.
- ❖ Occupied squares are to be counted during the movement.

2. Playing any number of cards from hand

- ❖ You may play any number of cards from your hand and place afterwards on the discard pile. The following cards are available:
 - Bilbo Baggins:** These cards are used to move Bilbo. For Bilbo's movement follow the same rules as for moving the dwarves.
 - Pony:** Allows a player to move any of his dwarves. This can also be the other dwarf, than the one previously moved using a movement card. Likewise, the player is not allowed to omit any fields.
- ❖ If a dwarf occupies the same field together with another dwarf or with Bilbo, the player may move both characters by the number indicated on the pony card.
- Important:** Bilbo alone can not be moved with a pony.
- ❖ If the player wants to move along a dwarf of another player, he must ask permission first.
- ❖ If two characters travelling together are to land on an occupied space, they are both moved forward to the next field on which no figure stands. This also applies when the field is occupied by only one figure.
 - Gandalf:** These cards move Gandalf along his path. The player must decide if he drags Gandalf clockwise or counter-clockwise. If there is a dice on the played Gandalf's card, the player moves his pawn as many fields, as he rolled on the dice.
 - Hint:** if Gandalf is located near to one of the adventure circles, he can support the players on all adhering adventure fields.
 - Dwarves and allies:** These cards can be played on any adventure field, if the player has to fight. Fighting allies are Gandalf with combat strength of 8 and Elrond with combat strength of 6.

3. Two-card draw:

- ❖ At the end of his turn, the player must draw exactly 2 cards - regardless whether and how many he has previously played from his hand.
- ❖ These two cards are taken from the facedown Shire deck. If a player's dwarf is already on one of three Rivendell fields, then he pulls a card for this figure from the accompanying Rivendell deck. If his both dwarves are at Rivendell fields, he pulls both cards from Rivendell deck. The same applies if later the dwarves reach one of the three Carrock fields. Instead of the Shire stack the player draws from the associated Carrock stack.
- ❖ **Hint:** In Rivendell and Carrock the cards are usually stronger than those in Shire.
- ❖ **Important:** At the end of his turn, a player may not exceed 6 cards kept in hand. If he has more cards, he must choose the excessive ones and put them on the discard pile.

- ❖ If the Shire stack is depleted, all those cards from the discard pile are mixed and laid out as a new Shire stack. The same way Rivendell and Carrock cards are handled later on.

Important: If an instant action card is drawn, it must be immediately revealed and executed. For this card a replacement one is drawn. Is this again an instant action card, it is also immediately fulfilled, etc.

Tip: in order not to forget how many cards have a player already drawn, should the cards be placed face down in front of him first and only taken to his hand when two normal cards have been drawn.

Hint: For all cards, if not otherwise specified, the player must always use the exact number of movement points. With Galadriel and Radagast cards the player may choose whether to fulfill the instructions entirely.

The adventure fields

- ❖ If a player ends his movement of one of his dwarves or Bilbo on an adventure field, he has to uncover and immediately follow the top card from the respective adventure stack (Trollshaws or Misty Mountains).
- ❖ In most cases there is an enemy depicted on the card, who must be fought by the player. But there are also other cards that are self-explanatory. When a dice is shown on the card, the player must roll the dice and follow the result.
- ❖ To fight an enemy, the player must play one or more dwarves or allies playing cards, which sum up exactly to the combat strength of the opponent's card.
Example: A troll with battle force 9 is revealed. The player defeats him by playing Kili and Fili (the value of 2), Nori (value of 1) and Dwalin (value of 4). The cards are put away to the discard pile then.
- ❖ **Gandalf on site:** If Gandalf pawn is standing exactly on the associated field on the Gandalf path, the player may double the value of one of his cards played.
Example: In this case, the cards Dwalin (2 x value of 4) and Nori (value 1) are sufficient.
- ❖ **Battle won:** The enemy is defeated, the card is taken from the game (back in the box).
- ❖ **Battle lost:** If the player cannot meet exactly the fighting strength of the opponent, he must move his pawn as many squares backwards as the combat strength of the opponent.
Example: The player would have to pull his pawn backwards by 9 fields.
If it lands on a field that already has two figures on it, then it will continue to move backwards to the next field, on which there is still space for his figure.
The revealed, but not defeated opponent's card is placed face up on the adventure stack. When another pawns finish their movement on one of these adventures fields later on, the same opponent should be fought again. But all the players know, how strong is the enemy.
- ❖ **Opponent on hold:** Does the player pull a Thorin Oakenshield card out, he does not defeat his opponent, but he holds him in check. This means that his pawn does not have to go back. The opponent's card is then treated like when losing a battle and put back face up on the Adventure stack and must be fought again later.
- ❖ **Fighting together:** If a character lands on an adventure field that has already another character on it, both must fight together if an enemy card is revealed. Two players controlling both characters should discuss which cards are played by whom. If Gandalf is on site, even in a common struggle, only the value of one player's card is doubled. If they cannot reach the exact combat strength of the opponent, both figures move back.

Even if two characters land together with a pony on an adventure field and an enemy card is revealed, they must fight together and move back both pawns when defeated.

- ❖ **Additional Adventure:** When there is an additional card depicted on the adventure card next to the combat strength of the enemy, after defeating the enemy and finishing the adventure, the next card from the same adventure stack has to be immediately drawn and executed.
- ❖ **No more adventures:** If later on all cards from adventure deck in the given location are depleted during the game, the adventure fields are to be entered safely.

The Orc Spiral

- ❖ Each time a danger card is revealed, the Orc Stone on the Orc Spiral moves 1 field forward.
Hint: Most of these cards are located in Shire, Rivendell and Carrock stacks, but even Trollshaws and Misty Mountains decks contain one danger card.
- ❖ If the Orc Stone reaches a red field, the figure positioned at the front of the group on the movement path is immediately taken prisoner on the spot. This figure is placed beside the movement path. While the figure is caught, it cannot be moved.
Hint: Even if a captive character stands next to the field, it still occupies it. It means just one more piece can end its movement on that field. Should the figure be taken prisoner on a field in Rivendell or at the Carrock, the player draws for this figure just one card from Shire stack at the end of his turn.
- ❖ **Important:** If two figures stand together on the foremost field, these two figures are captured.
- ❖ If later on another character is to be captured and the foremost figure has not been freed, the next figure on the route is captured instead.
Caution: Should both dwarves of the same player get caught concurrently (on one or two different fields), the game is lost prematurely!
- ❖ To free an imprisoned character, another figure has to be exactly on the same location. Then there are two possibilities:
 - a) The player plays a card Thorin Oakenshield
 - or
 - b) The player plays dwarves and allies cards of a total value of 10 or more. If the pawn on an adventure field and Gandalf are on the same site, the value of one of the played cards may be doubled. Then the imprisoned character may return to the movement path and can be moved again.
- ❖ **Important:** if the character is caught on an adventure field, the player who wants to liberate it has to uncover the top most card from the adventure deck first and follow the instructions. If still on that field, the imprisoned character can be freed as described.
- ❖ **Caution:** If two figures stand together on the foremost field, both of these figures are captured. Because a field can hold no more than two figures, it means that those two characters, which were trapped together in a field, cannot be freed. If one of these characters is Bilbo, the game is prematurely lost, since he is no longer free and can not be delivered to the target field.

Gollum's Treasure - The One Ring

- ❖ In the Misty Mountains the Ring can be found. If The One Ring card is uncovered, the ring is immediately moved by a number according to a dice roll. The ring will start from the field in which it depicted on the game board, pulled out of the Misty Mountains into the movement path. The player decides whether he wants to send the ring forward towards the target field or backward towards the start field.
- ❖ If Bilbo is moved into the field on which the Ring is located or the Ring is sent on the field on which Bilbo is standing, the Ring is placed immediately over Bilbo's

pawn. From then on Bilbo is invisible. He does not draw adventure cards anymore at adventure fields and can not be captured.

- ❖ When Bilbo is wearing the Ring, he can also be moved with "The One Ring" cards.
- ❖ Even the invisible Bilbo remains a character, so only one other pawn can stand together with him on the same field.
- ❖ The dwarves cannot use the Ring.

The target field

- ❖ The target field can't be reached directly. Excessive movement points may be forfeited.
- ❖ There are two ways for a player to enter each of his dwarf into the target field:
 - a) The player plays a "Thorin Oakenshield" card.
 - or*
 - b) The player plays dwarves and allies with a total value of 10 or more.
- ❖ If Bilbo is wearing the ring, the player doesn't have to play any cards for him.
- ❖ Bilbo can be moved to the target field without the ring. Then she shall be subject to the same rules as the dwarves.
- ❖ If a player already has a dwarf on the target field, he continues to draw 2 cards at the end of his turn.
- ❖ For each dwarf a player placed on the target field, he may (in his turn, before the card draw) give a card from his hand to another player.

END OF GAME

- ❖ The game ends with the common victory of the players, when each player brings at least one of his dwarves into target field and Bilbo gets to the target field as well. Bilbo does not have to wear the ring.
- ❖ All players loose together, when the Orc Stone reaches the last field of the Orc Spiral: with 2 players it is the 9th field while with 3 and 4 players it is the field number 12.
- ❖ The players lose prematurely when Bilbo is captured together with another dwarf in the same field or two dwarves of the same player are captured.

Tip: In the first game or the game of four take out one danger card of the Shire stack and take it out, the game is easier to win then. Experienced adventurers may dare to let the Orc Stone start on the first or even the second field.

The author: Andreas Schmidt, born in 1971, decided during one night in 2003 to invent a board game. Many game ideas followed. Then his first work was published in 2009 as "Shenshi". With his board game version of The Hobbit movie now is a longtime dream true.

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