

THE
HOBBIT™

There & Back Again™



DESIGNED BY REINER KNIZIA

THE HOBBIT™ There & Back Again™

A dice game full of adventure by
Reiner Knizia for 1–4 players – 30 minutes per part

*In a hole in the ground there lived a Hobbit.
Not a nasty, dirty, wet hole, filled with the
ends of worms and an oozy smell, nor yet a
dry, bare, sandy hole with nothing in it to sit
down on or to eat: it was a Hobbit-hole, and
that means comfort.*

– J. R. R. Tolkien's *The Hobbit*

Components

1 Black 12-Sided Die
(numbered 1–12)



30 Bread Tokens
(1 x 20, 5 x 10)



5 White Journey Dice
(with the following symbols)



4 Dry-Erase Markers with Erasers



30 Sword Tokens
(1 x 20, 5 x 10)



4 Adventure Guides



19 Pinecone Tokens
(Used only in Part 5)

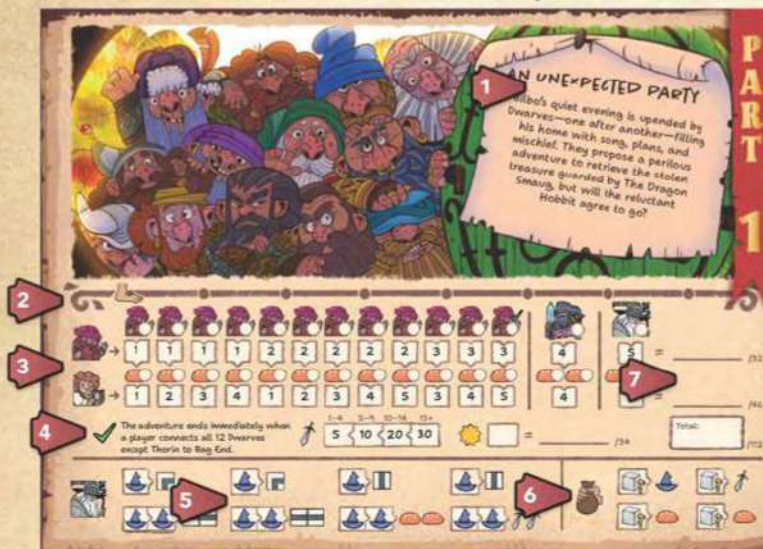


1 Solo Token
(Used only in Solo
Mode; see p. 29)

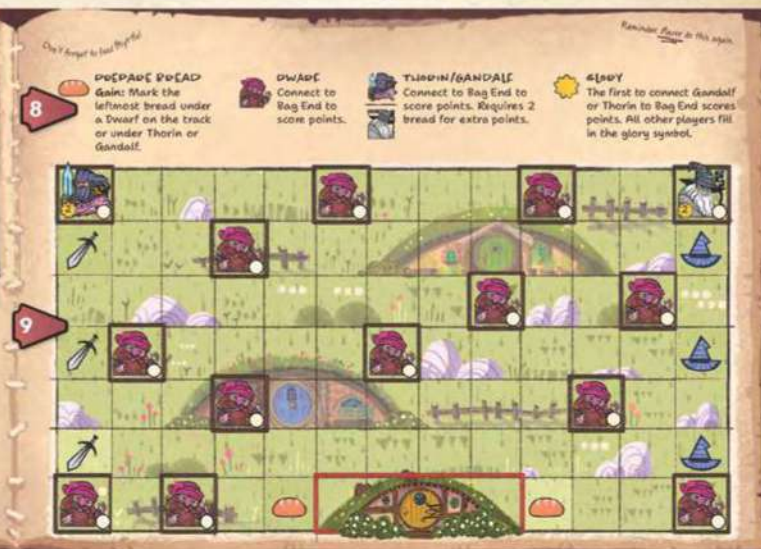


Die 1	Die 2	Die 3	Die 4	Die 5

SCORESHEET



MAP



- 1 Story
- 2 Adventure Progress
- 3 Score Rows
- 4 Game End Reminder
- 5 Magic Actions
- 6 Burglar Actions
- 7 Score Boxes and Maximum Scores per Row
- 8 Rules Reminders
- 9 Map

CHOOSE YOUR ADVENTURE

This game offers 8 different adventures based on J. R. R. Tolkien's novel *The Hobbit*. You can play each part independently. When you play this game for the first time, we recommend that you play the parts in order.

Each player takes an adventure guide and a marker, then everyone decides together which part the group will play. All players turn to the corresponding page of their adventure guide. This rulebook contains the specific rules and a list of the components used for each part.



Scan this code to watch our learn-to-play video!

CONTENTS

Part 1 - An Unexpected Party	8-9
Part 2 - Roast Mutton	10-11
Part 3 - Over Hill and Under Hill	12-13
Part 4 - Riddles in the Dark	14-15
Part 5 - Out of the Frying-Pan into the Fire	16-17
Part 6 - A Dark Way Through Mirkwood	18-19
Part 7 - On the Doorstep	20-21
Part 8 - Fire and Water	22-23
Hard Mode	24-28
Solo Rules	29-30
Credits	31

GAMEPLAY

Choose a random first player (or follow the custom of Hobbits and Dwarves and allow the shortest player to be the first player).

The first player rolls the 5 white journey dice into the middle of the table. Then the first player takes the first turn by choosing 1 of the dice from the middle and pulling it toward them. They immediately use the chosen die in their adventure guide (as described below).

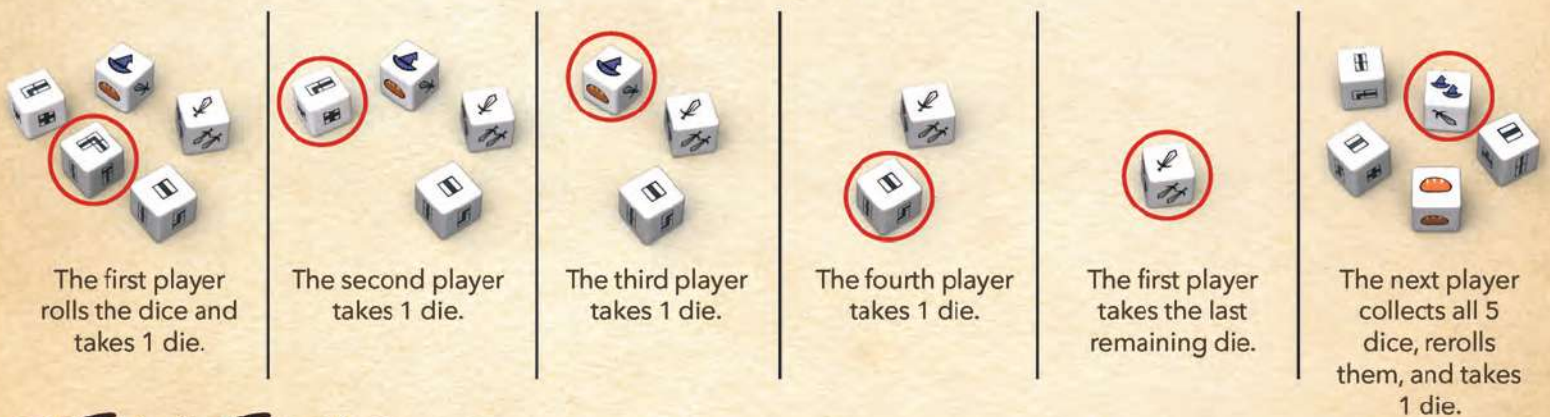
Play then progresses clockwise. Each player chooses 1 of the remaining dice from the middle of the table and pulls it toward them. They immediately use their chosen die to perform an action in their adventure guide.

In a 2-player game, the first player will end up taking 3 dice, and the other player will take 2 dice. In a 3-player game, the first and second player will each end up taking 2 dice, and the last player will take 1 die. In a 4-player game, the first player will end up taking 2 dice, and all other players will each take 1 die.

After the last die has been taken from the middle, the next player to take a turn becomes the first player for the next round. The new first player collects all the dice and rolls them into the middle, then begins the next round by taking 1 of the 5 dice.

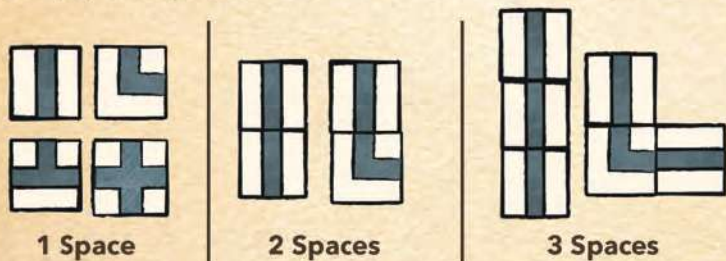
Play progresses in this way until you reach the end of the adventure. The player with the most points wins.

4-Player Gameplay Example:



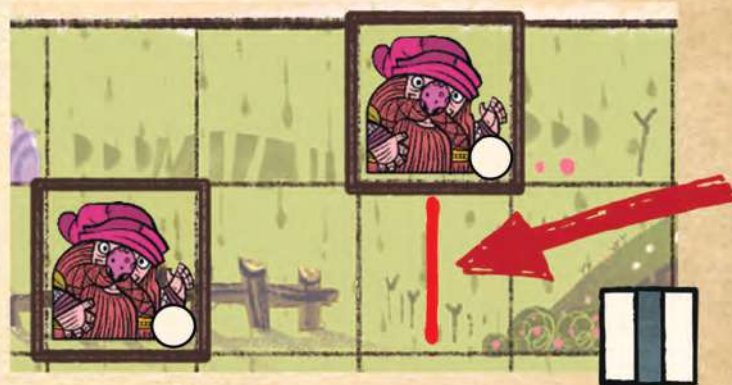
PATH ACTIONS

There are 3 white journey dice that allow you to draw paths on your map. When you use 1 of these dice, you will draw the indicated path on your map. These dice show different path sections in a square grid. The path section may span over 1, 2, or 3 spaces:



Each adventure's specific rules will indicate where to start drawing your paths on your map.

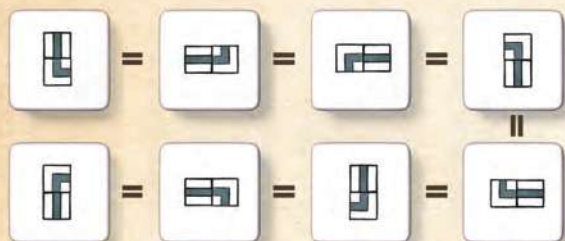
You can draw a path by connecting to a start space, touching 1 of your previously drawn paths, or crossing 1 of your previously drawn paths. You must draw the full shape of the path shown on the die.



Part 1 Example: The player selects the die showing a 1-space path. The player may start their path from Gandalf or any Dwarf, including Thorin. The player decides to draw their path from a Dwarf, copying the path from the die to the square on their map.

PATH ACTIONS (CONTINUED)

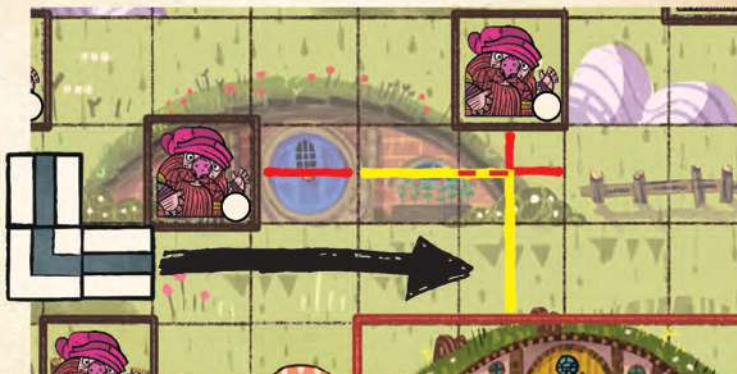
You may rotate the path section as you wish, and you may also draw its mirror image.



Example: You may rotate or mirror this die in any of these ways.

You may draw paths into spaces where you have previously drawn paths to combine the paths together or extend the paths in new directions. You can freely draw over any part of those previously drawn paths

(though all previous paths remain). Keep your drawing tidy and near the center of each space to avoid confusion.



Part 1 Example: The player selects the indicated die on their turn. They add the path to a previously drawn (red) path on their map. They choose to rotate the path before adding it (new line shown in yellow).

There are 2 significantly different ways your paths can interact with spaces on the map: *connecting to a space* and *entering a space*.

You **connect** to a space if you draw your path so that it touches the edge of the space.

You **enter** a space if you draw your path into it. When you first enter a space showing a resource (such as swords, bread, or hats), gain that resource immediately (see p. 6).

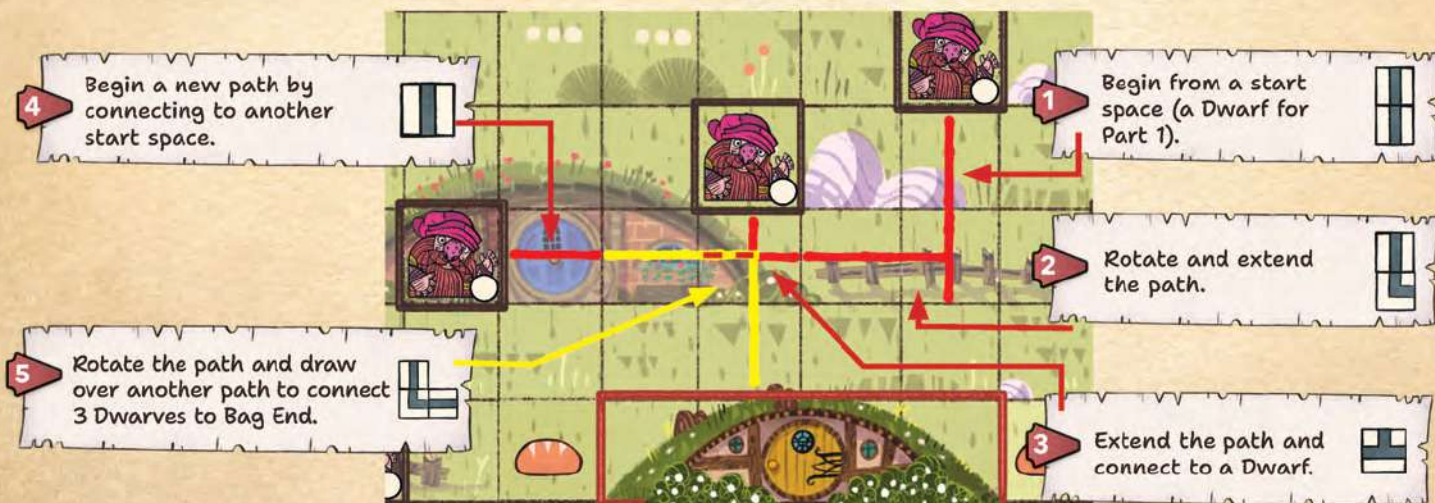


You connected to a Dwarf.



You entered these spaces (and collect a sword).

You can **never** enter spaces that have a thick line bordering them.



Part 1 Example: The player takes the indicated dice over the course of 5 turns.

RESOURCE ACTIONS

There are 2 white journey dice that allow you to gain resources. These dice show 1 or 2 symbols that have swords, bread, or hats. When you use these dice, you will either collect matching tokens or mark your scoresheet, depending on the adventure. You can also collect resources from the map (see p. 5 for details).

Bread and Swords

Collecting Tokens: Keep all your collected tokens visible near your adventure guide so other players can easily see how many tokens you have.

Marking Resources: When instructed by the adventure to mark resources on your scoresheet (such as bread in Part 1), mark in a circle in the indicated spot on your scoresheet each time you gain that resource.



1 Sword / 2 Swords

1 Bread / 2 Bread



1-Value / 5-Value Tokens



Part 1 Example: The player marks their first bread.

Magic Actions

When you use a die that shows Wizard hats, you receive the help from The Wizard Gandalf. Immediately fill in 1 of the boxes that show a hat on your scoresheet for each hat you have gained.



You can fill in these boxes in any order. If there are multiple hat symbols associated with a magic action, you do not need to fill in all of the boxes in 1 turn.



1 Hat / 2 Hats

When you have filled in all boxes next to a magic action, you unlock it and must use it immediately. You sometimes need to fill in only 1 box to unlock a magic action, but some require filling in 2 or 3 boxes.

You can use each magic action only once. If you gain a path from a magic action, draw it following the same rules as gaining a path from a die.



Example: On a previous turn, the player filled in 1 hat box. On this turn, they fill in the second hat box (shown in red) and immediately draw a 2-space line on their map.



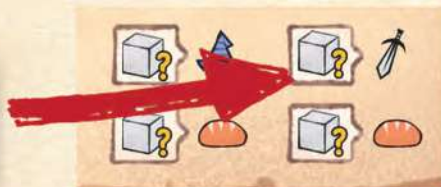
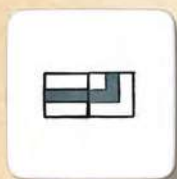
Exception: When you use a die that shows 2 Wizard hats, you must apply both hats to the same magic action. You **cannot** split the 2 hats over 2 different magic actions. If you unlock an action that requires only 1 hat, the second hat is wasted.

Burglar Actions



On the bottom right portion of the scoresheet, there is a section that shows die symbols that represent Bilbo helping the party. After choosing a die, you may ignore what the die shows and fill in any 1 of the die symbols instead.

You sometimes need to fill in only 1 die symbol to unlock a burglar action, but some actions require filling in 2 die symbols. When you unlock a burglar action, apply it immediately. You cannot save it for later. You can use each burglar action only once.



Example: The player selects this white journey die showing a path symbol. Instead of drawing the path, they decide to fill in a die symbol on their scoresheet and gain 1 sword instead.

OTHER RULES



Glory: Each part includes rewards for completing a task before the other players, indicated by points in a gold sunburst symbol. The first player to complete the task will get the glory points. They circle the points on their map, then all other players fill in the glory symbol on their map, as they can no longer earn these points.

Each adventure indicates what players need to do to earn glory. All the glory points you earn are added to your score at the end of the adventure.



Regions: Some maps (not in Part 1) are divided into regions. As soon as you draw your path entering a space in a new region, you may no longer draw any path sections in the previous region. The rules for each adventure will indicate the various regions, if any.

Hard Mode: You may wish to face a greater challenge. For details on how to increase an adventure's difficulty for some or all players, see pp. 24-28.

THE END OF AN ADVENTURE



Each part has 1 or more endgame conditions indicated by a green checkmark and noted in the adventure's rules. When a player satisfies an endgame condition, the adventure stops immediately. Any dice remaining in the middle are ignored.

Each player then records the points they have earned on their scoresheets. Use the lines on the right side to record the row totals, then add up these row totals for the total score.

The player with the highest point total becomes the celebrated champion of the adventure. If players tie, they share the victory.



Remember: It is not all about winning, even though greedy and selfish behavior is not unknown among Dwarves.

YOU ARE ALMOST READY TO PLAY!

Be sure to read the specific rules for the adventure you would like to play on the following pages.

PART 1 - AN UNEXPECTED PARTY



- 1 Dwarf Score Track
- 3 Thorin (Starting)
- 5 Dwarf (Starting)
- 2 Bread Score Track
- 4 Gandalf (Starting)
- 6 Bag End (End)

Objective

Connect the guests to Bag End and feed them upon their arrival. Make sure to gather swords to prepare for the dangers ahead.

Components Used

- 5 White Journey Dice
- Sword Tokens
- (Note that the bread tokens and the black 12-sided die are not used in this adventure.)

Path Beginning

Start paths from any of the guests, including Gandalf, Thorin, and the 12 other Dwarves. Continue the paths until they are connected to Bag End.



Reminder: Paths do not connect through a space depicting a guest; you cannot draw paths into these spaces.

Example: Fili is connected to Bag End, but Kili is not connected to Bag End. Remember that you cannot draw into a space with a thick outline, such as Bombur's space.

End of Adventure



The adventure ends immediately when a player connects all 12 Dwarves except Thorin to Bag End. Thorin and Gandalf have no impact on the adventure end.



SPECIFIC RULES

Prepare the Feast: When you gain bread, mark your scoresheet, starting with the leftmost unmarked bread symbol.

Alternatively, you may mark the bread symbols below Thorin or Gandalf. (You do not need to mark below all of The Dwarves before marking below Thorin or Gandalf.)

If you have already marked all the bread symbols, there is no further use for bread.



Example: The player has collected 3 bread. They choose to mark the first 2 bread symbols under The Dwarves and also choose to mark 1 under Gandalf.

Guests Arriving at Bag End: When a path connects a Dwarf guest (besides Thorin) to Bag End, do the following:



- ♦ Mark the connected Dwarf space on the map.
- ♦ From left to right, mark the next unmarked Dwarf symbol on your scoresheet. Next, circle the points below the Dwarf symbol.
- ♦ If the bread symbol below it is already marked, now circle the points below the bread symbol. If the bread symbol below it is *not* marked, then fill in the bread symbol and the points box below it. (You will not score these points.)



Example (continued): The player completes a path that causes 3 Dwarves to arrive at Bag End. They mark the first 3 Dwarves, circle the Dwarf points, score 2 bread, and fill in the third bread symbol (as they did not have it marked). They also fill in the points below the third bread symbol to indicate that they will not score them.

When a path connects Thorin or Gandalf to Bag End, do the following:



- ♦ Mark the connected Thorin or Gandalf space on the map.
- ♦ Mark the Thorin or Gandalf symbol on your scoresheet. Next, circle the points below this symbol.
- ♦ If **both** bread symbols below it are already marked, now also circle the points below the bread symbols. If you have not marked both of the bread symbols, fill in the points box below it. (You will not score these points.)
- ♦ The first player to connect Gandalf and the first player to connect Thorin each earn 2 glory points. (See p. 7.)



Note: If you collect bread from a path, mark it before you mark any guests that you connect.



Gather Swords: When you receive swords, collect the corresponding number of sword tokens and keep them until scoring at the end of the adventure.

Scoring

First Row: Add up the points for all guests connected to Bag End with circled point values (Dwarves, Thorin, and Gandalf).

Second Row: Add up the points for all guests who received bread when they arrived (the circled points values).

Third Row: Count the number of sword tokens you have collected and circle the corresponding value. Also record any points from glory and add up these points.

The point total from these 3 rows is your final score.

PART 2 - ROAST MUTTON



-  Dangerous Spaces Score
-  Dangerous Space
-  Rivendell (End)
-  Bag End (Start)
-  Impassable Spaces
-  Region Divider

Objective

Draw the path of your journey but avoid dangerous spaces. Collect swords to distract the 3 Trolls, then enter the spaces with white stone markings to reach Rivendell. Make sure to keep many provisions on your ponies.

Components Used

-  5 White Journey Dice
-  Sword Tokens
-  Bread Tokens

(Note that the black 12-sided die is not used in this adventure.)

Path Beginning

Start paths connecting to Bag End in the upper left corner of the map.



Regions



This adventure has 3 regions separated by dashed lines. (See p. 7 for the rules on regions.) The first player to enter each new region will score 2 glory points.

End of Adventure



-  The adventure ends immediately when a player connects Bag End to Rivendell with their path. The player who ends the adventure scores 2 glory points.

SPECIFIC RULES



Dangerous Spaces: You may enter dangerous spaces, but this will cost you points. Each time your path enters a dangerous space, you must fill in the highest unmarked point value in the dangerous spaces section of your scoresheet.



Example: If you do not enter any dangerous spaces during the adventure, you will score 15 points at the adventure end. If you enter a dangerous space once, this is reduced to 13 points. If you enter a dangerous space twice (the same space or 2 different spaces), this is reduced to 10 points. The points are reduced to 5 if you enter a dangerous space a third time. If you enter a dangerous space 4 or more times, you will not score any points here.



Trolls: The 4 spaces adjacent to each Troll show broken sword symbols. Each time your path enters 1 of these spaces for the first time, you must return 1 of your sword tokens to the supply. If you do not have a sword token, you may not enter such a space. After returning your sword token, mark the broken sword symbol on the map. You can draw a path in this space again without discarding another token.

When you mark the fourth broken sword symbol around a Troll, you have distracted this Troll long enough and it now turns into stone. Mark the Troll space. The first player to mark each Troll earns 3 glory points.



Note: The path does not need to connect to the Troll space; the path merely needs to enter the adjacent space. (Also note that you cannot enter a Troll space.)

Special Magic Action: Filling in the 3 hat symbols with the broken sword allows you to mark any broken sword next to a Troll anywhere on the map. (It counts as entering this space for the purpose of marking the Troll space.)



Troll Hoard: If you enter this space, mark it. You will score these 5 bonus points at the adventure end. All players can score these points.



White Stones: If you enter 1 of these spaces, mark it. You will score points for this at the end of the adventure.

Scoring

First Row: Circle the highest value unfilled dangerous spaces points, circle the number of Trolls marked on your map (by entering the 4 adjacent spaces), and circle the number of white stone spaces you marked. Add up these 3 circled values.

Second Row: Count the number of bread tokens you have collected and the number of sword tokens you have left, then circle the corresponding points for each. Also record any points from glory and from the Troll hoard. Add up all of these values.

The point total from these 2 rows is your final score.



PART 3 - OVER HILL AND UNDER HILL



- 1 Thunderstorm Spaces Score
- 3 Thunderstorm Space
- 5 Impassable Spaces
- 7 Dell
- 9 Goblin
- 2 Shelter Space
- 4 Rivendell (Start)
- 6 Region Divider
- 8 Narrow Space
- 10 Great Goblin

Objective

Quickly draw the path of your journey but avoid the brewing thunderstorm spaces. Collect bread to store many provisions in the cave. Collect swords to defend against Goblins. Attempt to defeat The Great Goblin with the help of Gandalf, then connect your path to the dell to escape.

Components Used

-  5 White Journey Dice
-  Sword Tokens
-  Bread Tokens
-  Black 12-Sided Die

Path Beginning

Start paths connecting to Rivendell in the lower left corner of the map.



Regions



This adventure has 4 regions separated by dashed lines. (See p. 7 for the rules on regions.) The first player to enter the second region earns 2 glory points.

End of Adventure



The adventure ends immediately when a player connects their path from Rivendell to the dell in the upper right corner. The player who ends the adventure earns 2 glory points.

SPECIFIC RULES



Brewing Storms: Each time the first player rolls the dice, they roll the 5 white journey dice together with the black 12-sided die.

Immediately after the roll, all players must fill in the 2 cloud symbols matching the number on the black die. These spaces then become thunderstorm spaces.



Thunderstorms: You may enter thunderstorm spaces (with filled in cloud symbols), but this will cost you points. Each time you enter a thunderstorm space, you must fill in the highest unmarked value in the thunderstorm space section of your scoresheet. (See p. 11 on Dangerous Spaces.)



Note: Entering a space before it becomes a thunderstorm space does not cost you points, and you may continue your path thereafter unharmed. After all players have entered the second region, remove the black die from play and no longer roll it.



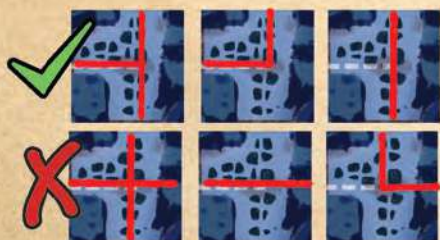
Take Shelter: If you enter the space in the upper left corner of the map (worth 5 points), mark it. You will score these 5 bonus points at the adventure end. All players can score these points.



Rest in the Cave: All cave spaces show an eaten bread symbol. Each time you enter 1 of these spaces for the first time, your path enters return 1 of your bread tokens to the supply. If you do not have a bread token, you may not enter such a space. After returning your bread token, mark the space.



Narrow Paths: The final 2 regions are where you must defend yourself in the tunnels against The Goblins. These regions contain narrow spaces where the path cannot lead to or from all 4 sides of the space. You must use paths that fit into these narrow spaces. If you have a path symbol that does not fit, you cannot draw it.



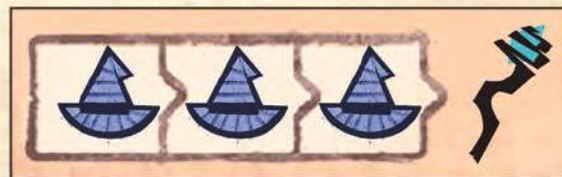
Example: Players may only draw paths along the cobblestones to pass through a space or connect to a Goblin. If a path would overlap the cave walls, it may not be used.



Battle The Goblins: When your path connects to a Goblin space, you must return 1 of your sword tokens to the supply. If you do not have a sword token, you may not make such a connection. After returning your sword token, mark the Goblin space to indicate that this Goblin has been defeated. (Note that you cannot enter a Goblin space.)



Fight The Great Goblin: On your scoresheet, you can fill in 3 hat symbols to unlock Gandalf's staff. At any time thereafter, you may connect your path to The Great Goblin to defeat him. If you do, mark the Great Goblin space. If you have not activated Gandalf's staff, you may not make such a connection.



The first player to connect to The Great Goblin earns the glory, but all players can contribute to defeating him by connecting to the space. (Note that you cannot enter the Great Goblin space.)



Burglar Actions: Choose a bread, sword, or hat resource when you take this action.

Scoring

First Row: Circle the highest value unfilled thunderstorm space points, count the number of bread spaces marked in the second region of your map and circle the corresponding points, and count the number of bread tokens you have remaining and circle the corresponding points. Add up these 3 circled values.

Second Row: Count the number of marked Goblin spaces on your path and circle the corresponding points. Circle 10 points if you connected to The Great Goblin. Also record any points from glory and from the shelter. Add up all of these values. (Remaining sword tokens have no value.)

The point total from these 2 rows is your final score.

PART 4 - RIDDLES IN THE DARK



1 Shapes

3 Bilbo (Start)

5 The One Ring

2 Riddle

4 Water Space

6 Gollum

Objective

Solve the 8 riddles by filling in all 4 adjacent spaces around each riddle space. Secure the The One Ring by filling in all 8 spaces around it. Try to fill in many of the water spaces (as Bilbo cannot swim).

Components Used

Black 12-Sided Die

(No other dice or tokens are used in this adventure.)

Gameplay Variation

This adventure plays differently from previous adventures. Each round, any player rolls the black 12-sided die, which then applies to all players.

The scoresheet shows various shapes that can cover 1 to 6 spaces. Each shape relates to a number. After each die roll, select a shape that corresponds to the rolled number or to **any lower number**. Now draw the corresponding shape by filling in spaces on the map. (You can rotate or mirror the shape.) Players choose shapes independently of each other.

Gameplay Variation continued:

After all players have drawn their shape, another player rolls the black die and a new round begins.

Path Beginning



Start filling in shapes adjacent to Bilbo.

End of Adventure

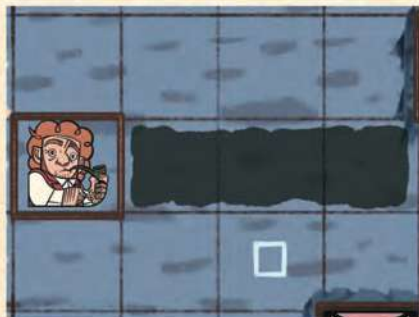
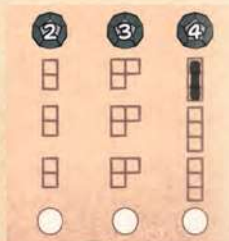


The adventure ends when a player solves all 8 riddles. All other players may still take their turn using the rolled number. The One Ring is irrelevant to the adventure end.

SPECIFIC RULES

Drawing Shapes: First, fill in your selected shape in the grid on your scoresheet. Fill in the uppermost corresponding shape at the top of the column. After you fill in the third shape in a column, mark the bottom. If you select a shape more than 3 times, there is no further shape to fill in on your scoresheet (though you can still add that shape to your map).

Next, fill in spaces on the map that make your selected shape. The first space you fill in must include 1 of the 3 spaces adjacent to the Bilbo space. Thereafter, when you fill in each subsequent shape, you must include a space adjacent to a previously filled space. In other words, all the filled spaces on the map must form 1 connected group of spaces. (Note: Adjacent spaces do not include diagonal spaces.)



Example: A 5 is rolled. The player chooses to draw the 4 shape since they may choose any number lower than the rolled number. They fill in both the scoresheet and the map.

12



You may not fill in any spaces that are already filled, including the Bilbo space, any of the 8 riddle spaces, any of the 4 spaces containing The One Ring, or any of the Gollum spaces. Note that these spaces are blocked and therefore not part of your connected group of filled spaces. You may fill in water spaces.

If a 12 is rolled on the black die and you select shape 12, you may fill in any 6 connected spaces (i.e., make your own 6-space shape).



If you fill in a space that shows a bonus shape, add the shape by filling it in on your map (but not in the grid of shapes on your scoresheet). If you fill in more than 1 space that shows a bonus shape in the same round, you may use only 1 of these bonus shapes. Any bonus shapes left over after the first are then wasted.



Solving Riddles: There are 8 riddles. When you fill in all 4 adjacent spaces around a riddle space, you have solved the riddle. Mark the riddle on your map. (The first player to mark each riddle earns the glory.)



Securing The One Ring: When you fill in all 8 spaces adjacent to the spaces containing The One Ring, you have secured The One Ring. Mark The One Ring on your map. (The first player to secure The One Ring earns the glory.)



Note: Since all players take their turn at the same time using the same rolled number, multiple players might be first to solve a riddle or secure The One Ring. All of these players will earn the same glory.



Water Spaces: You may fill in water spaces as you draw your shapes. At the end of the adventure, any unfilled water spaces will reduce your score.

Scoring

First Row: Count the number of riddles you have marked and circle the corresponding points. If you secured The One Ring, circle the 20 points. Count the number of shape columns you have marked on your scoresheet (after having selected the same shape at least 3 times) and circle the corresponding points. Add up all of these values.

Second Row: Add up the values of all the unfilled water spaces on your map and record these as negative points. Also record any points from glory.

The point total from these 2 rows is your final score.

PART 5 - OUT OF THE FRYING-PAN INTO THE FIRE



OUT OF THE FRYING-PAN INTO THE FIRE
Escaping the goblins, the Company now faces hungry Wargs and deadly flames as they cling to the treetops. Flaming pinecones will make for handy weapons until the Great Eagles arrive to rescue them.

10 < 12 < 15 < 20 < 22 < 25 < 30 < 40

10 < 15 < 20 < 25 < 30 < 35 < 40 < 50 < 60 = ____ /100

3-5 6-8 10+

5 < 10 < 20

10 5

Total: ____ /100

15000 birds in the sky...

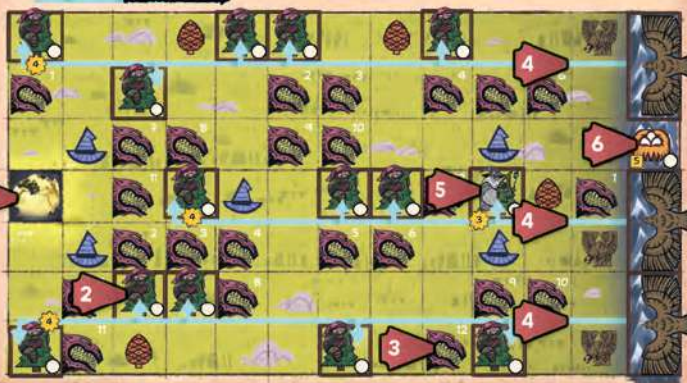
PART 5

GREAT EAGLE FLIGHT PATH
Fill in an Eagle's flight path each time you gain a sword or an Eagle. The path from the dell may cross the Eagle's flight path. Eagle flight paths do not block the path from the dell.

PINECONE
Gain instead of bread. Spend: Ignore 1 of The Wargs from the black die roll.

WARG
Becomes a blocked space when matching number is rolled.

SAVE DWARVES
Connect to both the path from the dell and a Great Eagle flight path to save.



- | | | |
|-------------------|----------------------|-----------|
| 1 Dell (Start) | 3 Warg Space | 5 Gandalf |
| 2 Dwarf in a Tree | 4 Eagle Flight Paths | 6 Eyrie |

Objective

Help The Dwarves flee to the pine trees before The Wargs block the way. Use burning pinecones to delay The Wargs. Make sure that The Great Eagles arrive in time to save Gandalf from his burning tree and fly the travelers back to safety in the eyrie.

Components Used

-  5 White Journey Dice
-  Pinecone Tokens (collect whenever you would collect bread)
-  Black 12-Sided Die

(Note that bread tokens and sword tokens are not used in this adventure.)

Path Beginning



Start paths connecting from the dell on the left side of the map.

End of Adventure



The adventure ends immediately when a player connects all of The Dwarves in trees to both path from the dell and flight paths of The Great Eagles. (Gandalf is irrelevant to the adventure end.)



SPECIFIC RULES



Warg Attack: Similar to Part 3, the first player of a round always rolls the 5 white journey dice together with the black 12-sided die. Immediately after the roll, all players must completely fill in the 2 Warg spaces of the rolled number. These spaces are now blocked. (Your path cannot enter a blocked space.)



Burning Pinecones: After the black die has been rolled, you can avoid filling in 1 of the corresponding Warg spaces if you return 1 of your pinecone tokens to the supply. If you return 2 pinecones, you can avoid filling in both Warg spaces of the rolled number. If the same number is later rolled again, you must then fill in the Warg spaces or return more pinecones.



Warg Spaces: You can enter Warg spaces before they become blocked, and you may continue a path thereafter even if the Warg spaces are later blocked.



Dwarves in Trees: The Dwarves are running from the dell to the pine trees. When you connect your path to a pine tree space, mark the Dwarf (or Gandalf) space. (Note that you cannot enter a pine tree space and your path does not connect through it.)



Great Eagle Flight Paths: Each time you receive a sword or an Eagle, advance The Eagles: Choose 1 of the 3 flight paths and fill it in up to the arrow on the next pine tree space, working from right to left.

Blocked Warg spaces do not block the flight paths of The Eagles. A Dwarf (or Gandalf) marked on a pine tree space and linked to the flight path is finally saved. It does not matter in which order the marking and linking happen. The first player to complete each flight path earns the glory.



If you have already completed all 3 flight paths to their end, there is no further use for swords and Eagles.



Saving Gandalf: After Gandalf has been saved (connected to the path from the dell and the flight path of The Great Eagles) by any player, remove the black die from play and no longer roll it. No more Wargs appear. The first player to save Gandalf earns the glory.



Eyrie: If you enter the space with the 5-point eyrie on the right side of the map, mark it. You will score these 5 bonus points at the adventure end. All players can score these points.

Scoring

First Row: Count the number of Dwarves who reached the pine trees by connecting them to your path from the dell and circle the corresponding points. Next, count the number of Dwarves you saved by connecting them to both, the path from the dell and a flight paths of The Great Eagles and circle the corresponding points. Add up these 2 values.

Second Row: Count the number of pinecone tokens you have left and circle the corresponding points. Circle 10 points for saving Gandalf if you have done so. Also record any points from glory and the eyrie. Add up all of these points.

The point total from these 2 rows is your final score.

PART 6 - A DARK WAY THROUGH MIRKWOOD



1 Bilbo (Start)

3 Private Roll

5 Web Bundle

2 Sting

4 Spider Space

Objective

Fill in the Spider spaces and free the 12 trapped Dwarves by filling in all 4 adjacent spaces around each web bundle space. Try not to fill in the sword spaces so Bilbo can make good use of his sword, Sting.

Components Used



Black 12-Sided Die

(No other dice or tokens are used in this adventure.)

Path Beginning



Start filling in shapes adjacent to Bilbo.

End of Adventure



The adventure ends when a player fills in all 12 Spider spaces. All other players may still take their turn using the rolled number. The web bundles are irrelevant to the adventure end.

Gameplay Variation



Similar to Part 4, each round, any player rolls the black 12-sided die, which then applies to all players.

The scoresheet shows various shapes that can cover 1 to 6 spaces. Each shape relates to a number. After each die roll, select a shape that corresponds to the rolled number or to **any lower number**. Now draw the corresponding shape by filling in spaces on the map. (You can rotate or mirror the shape.) You cannot fill in Dwarves, Bilbo, or private die roll spaces.

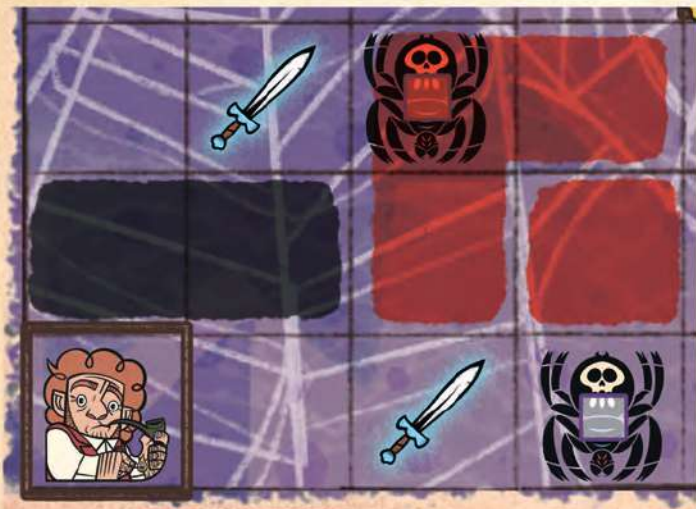
After all players have drawn their shape, another player rolls the black die and a new round begins.

SPECIFIC RULES



Spider Spaces: When you fill in a Spider space, also fill in 1 bonus shape on your map (but not in the grid of shapes on your scoresheet). If you fill in more than 1 Spider

space in the same round, you also fill in all bonus shapes. None are lost.



Example: The player previously drew the black shape. A 5 is rolled on the black 12-sided die, and the player chooses to draw shape 3. The player fills in 1 bonus shape.



Freeing The Dwarves: When you fill in all of the adjacent spaces around a web bundle space, you have freed a Dwarf. Mark the web bundle space.

If you are the first player to free a specific Dwarf, you earn the glory. Use the Dwarf's hat color and glory value to communicate to the other players which Dwarf you have freed so they can fill in that space's glory points, which are no longer available to them.



Note: Since all players take their turn at the same time using the same rolled number, multiple players might be first to free a Dwarf. All these players earn the glory.



Private Black Die Rolls: When you fill in all of the adjacent spaces around an active black die symbol, fill in the black die symbol. Next, roll the black 12-sided die and use the rolled

number as usual but just for yourself (filling in the shape on both your scoresheet and your map).

When earning glory, all private black die rolls during the round count as happening at the same time as the initial roll of the black die at the start of the round. If you earn a private black die roll and a Spider bonus shape on the same turn, you may use them in any order.

Scoring

First Row: Count the number of Spider spaces you filled in and circle the corresponding points. Next, count the number of marked web bundle spaces (Dwarves you have freed) on your map and circle the corresponding points. Add up these 2 values.

Second Row: Count the number of unfilled Sting spaces and circle the corresponding points. Next, note the shape columns you have marked on your scoresheet after having selected the same shape at least 3 times. Add up the die numbers associated with these marked columns. Record these points in the black die box. (Example: If you selected shapes 1, 4, and 9 at least 3 times each, you would score 14 points.) Finally, record any glory points. Add up all of these values.

The point total from these 2 rows is your final score.

PART 7 - ON THE DOORSTEP



- | | | | | |
|----------------|------------------------------|------------------|--------------------|-------------------|
| 1 Lake-town | 4 Inside The Lonely Mountain | 7 Ships | 10 Black Die Roll | 13 The Arkenstone |
| 2 Field | 5 Barrels (Start) | 8 Region Divider | 11 Smaug and Bilbo | 14 Thrush |
| 3 Mountainside | 6 The Forest River | 9 Camp | 12 Green Gems | |

Objective

Collect bread tokens for your journey and set up camps along the way. Connect to the anchoring ships before you proceed into the hills. After entering the mountain, hold your ground against The Dragon and collect all the gems. However, do not forget to gather sufficient swords for the final battle to come...

Components Used

- 5 White Journey Dice
- Sword Tokens
- Bread Tokens
- Black 12-Sided Die

Path Beginning



Start paths connecting to the barrel space in the lower left corner of the map and continue your paths to enter the mountain. You can draw paths in both Lake-town and The Forest River.

Regions

There are 5 regions: The Forest River, Lake-town, field, mountainside, and inside The Lonely Mountain. (See p. 7 for the rules on regions.)



Forest River Region: You may always draw your path in the river spaces even if you have entered a different region. River spaces and field spaces can only be connected at the ships.

End of Adventure



The adventure ends immediately when a player has entered all 13 spaces that show green gems.

Gameplay Variation



Bread Movement Rule: In this adventure, a special bread movement rule applies. After drawing a new path section, you may return 1 of your bread tokens to draw an extra path section. You must first draw your path from the selected white journey die (or magic action) before adding the extra path. The extra path must connect with or overlap the path section you just drew. You may use the bread movement rule only once per turn.

SPECIFIC RULES



Lake-town: Earn bread for entering bread spaces. The first player to enter the bread space in the upper left corner of Lake-town earns the glory.



Anchoring Ships: At the end of The Forest River, you must connect to the anchoring ships. You must also draw a path along the land regions to connect to the anchoring ships on the other side. Note that your paths must connect to each other through the ships' space. (The first player to connect to each side earns the glory.)

You may enter the mountainside region only after you have connected to the ships from both sides. Fill in the lock when you have connected to both sides.



Camps: Each time you enter a camp space for the first time, you must return 2 of your bread tokens. If you do not have these tokens, you may not enter such a space. After returning your bread tokens, mark the space.



Thrush: If you enter the space with the 5-point thrush symbol in the mountainside region, mark it. You will score these 5 bonus points at the adventure end. All players can score these points.

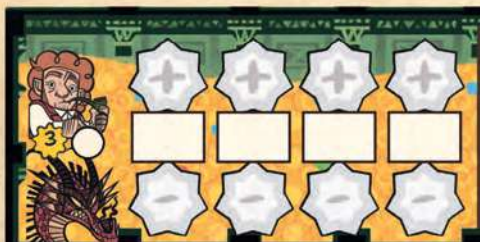


Conversation with Smaug (Black Die Rolls): The first space of the region inside The Lonely Mountain shows 2 black die symbols. There are 3 more spaces in this region that each show 1 black die symbol.



When you enter a space with black die symbols for the first time, roll the black 12-sided die once for each symbol. You may then record the rolled number in the Smaug and Bilbo section in the region inside The Lonely Mountain.

As soon as you have written a number in both circles of a column, subtract the number in the lower circle from the number in the upper circle, then write the result in the middle box of the column. You will score these points at the adventure end.



Note that you do not have to use the rolled number, particularly if it would turn the result negative and lose you points. You can use each die symbol only once.



Your scoresheet allows you to use magic actions to unlock more black die rolls or even unlock the possibility to write the number 1 or the number 12 on a circle in the Smaug and Bilbo section. You may unlock these actions only after you have entered the region inside The Lonely Mountain; otherwise, the actions are wasted. (But you may fill in the first of the 2 corresponding boxes that show a hat to prepare the unlocking for later.)

The first player to write numbers in all 8 circles earns the glory.



The Arkenstone: If you enter the space with the 5-point Arkenstone in the bottom right corner of the region inside The Lonely Mountain, mark it. You will score these 5 bonus points at the adventure end. All players can score these points.

Scoring

First Row: Count the number of camp spaces you marked and circle the corresponding points. Next, add up the values from the middle boxes of completed columns in the Smaug and Bilbo section. Also add any points from the thrush and The Arkenstone. Add up all of these values.

Second Row: Count the number of Lonely Mountain spaces you entered containing green gems and circle the corresponding points. Next, count the number of sword tokens you have collected and circle the corresponding points. Also record any points from glory. Add up all of these values.

The point total from these 2 rows is your final score.

PART 8 - FIRE AND WATER



1 Boat

3 Smaug

5 Bard (Start)

2 House

4 Thrush

Objective

Connect Bard to the houses before Smaug destroys them and to the boats to evacuate the people of Lake-town. Also enter the thrush space for valuable points. Keep shooting arrows at Smaug to finally deliver the fatal thirteenth strike.

Components Used

5 White Journey Dice

Sword Tokens (each player starts with 5 tokens)

Bread Tokens

Black 12-Sided Die

Path Beginning



Start paths connecting to the Bard space in the lower right corner of the map.

End of Adventure



The adventure ends immediately when a player defeats Smaug or when a player marks all 10 boats on their map.

Gameplay Variation



Bread Movement Rule: In this adventure, a special bread movement rule applies. After drawing a new path section, you may return 1 of your bread tokens to draw an extra path section. You must first draw your path from the selected white journey die (or magic action) before adding the extra path. The extra path must connect with or overlap the path section you just drew. You may use the bread movement rule only once per turn.

SPECIFIC RULES



Smaug Attacks: Each time the first player rolls the dice, they roll the 5 white journey dice together with the black 12-sided die. Immediately after the roll, all players must deal with the effects of the rolled number.



Alter the Black Number: Each player has the opportunity to alter the black number after it has been rolled. For each increase or decrease by 1, the player must spend 1 of their sword tokens. For example, to alter the black number from 6 to 4, the player must spend 2 sword tokens. The number must remain within a range of 1 to 13. You must adjust the number to get a 13. Each player can have a different black number.



Effects of the Black Number: The houses in Lake-town show the numbers 1 to 12. Some houses consist of 2 spaces, but others have only 1 space. Examine the house

that corresponds to your individual black number. If the house still has unfilled numbers, you must fill in 1 of these numbers. If you fill in the first number of a 2-space house, nothing further happens. If you fill in the final number of a house (the second number of a 2-space house or the only number of a 1-space house), Smaug destroys it. You must then completely fill in all the spaces of the house, not just the numbers.

If all the numbers of the house are already filled or circled, Smaug's attack misses and you counterattack. Fill in the corresponding number in the Smaug section on the map. If the number on Smaug is already filled, nothing happens.



Saving Houses: A house is saved as soon as you draw a connecting path from Bard to a house that still has at least 1 unfilled number. When this happens, circle all the numbers of the house but not the entire spaces.

Important: A destroyed house has its entire spaces filled. A saved house has only all of its numbers filled or circled. A house that still has unfilled or uncircled numbers is neither destroyed nor saved. Both are still possible, either by Smaug forcing the last number of the house to be filled to destroy it or by connecting a path from Bard to the house to save it.



Evacuating People: When you connect to a boat on the edge of the map, mark it. The first player to mark 2 boats next to each other earns the glory.



Thrush: The thrush gives Bard the vital clue about Smaug's vulnerability. If you enter the space with the 12-point thrush symbol in the upper right corner of the map, mark it. You will score these 12 bonus points at the adventure end. All players can score these points.



Defeating Smaug: When you fill in all 13 spaces in the Smaug section, you have succeeded in defeating The Terrible Dragon Smaug.



Special Gandalf Ability: Fill in any number in the Smaug section on the map.

Scoring

First Row: Count the number of houses that are not destroyed (houses with completely filled or circled numbers but unfilled spaces) and circle the corresponding points. Next, record any points from glory and the thrush. Add up all of these values.

Second Row: Count the number of filled spaces in the Smaug section of the map and circle the corresponding points. Next, count the number of boats you have connected to Bard and circle the corresponding points. Add up these 2 values.

The point total from these 2 rows is your final score.

HARD MODE

You can increase the difficulty of each of the adventures by following the instructions below before you begin. We recommend playing on the standard difficulty the first time you play an adventure. On later plays, you can decide to apply the added difficulty to all players or just some of the players. This allows you to adjust the game to players of different experience levels.

Part 1 – An Unexpected Party



Fill in the 4 spaces indicated above in black on your map. These spaces are blocked. You may not enter them or connect through them.

Part 2 – Roast Mutton



Add 6 additional dangerous spaces to your map by drawing circles as indicated by the black circles.

Part 3 – Over Hill and Under Hill



Fill in the 3 indicated thunderstorm spaces indicated above in black on your map. If you enter these spaces, you will lose points as though you previously rolled them.

Part 4 – Riddles in the Dark



Outline the 3 spaces indicated above in black on your map. These spaces are blocked. You may not fill them in. You may not include them in a shape.

Part 5 – Out of the Frying-Pan into the Fire



Fill in the space indicated above in black on your map. This space is blocked. You may not enter it or connect through it.

Part 6 – A Dark Way Through Mirkwood



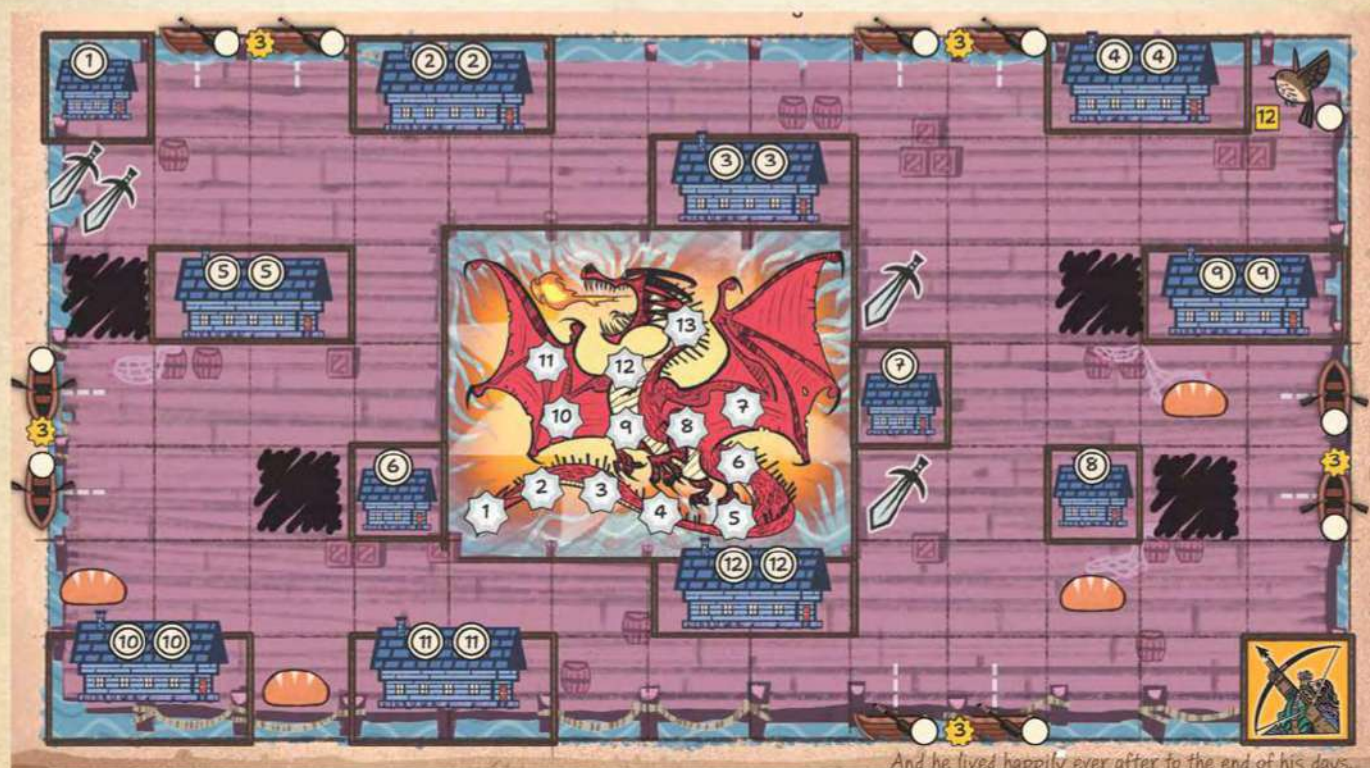
Fill in the black die symbol in the upper left corner of your map. This black die symbol is ignored. The other 3 black die symbols are still used.

Part 7 – On the Doorstep



Fill in the 3 spaces indicated above in black on your map. These spaces are blocked. You may not enter them or connect through them.

Part 8 – Fire and Water



And he lived happily ever after to the end of his days.

Fill in the 4 spaces indicated above in black on your map. These spaces are blocked. You may not enter them or connect through them.

EPIC MODE

Experienced players can combine Parts 7 and 8 into an epic conclusion to the story.

Play Part 7 as usual. Carry forward to Part 8 all sword tokens you have collected (instead of starting with 5 sword tokens). Also carry forward all bread tokens you have left.

Furthermore, if you have not scored the 5-point bonus for the thrush in Part 7, you must fill in the thrush space in the upper right corner of your map in Part 8.

Combine your scores from both adventures to determine the ultimate winner!

SOLO MODE

Take an adventure guide, a marker, and the solo token, then select any of the 8 parts to play a solo game. Take the components for the adventure as indicated in this rulebook, just as you would in a multiplayer game. Also be sure to refer to the solo-specific rules on this and the next page. Place the solo token on the round 1 space of the round tracker and pay close attention to its position as you play.

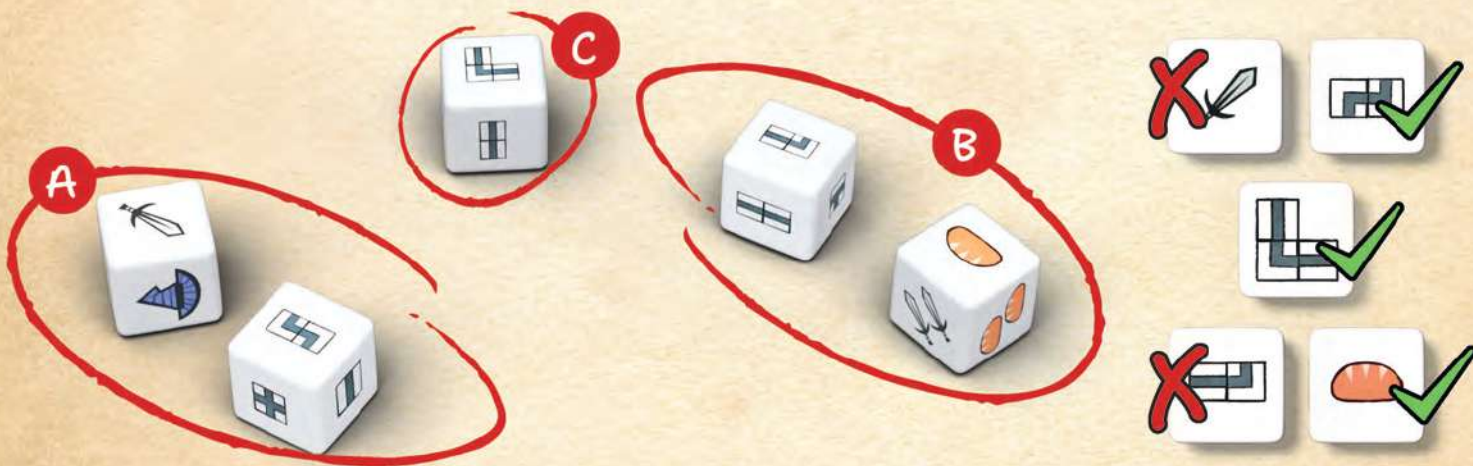
SOLO GAMEPLAY

The game is played the same as the multiplayer game with 2 exceptions: how you take the dice each round and the endgame condition.

Gameplay

Each round, roll the 5 white journey dice and group them into 3 sets: 2 dice, then 1 die, then the final 2 dice, based on how the dice randomly fell on the table. The 2 physically leftmost dice are a group **A**, the 2 physically rightmost dice are a group **B**, and the middle die is its own group **C**.

You will take 3 dice each round: 1 die from each set of dice you rolled. You may use these dice in any order.



Example: You take 1 die from the set on the left, setting aside the unchosen die for the next round. You take 1 die from the set on the right, setting aside the unchosen die for the next round. Then you take the die in the middle.

After you have used your third die, move the solo token to the next position on the round tracker. If the game has not ended, collect all 5 white journey dice and roll again.

Glory

At the start of rounds 3, 5, 7, 9, 11, and 13, you must fill in an open, unclaimed glory symbol if there are any that have not been claimed before you roll for the next round. Filled in glory symbols cannot be claimed.

Additional Endgame Condition

The game will end if you reach the adventure's endgame condition as usual or if you reach the round limit. Each adventure has its own round limit as described on the next page.

When the adventure ends, score the game as usual, except you gain an additional 20 points if you were able to complete the endgame condition (i.e., you did not run out of rounds).

If you want an extra challenge, you can apply the hard mode on p. 24-28. If you complete the endgame condition of that adventure on hard mode, gain an additional 50 points (instead of the 20 points mentioned above).

ROUND TRACKER

1	2	3	4	5	6	7	8	9	10	11	12	13
												

Part 1

Round Limit: 8 Rounds



Part 2

Round Limit: 8 Rounds



Part 3

Round Limit: 8 Rounds

Apply the black 12-sided die before using the white journey dice.



Part 4

Round Limit: 8 Rounds

Each round, roll the black 12-sided die and choose 2 shapes matching the rolled number or lower to fill in the map. They may be different shapes or the same shapes. Fill in both shapes on the grid of your scoresheet.

You may draw up to 2 bonus shapes per round. Any additional bonus shapes are lost.



Part 5

Round Limit: 9 Rounds

Apply the black 12-sided die before using the white journey dice.



Part 6

Round Limit: 7 Rounds

Each round, roll the black 12-sided die and choose 2 shapes matching the rolled number or lower to fill in the map. They may be different shapes or the same shapes. Fill in both shapes on the grid of your scoresheet.

Private black die rolls are used after both of your normal shapes have been marked.



Part 7

Round Limit: 9 Rounds

You may use bread movement each time you draw a path, not just once per round.



Part 8

Round Limit: 13 Rounds

You may use bread movement each time you draw a path, not just once per round.

Gain 20 points at the end of the game by connecting Bard to the boats. Gain 50 points for defeating Smaug.



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*You are a very fine person,
Mr. Baggins, and I am very fond of you; but you
are only quite a little fellow in a wide world after all!*

*"Thank goodness!" said Bilbo laughing, and handed
him the tobacco-jar.*

— J. R. R. Tolkien's *The Hobbit*

The End

