

Journey through Mirkwood – solitaire adventure game

In „Journey through Mirkwood” main hero is messenger carrying important news from Rivendell to the palace of the elven king Thandruil. Hero has 40 days to reach his goal. Every turn is one day.

To play this game you will need: this instruction, two dices – d6 and d10, piece of paper and something to write on. I suggest using two sided a4 sheet with describing every turn of the game on it. This will make whole play clear.

Hero has three statistics. First is Health (H). At the beginning of the game it is 10 and it can't grow higher. When it reaches 0, hero dies and player loses. Second is Experience (E). At the beginning of the game its value is 0, but it can grow, thanks to the fights and meetings. For every beaten enemy player gets one point of experience. Paying (losing) ten points of experience, player can buy one point of magic (it can be done at the beginning of the turn, before rolling d10 only). Player can also keep the experience point to increase range of his victory at the end. Last one stat is Magic. Paying one point of magic gives player an ability to prevent losing one point of health.

Every turn is one day of the journey. At the beginning of each day player rolls d10 and checks Journey Table to see what happened. There's a chance that hero will be attacked by the enemy. If so, he has to fight. Each enemy has his strength and to beat him, player has to roll number equal and bigger than enemy's strength on d6. If player loses, his Health falls down with one point and fight continues with another round, till the enemy is defeated. Every enemy has only one point of health. Beating enemy earns the hero one point of experience.

Player can also meet someone more friendly – he uses Meetings Table to check it out. Merchant allows hero to exchange Health points for experience, Healer – to exchange Experience points for Health. Journeyman gives player two points of experience. There's also a chance that player find Treasure. That's where Treasure Table comes in hand.

There are also two more things on the Journey Table. Rest gives hero a chance to recover two Health Points. Trap steals one point of health from hero.

After the last, 40 turn, player cumulates his current health points, experience points and magic point and adds them together. Then player compares the result with the Victory Table, to see how big his victory was.

Journey Table (d10):

- 1 – Orc (3)
- 2 – Rest (+1 H)
- 3 – Nazgul (5)
- 4 – Treasure
- 5 – Meeting
- 6 – Varg (4)
- 7 – Orc (3)
- 8 – Trap (-1 H)
- 9 – Treasure
- 10 – Big Spider (4)

Tables

Treasure Table (d6):

- 1-2 – 1 Exp
- 3-4 – 2 Exp
- 5-6 – 1 H

Meeting Table (d6):

- 1-2 – Merchant (Exp for H)
- 3-4 – Medic (H for Exp)
- 5-6 – Journeyman (2 Exp)

Victory Table:

- Less than 10 – small victory
- 10-15 – victory
- 15-20 – big victory
- More than 20 – epic victory