

the shire quickpost yule delivery game

Objective: Saradoc Brandybuck, the Master of Buckland wants to deliver Yule gifts to Mayor Whitfoot who is in Michel Delving. Deliver the Yule gift from Buckland to Mayor Whitfoot before the other Quickpost hobbits by rolling a 6-sided dice and adhering to the rules for each numbered picture.



1. You have forgotten the Yule gift at the Brandy Hall! Please return to the start.
2. Buckleberry ferry is waiting at the bank, ready to take you over to the other side: you get one extra roll!
3. Buckleberry ferry driver decides to have his second breakfast and stops the ferry: skip one turn.
4. Farmer Maggot's dogs spot you while you cross his lands and drive you up a tree: you may only continue when you roll 1 or 6 on your turn.
5. You hitch a ride on a mushroom delivery carriage to Stock. You may go 10 steps forward.
6. The drunkards at the Golden Perch talk you over to drink a beer or two. Skip one turn.
7. The Brandy Wine has put some extra spring in your step. One extra roll.
8. You get distracted by a group of adventurous chickens that are heading towards Bree. Skip one turn.
9. You smell the scent of roasted pork coming from Budgeford, and you hurry. Move five steps forward.
10. You stop for pork roast and sausages at Budgeford. Skip one turn.
11. The heavy lunch at Budgeford has made you sleepy, and you go napping next to a local bounder's napping rock. Sleep and skip one turn.
12. The pork and rest have given you extra strength! Two extra rolls.
13. Oh no! You have forgotten your Quickpost hat in Budgeford. Return to #10 to get it and follow the rules there.
14. You get stuck in the mud when passing through Frogmorton. Skip one turn.
15. You slip downhill and roll all the way to Bywater. Go 10 steps forward.
16. Barmy asks you to play a few Quickpost tunes for the patrons at the Green Dragon. Skip one turn.
17. A grumpy hobbit doesn't like you singing loudly while you walk and starts chasing you. Run three steps forward.
18. You drop your hat into Bywater and need to get it out. Skip one turn.
19. Lobelia catches you in Hobbiton and starts roasting you about past misdeliveries. You may only continue when you roll 2.
20. Near Tuckborough, a Took lad jumps out from a bush and scares you. Shiver and skip one turn.
21. You see Will Whitfoot coming towards you at Waymeet. The gift can be delivered in advance! Go straight to the finish.
22. Eep! It seems that you have left the present at the Green Dragon. Go back to #16 and follow the rules there.