

*Robin Hood*

## Rules for Playing For 2, 3, or 4 Players

**OBJECT:** The object of the game is to be the first player to reach the finish with two or more Gold cards.

**EQUIPMENT:** The equipment consists of Gold cards and Sheriff cards, one die, four playing pieces and a playing board.

**PREPARATION:** Each player selects a playing piece which he places on the start space. The cards are removed from the platform, shuffled and placed face down on the board.

**PLAY:** A player is chosen to go first. He throws the die and moves from the start the number of spaces indicated. Other players follow in turn. A player may move forward or backward on any turn after his first turn. However, he cannot change direction in the middle of a move and must always move the full count of the die (except when moving off the main track to a bag of Gold). A player may not land on a space occupied by another player. If the number he throws on the die forces him to do this he must forfeit his turn. If possible a player must move on his turn.

**GOLD CARDS:** A player may try to get a Gold card by moving off the main track onto one of the branch tracks leading to a bag of Gold. He does not have to reach this space by the exact count.

When a player succeeds in reaching the bag of Gold, he throws the die again. If the number of the die corresponds to one of the three numbers printed on the bag, he takes a card. Whether or not he succeeds in throwing one of the three numbers called for, he moves his piece off the bag of Gold the number of spaces indicated by his throw.

If an opponent's piece is located on the space where the player's piece would land he must leave his piece on the bag of Gold. On his next turn he must try again to move off the bag of Gold without rolling for a card. A player may not try a second time for a card unless he has first moved off the bag of Gold and then moved back on a subsequent turn.

**SHERIFF'S CARDS:** The Sheriff's cards may be played only when a player lands on a space marked Lose One Card. When drawn they are held by a player so that his opponents cannot tell how many Gold cards he actually has.

**LOSING CARDS:** There are three spaces located toward the end of the main track that state "LOSE ONE CARD." If a player's piece lands on any one of these spaces he must give up one of his cards, which he places next to that space. If, however, there is a card already there he takes it and leaves a card of his choice from his hand. There may never be more than one card alongside each "LOSE ONE CARD" space. A player must reach the finish with at least two Gold cards. It is advisable for a player to have more than two Gold cards as he approaches these three spaces because he may lose some of his Gold.

**WINNING THE GAME:** Once a player has two or more Gold cards and has passed the three "Lose One Card" spaces, he tries to reach the path back to Sherwood Forest. Once on this track he must never move off again. If he throws a number larger than needed to reach the finish he must move backward. If he throws a number that would move him back off this track and his forward move is blocked he forfeits his turn. The first player to reach the finish **by the exact count** with at least two Gold cards wins the game. We will be glad to answer inquiries concerning these rules.

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