



Background

The legend of Robin Hood brings with it tales of adventure, bravery and intrigue. However, a small, yet significant portion of his legend has been kept hidden, shrouded in secrecy, which today, is only spoken of in whispers of speculation and curiosity. The beginning of this unknown portion of the legend unfolded many years ago as the great Robin Hood lay on his deathbed. Robin gathered his band of Merry Men and iterated to them the values of bravery, cunning, exactness, service to those in need, and justice. He then chose his most trusted Merry Men and bestowed upon each of them a green, hooded cloak. Each cloak contained five embroidered patches – a sword, a feathered hat, a bow and arrow, a small sack of gold, a key – and Robin explained that each patch respectively symbolized the five values of which he spoke. Robin further instructed that as each Merry Man reached the end of their own life they must pass the cloak on to a worthy and suitable successor. This chosen band of Merry Men worked much as Robin did, shadows in the night, to remain undetected by those that wished them dead, those who were consumed by power and greed. The generations of man passed from one to another, and this special band of Merry Men became known among the common people as - The Hoods of Robin. As the pride and greed of the world became ever increasing however, the Hoods of Robin became even more of legend, even darker shadows of the night, appearing only in necessity and only to those well trusted and deserved.

In the modern day, you have endlessly been striving to help those in need, giving of your time and service to the greater cause of freedom, justice, and truth. Undeterred by the evils of the world that surround you, you have proven much towards representing the now legendary values of Robin Hood. As such, late into the night as you are sleeping, you've been awakened by one of the mysterious Hoods of Robin. The Hood explains to you that he is soon to pass on from this life and is in search of a suitable successor. You along with a few others are being summoned to a final challenge to prove your bravery, cunning, exactness, service, and willingness to defend justice. The victor of this challenge will be asked to carry on the legend of Robin, bear the green, hooded cloak, and join the elite group – The Hoods of Robin.

In the Hoods of Robin, players engage in a challenge that takes them back to the city of Nottingham. Along the city wall, and within the city, players will come across the familiar characters from the days of Robin Hood – Little John, Maid Marian, King Richard, Friar Tuck, and the Sheriff. Players must engage their friends yet avoid the sheriff to be the first to collect the bravery, exactness, and service pieces and prove their capability of being tapped to join the secret band - The Hoods of Robin. Players' wills, cleverness, ability to strategize and adapt to the changing landscape, will all be tested in this fun game of adventure. Prove yourself among the elite and win the challenge to take home the hooded cloak!

Getting Started

- Players each choose a pawn and place it on the blue square of the Nottingham city wall.
- Randomly place 24 of the game pieces (pieces with sword, feathered hat, and bow/arrow image) face-up on the 24 tan spaces located along the streets of Nottingham. The nine remaining pieces (three of each type) should be set to the side of the board for future use.
- Each player should receive one each of the type of cards (with sword, feathered hat, and bow/arrow image) as well as a mark and trap game piece corresponding with the color of the pawn they chose.
- Each player also receives a collection mat to track the items they've collected.
- The following table indicates a description of the remaining character pieces: The Sheriff and Friar Tuck should be placed on the Black/White square on the wall. Maid Marian is placed on the red square, and Little John on the yellow square on the wall. Prince John is initially placed on the castle located within the city. King Richard is held off to the side of the game board initially.

Character	Game Piece Description
Sheriff	Black Horseman
Maid Marian	Red Horsewoman
Friar Tuck	White Horseman
Prince John	Orange Noble
King Richard	Blue Noble
Little John	Yellow Horseman

Game Play

The Hoods of Robin is played in set rounds where the leader of each round rotates through the players. The leader plays first in a given round. Players roll the dice to determine who leads the first round. Highest roll is the leader. Leaders of each round then rotate in the counter-clockwise direction.

Objective

Players must collect gold, game pieces, and a key to the city to completely fill out their collection mat. First player to completely fill their collection mat wins!

Districts

The game board is divided into six districts as outlined by D1 thru D6 on the game board. The district boundaries extend thru the city wall.

Playing a Round

During a given round the leader will go first, and each player gets one turn within a round. Players' turns within a round continue in the counter-clockwise direction. All shaded squares count as spaces on the board. Players move in counter-clockwise direction when moving along the city wall. When it is a player's turn they have several options for moves as describe here:

Play Option	Description	Corresponding Movement
Play a Card	A player may chose to play one of their three cards during their turn. If a card is played then the corresponding space on the game board is covered by a game piece (see obtain game pieces section). Once a player has played a particular card they may not play that card again until a three spaces on the game board have been filled. Also, if all three spaces on the game board are filled, corresponding with a particular card, a player may not play that card during their turn.	The player moves two spaces on the game board.
Hide	If a players choses to hide they are then exempt from the effects of the Sheriff for that round. The player is also exempt from being challenged during the round (see challenge section).	A player does not move any spaces for their turn.
Roll	The player rolls the dice to move.	Moves the number of spaces indicated by the roll.
Play a Mark	<ul style="list-style-type: none">• The mark piece allows the player to claim nobleship over the district. The player may place their mark piece in an open area of any one of the six districts of the city that does not already have a mark piece. The player is then exempt from paying taxes in that district, but is allowed collect refunds (see tax/refund section).• Also, whenever Maid Marian, Little John, or Friar Tuck land in a player's marked district, the player may choose one game piece from another player. If a player initially places a mark piece in a district with Maid Marian, Little John, or Friar Tuck they may at that point chose a game piece from another player.• A mark piece may not be played until the player has collected at least six gold pieces and has at least one game piece.	A player does not move when a mark piece is played.
Play a Trap	<ul style="list-style-type: none">• A trap piece may be played on any of the squares along the city wall that does not already have a trap piece played on it. If the Sheriff then lands on the players trap piece that player is exempt from the effects of the Sheriff for the remainder of the game.• If another player lands on the players trap piece then the player trapped must pay the trapper three gold pieces.• A trap piece may not be played until the player has collected at least six gold pieces and at least one game piece.	A player does not move when a trap piece is played.

The order of operations during a round are as follows:

- Players each make a play according to the play options and move the appropriate number of spaces during their turn.
- Once all players have taken their turn each game character is then moved the appropriate number of spaces (see character table).
- After players and characters have moved, then players that are eligible to attempt to collect game pieces may proceed (see section on obtaining game pieces)

Characters

Each of the game's characters have unique affects on the game. A detailed description of each character's movement rules and influences are provided in the following table:

Character	Direction of Movement	Number of Spaces to Move	Game Play Actions
Sheriff	Counterclockwise	Moves the number of spaces corresponding with the number of players that played cards during a round	<ul style="list-style-type: none"> If the sheriff passes by a player while the player is on the city wall or if he ends up in the same district as a player, then the player goes to jail, loses all their gold and key to the city. The player remains in jail until Little John breaks them out. Players may pass by the Sheriff while either on the wall or in the city without consequence, but if a player ends up in the same District as the Sheriff the player is caught and goes to Jail.
Maid Marian	Counterclockwise	Moves the number of spaces corresponding with the number of players that chose to hide during the round	<ul style="list-style-type: none"> If a player passes Maid Marian or lands on the same space as Maid Marian during their turn they collect a key to the city. Players may have at most one key to the city. Also, if a player lands on the same space as Maid Marian during their turn they may choose any game piece from the board to collect.
Friar Tuck	Clockwise	Moves the number of spaces corresponding with the number of players that played cards during a round	<ul style="list-style-type: none"> Friar Tuck negates the effects of all mark, trap, and tax pieces within the same District as well as the effects of the sheriff if the two characters end up in the same District.
Prince John	No movement	-	<ul style="list-style-type: none"> If Prince John is on the game board then all tax/refund pieces take the effect of taxes.
King Richard	No movement	-	<ul style="list-style-type: none"> If King Richard is on the game board then all tax/refund pieces take the effect of refunds.
Little John	Counterclockwise	Moves the number of spaces corresponding with the number of players that chose to roll during the round multiplied by three	<ul style="list-style-type: none"> If a player passes Little John or lands on the same space of Little John during their turn they receive six gold pieces. Little John can also break people out of Jail. When he passes by the Jail anyone in Jail is now free and moves their player piece to the yellow square on the wall. Players, when broken out of Jail, may also collect the six gold pieces.

NOTE: Characters actions only take place during a players turn not at the end of the round when the character pieces are moved. The one exception is the sheriff. If the sheriff passes by a player as he moves the player goes to jail.

Tax / Refund Pieces

Any time a seven is rolled during the game, a tax/refund piece is placed in the District in which the Sheriff is currently located. If Prince John is in the castle, anytime players cross into a District they must pay the number of gold pieces corresponding with the number of tax/refund pieces in the District. If King Richard is in the castle, anytime players cross into a District they collect the number of gold pieces corresponding with the number of tax/refund pieces in the District. During a transition between Prince John and King Richard, players do not pay or collect gold pieces.

If players cannot pay the tax they go to Jail. However, unlike when they are caught by the Sheriff the player does not lose their key to the city.

Prince John / King Richard

The game starts out with Prince John in the castle. When Prince John is in the castle then the tax/refund pieces act as tax pieces. When King Richard is in the castle then the tax/refund pieces act as refunds. Any time a four or ten is rolled during the game Prince John and King Richard are switched as to who is residing in the castle.

Entering/Exiting the City

A player may only enter the city if they are attempting to collect a game piece. Once a player is in the city they may remain in the city until they decide to exit. When within the city a player may only move in a forward direction during a given turn, but on different turns may change direction.

Obtaining Game Pieces

When a player plays a card during their turn the corresponding space  on the game board should be filled in with the respective game piece. When each of the three spaces is filled in for a given game piece type then any player that played a corresponding card during that round will have a chance to obtain a game piece for their collection mat. A player has two options for trying to get a game piece – collect one from within the city or take from another player. Any player that is in Jail may not attempt collection. Players must say and state out loud prior to the first person going as to whether they intend to enter the city or challenge another player. The player whose card completed the set of three goes first and then each player takes their turn in counter-clockwise direction. The person who completed the set may also defer to go last, if they chose.

If multiple sets are filled during a round the set that was filled first goes first and so on. Once all players make their attempt the game pieces are removed from the game board and the tallying starts over.

Collect from Within the City

Collection from within the city is per the following rules:

- If the player is on the city wall they move their player piece to the nearest entrance to the city in the counter-clockwise direction. Otherwise if the player is already in the city they start from their current location.
- Players must have a key in order to enter the city.
- The player rolls the dice and may move up to the number of spaces along the city streets indicated by the roll collecting any game pieces that match the card they played during the round, but may only collect up to the number pieces that they have remaining on their collection mat. Spaces on the city streets are marked with either a feathered hat, sword, or bow/arrow game piece.
- Players may only move in a forward direction around the streets.
- Players must pay attention and adhere to all mark, tax/refund, and the Sheriff as they move along throughout the city.

Collect from Another Player

A player may also challenge any other player for the game piece they are after. The challenger must have at least three gold pieces to engage in a challenge. The challenger may only attempt to go after the piece that corresponds to the card they played during the round.

The challenge is a bow and arrow contest. Players simulate hitting the target and collecting points by each roll of the die. For example a roll of a six is a bulls-eye. The challenged and challenger each roll one die in alternating fashion, adding subsequent rolls to the previous ones. The player to first reach a total of 22 wins the challenge. The challenged player goes first. If the challenger wins they get the corresponding game piece from the challenged player. If the challenged player wins they get three gold pieces from the challenger.

Jail House Rules

Players in Jail continue to play their turn during a round, but are not eligible to collect game pieces, move any number of spaces, or play mark or trap pieces. Players are also exempt from being challenged while they remain in Jail.

When a player is in Jail, if they chose to roll during their turn, may also break out of Jail by rolling a 4 or a 10. If a player breaks out of Jail they move to the yellow space on the game board, but do not collect six gold pieces as is the case when Little John breaks players out of Jail.

Final Note

As always have fun! If you come across a situation in the game that is not directly addressed by the rule book, or a specific rule is not clear to you – make it your own and decide how you would fairly handle the rules under the circumstances. Also, we are always interested in feedback so please let us know what you think. Refer to the back cover for our contact information.

Game Parts

Games Pieces	Description
Bags	Various bag sizes to hold parts
Dice	Two dice for game play
Board	-
Instruction Booklet	-
Player Pieces	Six colored pawns for player pieces
Character Pieces	Character pieces representing Maid Marian, Little John, Friar Tuck, Sheriff, Prince John, and King Richard
Game Pieces	Game pieces have a sword, feathered hat, or bow/arrow on them. 11 of each.
Key Pieces	Key pieces have the word key on them. 6 total.
Tax/Refund Pieces	Tax/Refund pieces have T/R printed on them. 19 total.
Trap Pieces	Trap pieces are colored corresponding with the pawn pieces. 6 total.
Mark Pieces	Mark pieces are colored corresponding with the pawn pieces. 6 total.
Collection Mat	Square mats that have spaces to put game, key, gold pieces as players collect them. 6 total.
Gold Pieces	Round yellow pieces that represent one gold each. 50 total.
Cards	Cards that have a sword, feathered hat, or bow/arrow printed on them. 18 total.



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