

On Their Merry Way -Rules Draft- [Brackets indicate images to be placed]

Robin Hood's Merry Men are robbing the merchants passing through Sherwood forest! Using tricks, traps, and scams, each band of Merry Men is out to line their pockets with the riches of the wealthy! But watch out for the downtrodden poor: It's well known that the Merry Men have to share their stolen gains with any that cross their path!

2-4 Players, 30-45 Min.

Overview: Each round, players will draft resources from a shared pool, trade with one another and the supply pile, expend resources to build scheme cards along the trail, and trace the paths of the merchants on their trips from one end of the trail to the other in order to see which traps are successful and how much profit each player has made. The game ends when one or more players end the round with at least 30 purses in profit, and the player with the most profit wins!

Setup

Place the four trail sections on the middle of the table end to end, with Werchesope and Nottingham on either end.

Place the red, green, and purple merchant figures in Werchesope at the head of the trail to Nottingham. Place the yellow and blue merchant figures in Nottingham at the head of the trail to Werchesope.

Shuffle each of the three decks. Lay out the five merchant cards and put a folly card to the either side of them, as shown below.

[V][R][V][Y][V][G][V][B][V][P][V] V=folly cards, RYGBP=Merchant cards (folly cards should be red side up)

Deal 3 resource cards and 5 scheme cards to each player.

Each player receives one plot, one manpower, one materials, and all of the claim tokens of one color. Count out five plots, five manpower, and five materials per player and add them together to form the supply pile. (10 of **each resource** for a two player game, 15 for a three player game and 20 for a four player game.) The rest of the resources must be put away and may not be used during the game. Put all profit in a pile near the supply pile.

The oldest player goes first and is given the 'Leader' marker.

Each round takes place in four phases: Work, Bargain, Build, and Travel

Work Phase: All players begin each round by securing the resources they scheme to use.

At the same time, each player places one resource card face down on the table. Once each player has done so, reveal all of them.

Starting with the Leader and going clockwise, each player must choose to take plots, manpower, or materials from the supply pile equal to the first digit on the card OR draw that many cards. EXCEPTION: If that digit is pink and the player chooses to draw cards they instead draw cards until they have a number of cards *equal* to that digit in their hand. If a player already has an amount of cards in their hand equal to or greater than a pink digit they may not choose to draw cards with it.

If there is not enough of one type of resource in the supply to equal the digit in question, a player may NOT take a smaller amount of that resource, nor take multiple resources that add up to that digit.

If a player cannot take a resource (due to no single pile having enough of that type of resource) and cannot draw any cards (due to having a pink digit equal to or lower than the number of cards in their hand.) then they must pass.

In the same order, each of those players collects resources based on the second digit on their card, following the same rules outlined above.

Lastly, players repeat the process one more time using the third digit on their card.

Once all players have completed three rounds of resource gathering, one for each digit on their card, the Bargain Phase begins.

(TABLE SETUP GRAPHIC)

Bargain Phase: Players may trade with each other or with the bank.

At this time all players may trade any property with any other players, with the exception of resource cards. This includes scheme cards, manpower, plots, materials and profit. A player may also remove or exchange ownership of a set trap in play by removing or exchanging their claim marker with another player's claim marker as part of a deal or trade. Set traps in play with no player's claim marker on it may not be traded or claimed by any player, including the player who set the trap. *Traps with no claim markers do not draw merchants or pay any profits.* Players may trade for as much or as little as they choose and can trade their resources for no tangible benefit. Trade deals for tangible goods and/or claim tokens must be honored if agreed upon but promises of future favors are only as good as the player's word. Players may NOT trade any property or ownership of locations outside of the bargaining phase.

[Remove claim tokens]

*Players may remove or exchange claim markers on a scheme card in play, but may not place a claim marker on a scheme card in play that does not have a claim marker as part of a deal or for any other reason (but see the "Upgrade A Trap" special action, below). scheme cards in play may not have more than one claim marker on them.

After players have concluded all dealings with one another each player may then choose to spend their profits to gain resources, starting with the Leader and going clockwise. For every 1 profit spent a player may take one of any kind of resource from the supply pile or draw one card. Return all profit spent to the profit pile. Each player may do this multiple times. A player may also choose to trade three of any one resource for one of a different resource, if available.

[Exchange Graphic]

After all trades have been concluded the Build Phase begins.

Build Phase: Players put their schemes into action and set traps for the Merchants who will be traveling the trails.

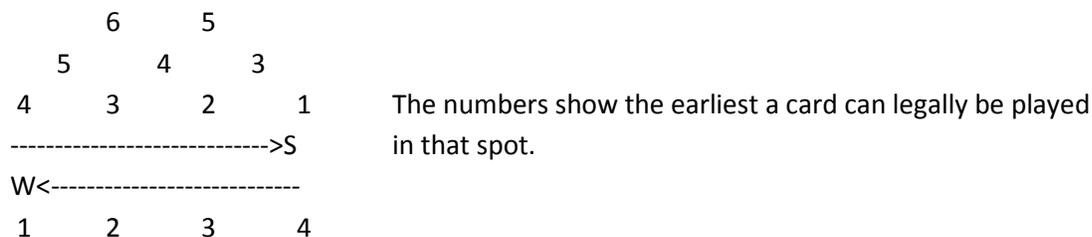
Starting with the Leader and going clockwise, each player may in turn play a scheme card from their hand, take a special action, or pass.

[Special scheme Card] [Normal scheme Card]

If it is a special scheme card, the player follows the instructions on the card and then must immediately play a normal scheme card, take a special action, or pass.

If a player plays a normal scheme card they set a trap. First that player places the card in a valid open spot next to the trail (see below,) with one of their own claim tokens on that card. Secondly, that player must pay the resource costs listed on the card by returning the amounts listed of each resource to the resource pile. When a player sets a trap it must be played in a legal position, as follows:

1. A player may set a trap on either side of the trail.
2. That location must be in the first open space adjacent to the trail that is furthest from the oncoming merchants (where the merchants start each turn) OR in between two occupied clearings.



Instead of constructing a scheme card, a player may instead choose to perform one of the special actions below:

Upgrade a Trap. Instead of setting a trap in an open spot, a player may instead upgrade a trap by playing a normal scheme card on top of an existing scheme card. The existing scheme card must either have no claim token or your own claim token on it for you to upgrade it. The cost to upgrade a set trap is the cost

of the new scheme card being built upon that location minus 1 of each resource (minimum 1 of each resource). That player must also place one of their own claim tokens on that card.

Construct a roadblock. By paying 1 scheme, 1 manpower, and 1 material a player may place a roadblock between two trail sections or clearings. A merchant may not move past a roadblock and must instead take the closest path around it, following all normal movement rules otherwise(see below). Only one roadblock may be constructed each round. At the end of the round, remove the roadblock.

[Remove a Claim Marker you own from a space?]

Players may play any number of scheme cards and take any number of special actions possible on their turn. If a player chooses not to construct a normal scheme card or perform a special action on their turn they must pass and may NOT play a scheme card or take a special action later in the building phase.

Once all players have chosen to pass the Travel Phase begins.

Travel Phase: Merchants, guards, and peasants travel the trails between Nottingham and Werchsope. They may fall for your clever traps based on their Follies- Whether you want them to or not!

Follies:

Each Traveler has two folly cards, one to the left and one to the right of them. These determine which types of Follies influence the path they take when travelling in the Travel Phase. Each traveler is a merchant unless they are a Peasant or a Guard (see below). Start with the card to the left of a Merchant before reading the card to the right. The order the Follies are listed in determine which folly is influencing that merchant and the traps that the merchant will be drawn towards and fall for. If both cards contain multiple instances of the same folly ignore every occurrence after the first one. A merchant will only be drawn towards and fall for one type of trap at a time, and only in the order of the Follies listed on their folly cards from left to right.

[Example]

Only after a Merchant has fallen for a trap due to their first folly will they be drawn towards or fall for a trap due to their second folly, and so on. Each scheme card lists the type of Merchant that will fall for that trap.

Merchants follow a few simple rules when traveling the path:

1. Merchants always move forwards toward the opposite end of the trail from their starting position, never backwards. Merchants will only travel the trail that they begin on, they will not cross the forest to the other trail.
2. If there are no traps of the folly the merchant is currently influenced by, the merchant will stay on (or as close as possible to) the main trail.

3. If there is at least one trap set that matches the folly the merchant is currently being influenced by, then that merchant will move as directly as possible to the first clearing where that trap is set. The merchant falls for the trap and the owner of the trap gains the amount of profit stated on that scheme card. If that merchant has another folly listed after the one of the trap they fell for, that folly becomes their foremost concern, and they proceed accordingly.

4. If the merchant has left the main trail but has fallen for traps based on all of their Follies or there are no traps ahead of them on the trail of the folly they are currently being influenced by, they will move to the main trail as directly as possible.

5. If there is more than one possible move available to a Merchant, the Merchant will move to the main trail or the closest spot to the main trail possible of the available options.

(MAYBE PICTURES HERE?)

Lazy, Wicked, or Greedy Follies: If the Merchant travelling is influenced by this folly they will take the most direct path possible to cross the nearest clearing to them with a trap of this folly. Once a Merchant is tricked by one of these kind of schemes they will not fall for another one on their travels!

Dimwitted folly: Unlike the other Follies, Dimwitted merchants never learn their lesson. A Dimwitted merchant will move as directly as possible to the closest clearing with a trap for Dimwitted merchants every time. If a merchant has another folly after Dimwitted they will move towards that folly if there is not a Dimwitted trap closer. Once they visit that folly they are too wary to fall for further dimwitted traps.

Robbers: Clearings with Robbers do not attract merchants like other set traps, but instead the owner earns the amount of profit listed every time a Merchant passes through that clearing. This does not affect the Merchant's Follies or the paths they choose.

[Example: Merchant with Roadblock and Bandit
Merchant with no X passing Y
Merchant going out furthest to first need.]

Resolve each traveler fully before moving on to the next, from left to right in the lineup, starting with the red traveler, then resolving the yellow traveler, then the green, and so on. After resolving a merchant move it to the start of the trail heading in the OPPOSITE direction in the same order as it was resolved. At the end of this phase the travelers should be in two lines of either Red, then Green, then Purple, or Yellow, then Blue.

Peasants: The poor occasionally come down the trail, and the Merry Men who cross their path must share some of their profits with them.

If a Peasant folly card is in play it affects the Merchants to the left and right of it in the line. They are now considered to be Peasants instead of Merchants.

Peasants follow the same rules as Merchants for travel based on their folly cards. However, instead of paying profit when they fall for traps they instead take that same amount of profit from the owner of that trap. This includes taking profits when passing through clearings with Robbers.

Guards: With all the unhappy merchants complaining to the Sherrif it's only a matter of time before Guards come down the trail.

If a Guard folly is in play it affects the Merchants to the left and right of it in the line. They are now considered to be Guards instead of Merchants.

Guards follow the same rules as Merchants for travel based on their folly cards. However, they pay no profit when they fall for traps. Instead they remove the claim markers from every trap they fall for (traps with no claim markers do not attract merchants, peasants, or guards or pay any profits). This includes removing claim markers when passing through any clearings with Robbers.

End of the Round:

After all the merchants are dealt with flip the folly cards to the blue side. If the folly cards are already on the blue side discard them instead and replace them from the deck with new folly cards red side up.

Each player draws one Resource card. The player with the Leader marker passes it to the player on their left and a new round begins.

Winning the Game:

After each round every player announces their total profit. If any player has 30 or more profit the game is over. If at any point there are not enough cards in the folly deck for each merchant to have two folly cards then the game is also over. The player with the most profit wins! If there is a tie, the player with the most ownership tokens wins. If there is still a tie compare scheme cards, then resources in this manner. If there is still a tie the first player to get the other to look behind them wins.