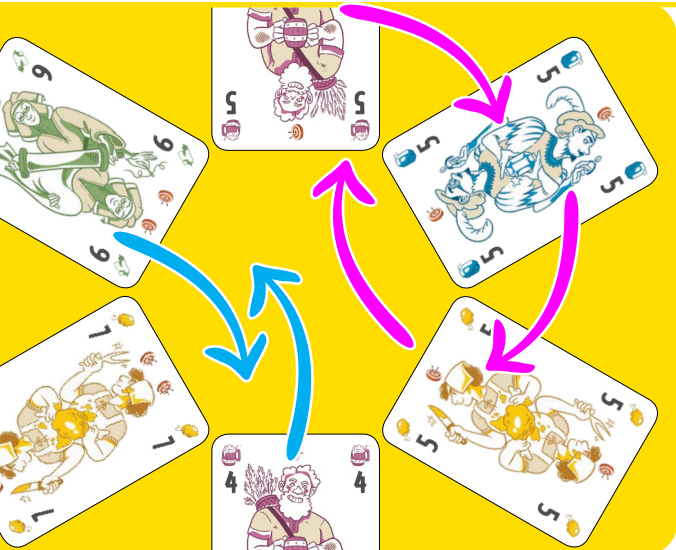


CURSE YOU, ROBIN HOOD!

1-6

10+

20'



In this example turn, the three 5s trade clockwise with each other.

The 4 and the 9 trade with each other because they were the lowest and highest individual cards.

The 7 trades with the central market.



You're a merchant of Sherwood Forest trying to get rich while dodging those thieving Merry Men. Get as much treasure as possible, but not so much that Robin Hood notices you as a target!

Gameplay: Each turn, everyone plays one card from their hand simultaneously. Lots of negotiation, bluffing, and smack talk happens during this stage. When everyone is ready, they reveal their chosen cards.

- If two players reveal the same rank, they must trade their cards. If three or more players reveal the same rank, they must trade clockwise with each other.
- From any remaining players, players who played the highest and lowest ranks must trade with each other.
- Finally, any remaining players must trade with the central market display.

Whatever card you end up with goes into your stockpile. At the end of the round, whoever has the most "Target" symbols in a type of good will lose all of those cards. This is a good time to shout *Curse you, Robin Hood!* Then you add up the highest rank of each suit you have remaining for your final score!

What makes this game unique?

A surprisingly subtle negotiation and bluffing game easily scalable from big groups down to solo play.

Components:

57 Cards Total

50 Goods Cards

7 Legendary Character Cards

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Playtesters say:

"My daughter insisted on teaching her grandmother"

"Surprising negotiation element"

"Nice solo/duel options"