

Wyrmgold

UWE ROSENBERG

ROBIN OF LOCKSLEY

RULES



Troubled times have cursed England since the good and just King Richard the Lionheart was captured in the Crusades. He must trust in his faithful servants at home to raise the huge ransom that has been demanded by his captors. Meanwhile, Richard's corrupt brother John has seized the throne and replaced the loyal Anglo-Saxons with his Norman vassals.

At Locksley Castle, the legal heirs of Robert were disinherited when Locksley died in the Holy Land. The siblings were outlawed after they did not leave their father's castle without a fight. Desperate and hunted by the Sheriff of Nottingham, they survive as bandits. They are now forced to steal from the rich Norman lords and gather the ransom for King Richard. His return will finally mean peace and justice for the people of England.

The one who is first to collect the ransom will become a legend in the history books and immortal in the ballads of the Bards.

This is the true story of Robin Hood...

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Game Material



2 Robins

horses in player colours



2 Bards

figures in player colours



60 Loot tiles

in six colours



16 small Fame tiles

which are used to form the sides of the Race Track. There are day (easy) and night (harder) tiles.



8 big Fame tiles

for the corners of the Race Track with day (easy) and night (harder)

Aim of the Game

The players collect Loot tiles by moving their Robin pieces on the board. A set of Loot tiles in the same colour may be sold to earn gold. This gold may be spent to help the player's Bard piece move around the Race Track on the outside of the board. Each player will try to stay one step ahead of their opponent.

Every fame tile the players encounter as they move will present them with a challenge. They may either fulfil the challenge or bribe their way past the challenge by paying gold! The player who completes two laps around the Race Track is the winner!

Setup

Before the first game

Please press the tiles carefully out of the punch board sheet.

Loot tiles

- Shuffle all Loot tiles (Gold coin side up) and build a 5x5 grid.
- The youngest player starts. Players take one Loot tile from any corner on the board. The next player takes the tile from the opposite corner. Each player flips the tile they chose back over to the side showing the gold coin and takes it into their personal supply.
- The players put their Robins in the now empty corners.
- Place the remaining Loot tiles with the Gold coin side up in a draw pile.





Fame tiles



- The corner pieces labelled “The Beginning” (start) and “Long Live the King” (end) must be found. They have to be put together in one of the corners. “The Beginning” piece (as shown on the left) must be placed in the inner corner.
- The remaining corner pieces must be shuffled, three drawn, and put in the remaining corners. For the first game, the day (easy) tiles should be used. These are less challenging than the night (harder) tiles.
- The players put the Bards in their respective colours next to the start tile.
- The small fame tiles must be shuffled and three of them put between the corners. More of the day (easy) tiles should be used if this is the first play of the game.
- When complete, the game layout should look similar to the example to the left.

Gameplay



Moving Robin



- The players alternate turns. The start player begins the game.
- The players move their Robin in the shape of an “L” composed of three tiles (just like the knight’s move in chess): Either 2 tiles in any direction, then 1 tile to the side or 1 tile in any direction, then 2 tiles to the side. A Robin may not occupy the same tile as the other player’s Robin.
- The player takes the tile they landed on into their personal supply.
- At the end of their turn the player fills the now empty space (the space the Robin left) with a Loot tile from the general supply. A square occupied by a Robin must not be filled.



In the example above, the red Robin may jump to any space marked with a green check mark. These are all legal moves. It may not end its move on the opponent’s blue Robin.



The player’s Robin has to stay within the 5x5 Loot tile grid while moving. The Robin may never leave the grid. The player’s Robin may never end its turn on a tile occupied by the other player’s Robin. After moving their Robin (and taking the Loot tile) the player may decide to move their Bard. In the example above, the red Robin may jump to any space marked with a green check mark. These are all legal moves. The player’s turn is now over. The player indicates that their turn is finished by filling the emptied space on the 5x5 grid.



The Racing track



There are **two ways** to move a Bard along the Race track, which surrounds the 5x5 grid:

Bribing the Bard

1. The player may spend 1 Gold coin (and discard it to the open discard pile with the Loot side up) to move their Bard 1 tile forward (clockwise) on the Race track.

Fulfilling a Task

2. Every Fame tile shows one task. If the player is able to fulfill the task indicated on the Fame tile, they may move their Bard 1 tile forward on the Race track.

The player may continue to move their Bard forward as long as they can meet the requirement or pay the bribe for each tile they encounter.



The player may move their Bard forward 1 tile on the Race track for every Gold coin spent. They may repeat this step as often as they want. The Bard may move clockwise at any time during a player's turn.



Example: The blue player is standing on "The Fence". To move to the "Two Houses" he must have exactly 2 collections. The 2 blue Loot tiles and the single black Loot tile are sufficient. Unfortunately he can not fulfil "Vain Endeavour" and he decides to spend one Gold coin to complete the task instead.



On pages 10 to 12, there is a list which explains all Fame tiles in more detail. Most Fame tiles refer to the contents of your Loot tiles, some to the number of Gold coins or the positioning of their Robin in the 5x5 grid. All text on the Fame tiles are always meant to say "at least". If instead "exactly" or "at most" is meant, it will be stated clearly.

Definitions

Loot collection

A Loot collection is a set of 1 or more Loot tiles of the same colour. Loot collections may never be split into smaller collections.

Example: If the player has 2 green and 1 white Loot tile, they have exactly 2 Loot collections. They may not decide to count their green Loot tiles as 2 Loot collections.



Selling a loot collection

Anytime during their turn players may sell a Loot collection which consists of **3 or more** Loot tiles of the same type.

Discard two of the Loot tiles on the open discard pile and collect the remaining ones as Gold coins by turning them over. Every Loot tile has a Gold coin printed on its back. If the draw pile is empty the open discard pile must be shuffled and a new draw pile must be made. If there is no discard pile, please refer to the section labelled "What if there are no Loot tiles left?" on page 8.

Example: The player is selling a Loot collection containing 5 Loot tiles. They discard 2 of them to the discard pile and flip the remaining 3 to the Gold coin side.



When selling a Loot collection with more than 3 Loot tiles, a player gains one additional gold coin for each extra Loot tile sold. Players may only not split a Loot collection, meaning a player has to sell all Loot tiles of the same type. If they are selling more than one Loot collection, they have to sell each collection separately, one after another.

The symbols on the game tiles

Loot tile colour



Gold coin



Own Robin piece



Any Loot tile



Both Robin pieces



Loot collection



How do the Robins stand relative to each other?



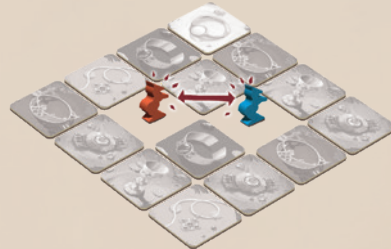
Striking distance

If both Robins are exactly one chess knight's move away from each other, they are considered to be within "Striking distance". No actual striking is allowed though.

Knight's move: The players move their Robin in the shape of an "L" composed of three tiles: Either 2 tiles in any direction, then 1 tile to the side or 1 tile in any direction, then 2 tiles to the side.

Diagonally adjacent

If both Robins are diagonally adjacent on the 5x5 grid.



Directly adjacent

If both Robins are on orthogonally adjacent tiles of the 5x5 grid (horizontally or vertically).

Game end & winning

The game ends immediately if one player's Bard "laps" the other player's Bard on the race track. To "lap" the other player, one player's Bard must have made a **full extra lap** around the track thus passing the other player's Bard a second time. The player whose Bard has passed the other is the winner. If both Bards are on the same spot on the Race Track, the game does not end. Otherwise, the player who first completes two full laps of the Race Track and fulfils the challenge on the goal tile is the winner.



The start and goal tiles



- After completing the first lap of the Race Track (moving beyond the two inner tiles labelled "Nottingham" and "The Beginning" on the starting tile) the players ignore the starting tile in the final lap
- The final tile of the game ("Long Live the King") is special. It can only be fulfilled by paying 4 Gold coins. It cannot be fulfilled by "bribing the bard" for 1 Gold coin like other tiles in the game.

What if there are no Loot tiles left?

If there are not enough Loot tiles in the draw pile to fill the empty space on the 5x5 grid, the active player must either sell a Loot collection or spend a Gold coin to move ahead. If neither is possible, the space gets not refilled in this turn, but must be filled as soon as possible by either player.



Modification of game length



Players may agree to modify the length of the game. A normal game will last about 30 minutes. If the players want a shorter game, they place only 2 small Fame tiles in between the corners on the Race track. If a longer game is desired, they place 4 small Fame tiles instead.



Playing with children or new players



If an experienced player is playing against a child or a new player, players should consider giving them 1-2 extra Gold coins to start the game.



fame tile overview

Small fame tiles



Coach Robbery

A player may fulfil this task if they have at least 1 Loot tile of that colour in their Loot collections. There is 1 fame tile in the game for each colour.



Dead of Night

A player may fulfil this task if they have at least 1 Loot tile in white, red or pink. They must also have at least 1 other Loot tile in one of the other two specified colours.



Sherwood Forest

A player may fulfil this task if they have at least 1 Loot tile in green, blue or black. They must also have at least 1 other Loot tile in one of the other two specified colours.



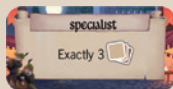
Nobility Obligated

A player may fulfil this task when they sell one of their Loot collections. They may not spend any Gold coins or collect any Loot tiles between selling their Loot collection and fulfilling the task.



Tithe

Every Loot collection the player owns consists of at least 2 Loot tiles. The player must own at least one collection.



Specialist

The player has exactly 3 different colours of Loot tiles. The task cannot be fulfilled if they have more or fewer colours.



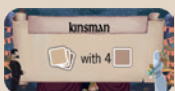
The Fence

The player may fulfil this task when they sell one of their Loot collections for exactly 1 Gold coin. They may not spend any Gold coins or collect any Loot tiles between selling their Loot collection and fulfilling the task. They may not voluntarily sell a Loot collection worth more than 1 Gold coin for only 1 Gold coin.



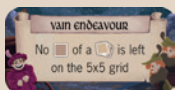
Two Houses

The player must have at least 2 Loot tiles in exactly 2 colours. The task is not fulfilled if they have more or fewer colours.



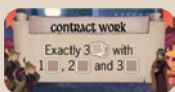
Kinsman

The player must have at least 4 Loot tiles in any 1 colour. The task is also completed, if the player has more than 4 Loot tiles of one type.



Vain Endeavour

The player may fulfil this task if they have one or more Loot tiles of a colour that is not available on the 5x5 grid.



Contract Work

The player must have 1 Loot tile in one colour, 2 Loot tiles in another colour and 3 Loot tiles in a third colour. A player cannot fulfil this task if they have more in a colour than needed. A player may also not split Loot tiles: e.g. five blue Loot tiles do not count as 2 different Loot collections with 2 and 3 Loot tiles.

Fame tile overview



Large fame tiles



Sly Old Fox

A player must have more Loot tiles in any one colour than the other player. If both have the same amount, the task is not fulfilled. If a player has more than one colour that qualifies to fulfil the task, it is considered fulfilled.

The Golden Arrow

This task is complete if both Robins are within "Striking distance" of each other (see page 7 - "Striking distance").



Sleeping Guard

The player must have at least 3 Loot tiles of any one colour and have a second collection of at least 3 Loot tiles of a different colour.

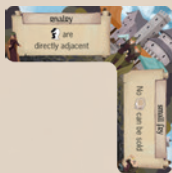
Mutual Spoils

The player must have at least 1 Loot tile in two colours that the other player also has.



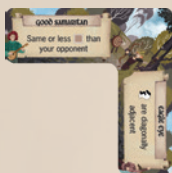
On The Run

A player must have fewer than 7 Loot tiles in their supply. The colours are irrelevant. If the player has zero Loot tiles, the task can be fulfilled.



The Scales

The player must have fewer Gold coins than their opponent. If a player has the same amount of coins as their opponent, the task is considered to be fulfilled.



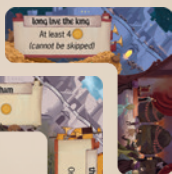
Rivalry

This task is fulfilled, if both Robins are standing orthogonally (horizontally or vertically, not diagonally) next to each other.



Small Fry

This task is fulfilled, if the player cannot sell a single Loot collection. If they have no Loot, the task is also complete.



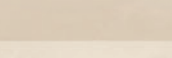
Good Samaritan

The player must have the same amount as, or fewer, Loot tiles in total than their opponent. (Gold coins do not count towards the total).



Eagle Eye

If both Robins are diagonally adjacent on the 5x5 grid, then the task may be fulfilled.



Market

A player may fulfil this task when they sell a Loot collection in a colour their opponent also owns. It is irrelevant how many Loot tiles of this colour their opponent has.



The Tower

The player may fulfil this task if their Robin piece is in a corner of the 5x5 grid.

Long Live the King

The player must have 4 Gold coins or more in their personal supply. This final tile cannot be bought with a single Gold coin. (See page 8, "The start and goal tiles.")

Nottingham

This task may be fulfilled if the player owns 0 or 1 Gold coins.

The Beginning

This task may be fulfilled if the player owns 0 or 1 Loot collections.

