Wyrmgold

UWE ROSENBERG



Robin von 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 Loxley Castle, the legal heirs of Robert were disinherited when Loxley 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. They 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.



Setup of the game

Fame tiles

- Find the corner pieces labelled “The Beginning” (start) and “Long Live the King” (end). Put them together in one of the corners. Place “The Beginning” piece (as shown above) in the inner corner.
- Shuffle the remaining corner pieces, draw three, and put them in the remaining corners. For the first game, use the day (easy) tiles. These are less challenging than the night (harder) tiles.
- The players put the Bards in their respective colours next to the start tile.
- Shuffle the small fame tiles and put three of them between the corners. Use more of the day (easy) tiles if this is the first play of the game.
- When complete, the game layout should look similar to the example above.

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. Do not fill the square occupied by a Robin.



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 the 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 with your Bard along the Racing track, which surrounds the 5x5 grid:

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. 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.

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.



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 7 and 8, 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, shuffle the open discard pile and make a new draw pile. If there is no discard pile, please refer to the section labelled "What if there are no Loot tiles left?" on page 6.

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.







If a player is selling more than 3 of the same Loot tiles of a collection, they gain an additional Gold coin for each. Players may not sell only part of a Loot collection. Each time a player sells a Loot tile they have to sell all 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 fame 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 (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) away from each other, they are considered to be within "Striking distance". No actual striking is allowed though.



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 only paying 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 5x5 grid, the active player may decide which empty space to fill first. The player must indicate which space they intend to fill before drawing a new tile. The player may also sell Loot collections or pay a Gold coin to move ahead on the Race Track. As a result of this, the Loot tiles can be added into the draw pile and can be reused to refill the empty space on the 5x5 grid.



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, then place only 2 small Fame tiles in between the corners on the Race Track. If a longer game is desired, place 4 small Fame tiles instead.



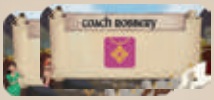
Playing with children or new players



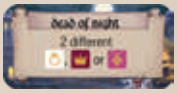
If an experienced player is playing against a child or a new player, consider giving them 1-2 extra Gold coins to start the game.

Fame tile overview

Small Fame tiles



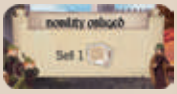
Coach Robbery
A player may fulfil this task if they have at least 1 Loot tile of that colour in their Loot collections. There is one fame tile in the game for each colour.



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.



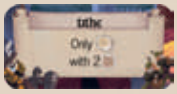
Sherwood Forest
A player may fulfil this task if they have at least 1 Loot tile in green, blue or black. They must also have at least 1 other Loot tile in one of the other two specified colours.



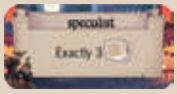
Nobility Obliged
A player may fulfil this task when they sell one of their Loot collections. They may not spend any Gold coins or collect any Loot tiles between selling their Loot collection and fulfilling the task.



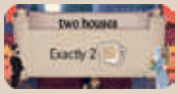
The Fence
The player may fulfil this task when they sell one of their Loot collections for exactly 1 Gold coin. They may not spend any Gold coins or collect any Loot tiles between selling their Loot collection and fulfilling the task. They may not voluntarily sell a Loot collection worth more than 1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



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.



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.



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.



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.

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 5 - "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.



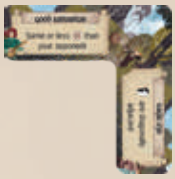
On The Run
A player must have fewer than 7 Loot tiles in their supply. The colours are irrelevant. If the player has zero Loot tiles, the task can be fulfilled.

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.



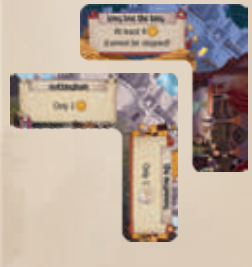
Good Samaritan
The player must have the same amount as, or fewer, Loot tiles in total than their opponent. (Gold coins do not count towards the total).

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 one 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 6, "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.