

STOPPING:

ROBIN HOOD may land on same square with Will Scarlet or Friar Tuck. If square is marked, he does as indicated beside square.

If he lands on square with Sheriff, he sends Sheriff to Sherwood Forest. If square is marked, he does as indicated beside square.

FRIAR TUCK may land on same square with Will Scarlet, Robin Hood or Sheriff, If square is marked with special mark for Friar Tuck, he does as indicated. Otherwise he pays no attention to marks.

WILL SCARLET may land on same square with Robin Hood or Friar Tuck. If square is marked, he does as indicated beside square.

If he lands on same square as Sheriff, he sends Sheriff to Sherwood Forest. If square is marked he does as indicated beside square.

SHERIFF tries to land on same square with Will Scarlet sending him to jail. If square is marked, he does as indicated beside square.

He cannot land on same square with Friar Tuck, but must go in another direction if blocked by the Friar. He tries to land on same square with Robin Hood sending him to jail.

GAINS AND LOSSES:

Paths through Sherwood Forest have many shaded spots. Each type of shading indicates a gain of points-loss of points - extra turn or loss of turn. Look carefully to see which one.

If Will Scarlet is sent to jail, he loses points-Sheriff gains them. If Sheriff is sent to Sherwood Forest, he loses points. If Robin Hoods sends him, Robin Hood gains them. If Will Scarlet sends Sheriff, Will Scarlet gains them.

Friar Tuck does not gain or lose points. If he lands on a square, which gains or loses, he does as indicated. Friar Tuck keeps the score for the other three.

ROBIN HOOD

3 or 4 players

(Friar Tuck & Will Scarlet may be combined)

CHARACTERS:

Robin Hood - green * Will Scarlet - red *

Friar Tuck - black * Sheriff of Nottingham - yellow

Object of Game for Each Character:

ROBIN HOOD - to land on same square with Sheriff sending him to Sherwood Forest . . . to keep Sheriff from landing on same square with him.

FRIAR TUCK - to keep Sheriff from catching Robin Hood.

WILL SCARLET - to land on same square with Sheriff sending him to Sherwood Forest . . . to keep Sheriff from landing on same square with him.

SHERIFF - to land on same square with Will Scarlet sending him to Nottingham jail . . . to land on same square with Robin Hood sending him to Nottingham jail.

PASSING RULES:

ROBIN HOOD may pass Will Scarlet, Friar Tuck or Sheriff.

FRIAR TUCK may pass Will Scarlet, Robin Hood or Sheriff.

WILL SCARLET may pass Friar Tuck, Robin Hood or Sheriff.

SHERIFF may pass Will Scarlet or Robin Hood BUT NOT FRIAR TUCK. If Friar Tuck blocks the path of the Sheriff, the Sheriff must go in another direction.

SCORING:

Each player has a scoring sheet marked with his own name. The sheet is divided into two columns - one headed GAINS, the other LOSSES.

During the playing of each hand, the person playing Friar Tuck keeps the scores for the other three.

He marks all gains under that heading. He marks all losses under that heading.

At the end of the hand each player totals up each column and subtracts the smaller amount from the larger to give either a plus or minus score. Board is then turned so that each player is a new character. The new Friar Tuck is then score keeper.

Board is turned at end of each hand until four hands have been played. The game is then ended and the player with the highest score wins. Be sure to subtract one column from the other before comparing scores.

DIRECTION:

Players snap the spinner in turn. Player takes as many steps as indicated on spinner. He goes in any direction desired. If he lands on a shaded spot, he does as indicated if qualified to do so.

Will Scarlet leaves jail by front gate on his next turn at play.

Sheriff leaves Forest by either of two exits on his next turn at play.

* When Robin Hood is sent to jail the hand is over.

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