

Sheriff of Nottingham

King John's taxes make it tough for a merchant to make a living in this economy, so smuggling contraband is the only way to go. The Sheriff is tasked with checking the goods entering the city, but he's not adverse to negotiating an occasional bribe...

SETUP:

Each player: **Merchant Stand**, matching **Merchant Bag**, **50 Gold** (20, 5x5, 5x1), and is **dealt 6 cards** to their hand.

Card Piles: Deal 5 cards into each of 2 face-up discard piles.

Players can look at the cards in the discard piles at any time.

Place Bank: *The economy is closed, so the bank is for making change and endgame scoring.*
The player with the most cash on their person takes the **Sheriff Marker**.

GAMEPLAY

5 Phases in a Round, play enough rounds so that each player will be Sheriff twice.

• **Market** • **Load Merchant Bag** • **Declaration** • **Inspection** • **End of Round**

The players not playing the Sheriff in a round are referred to as the Merchant Players.

Each card shows a Good, a colour, (green=legal, red=contraband), a value (gold) and a penalty.

MARKET

Starting with the player to the Sheriff's Left, each merchant:

1. Sets aside **up to 5 cards** from their hand.
 2. **Draws that many cards**, in any combination, from the top of either discard, or the draw pile.
 - If drawing from both, they must draw from the discards before drawing any from the pile.
 - *If the draw pile empties, shuffle all but the top 5 cards from the two discards back into it.*
 3. After drawing cards, **discards their set aside cards**, face-up, to one of the discard piles, in the order of their choice.
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LOAD MERCHANT BAG

Each Merchant Player places **1-5 Goods in their bag**, and **snaps it closed**.

DECLARATION

Starting with the merchant player to the Sheriff's Left, each merchant:

Hands their bag to the Sheriff and "tells" them what Goods are in the bag.

- They must declare **Legal Goods**, (but can lie).
- They must declare only **one kind of Good**, (but can lie).
- They must declare **how many cards** are in their Merchant bag, (must tell the truth).

Eg. "I have 4 Chickens," when they actually have 2 Chickens, 1 Cheese and a Crossbow.

INSPECTION & NEGOTIATION

The Sheriff chooses a Merchant's bag, and decides whether to **open it** or **not**.

- The Sheriff may threaten them and demand a **bribe** or the Merchant may offer a bribe.
- **All players may partake** in the negotiation and discussion.
- *For example a bribe could include Gold, Goods, (legal or otherwise), in the Merchant's Stand or that might (or might not) be in the bag, or promises of future favours (incl. the Merchant promising not to open the Sheriff's when it's their turn). The Merchant can bribe them to open another player's instead, or other players can bribe the Sheriff to open the current Merchant's bag. The possibilities are meant to be very open.*

Decision: The Sheriff **Opens the bag** or **Returns the bag** to the merchant.

Once the bag is popped open, or returned to the merchant, the decision cannot be changed.

Opened:

- **If the Merchant was honest:** The Sheriff pays the Merchant gold equal to the **penalty** on each Legal Good in their bag. The merchant adds the cards face-up to their stand.
- **If the Merchant Lied:** Any goods that were **declared are added to their Merchant Stand**. Any goods that were **not in their declaration are placed in one of the Discard Piles**. The Sheriff chooses which, and in what order, to place the cards.
They **pay a fine** to the Sheriff, equal to the penalty on the bottom of each confiscated card

Returned Unopened:

- All goods are placed in the Merchant Stand. Legal face-up. Contraband face-down.

The Sheriff repeats this until all Merchant bags have been opened or returned.

END OF ROUND

1. **Game ends** after all players have been Sheriff twice, otherwise **pass the Sheriff Marker left**.
 2. All players **draw back up to 6 cards** in hand.
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WINNING THE GAME:

Each player scores:

- Sum of the Value of **All goods in your Merchant Stand**. *Cards in hand are discarded*.
- Total **Gold**.
- Bonuses if they're the **King or Queen** of a Good.

King or Queen *i.e. having the most or second most of a Legal Good*.

- If tied for most, share the sum of the points for 1st & 2nd, rounded down. No points for the 3rd
 - If tied for 2nd, tied players share the points for 2nd.
 - **Royal Goods:** count as 2 or 3 of a normal good for the purposes of deciding king and queen.
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CLARIFICATIONS:

- You **never pay** any penalty, nor bribe with cards directly **from your hand**. Nor are any payments of a penalty or bribe added to your hand.
- The **number of Contraband Cards** in a player's Merchant Stand is **public knowledge**.

GOLD:

- If you **cannot pay a penalty** you owe, you must give the player Legal Goods from your merchant stand with a value of at least the amount you owe.
 - If you don't have legal goods, you must give Contraband goods.
 - If you still cannot cover the debt, it is forgiven.

HONOUR AMONG THIEVES

- Deals that can be honoured in the turn they were made, must be honoured.
 - Promises of future favours after the turn they were made in are not binding.
 - If a player promised goods from their bag as part of a bribe, they only need to give the goods that were actually in there. There's no penalty for not paying goods they lied about having.
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VARIANTS:

First Game: Play without the 12 Royal Goods Cards.

Inspection Time Limit: 1 minute per merchant.

No Card Counting: Remove 10 random cards from the game, without revealing them.

Harder for Sheriff: Increase the hand size to 7 cards.

1 Discard: For a faster game, players may only draw from the draw deck during the Market Phase. Cards are discarded face-up to a single discard.

King & Prince of Thieves: 10/5pts for the players who deliver the most/2nd most contraband.

Sheriff of Nottingham: Merry Men Expansion

BLACK MARKET

SETUP

Place the **6 Black Market Cards** on the table.

INSPECTION

During the Inspection Phase: A player may reveal 3 Contraband of the same good, then takes the highest remaining Black Market card for that good. Remove the contraband from the game.

The same player may take the second card if they later collect 3 more of that good.

Note there is no Crossbow Black Market card.

SPECIAL ORDERS

SETUP

- Shuffle the **Special Order Cards**, place 4 face-up.

INSPECTION

During the Inspection Phase: If a player reveals a pair of goods, from their Merchant Bag, matching one of the face-up cards, they may take that card.

They place it underneath their Merchant Stand with the cards used to claim it.

END OF THE ROUND: Refill display back to 4 cards.

END OF THE GAME: Cards used to claim Special Orders are counted for end game points, but do not count towards claiming King or Queen bonuses.

THE DEPUTIES

For 6 players

SETUP

- Use the **2 Deputies** instead of the Sheriff.
- Shuffle the **Deputy Cards** and place them face-down as a deck.
- Place the **Booty Tile**.

PLAY

START OF GAME: Draw 2 **Deputy Cards**, these two players take the Deputy standees.

MARKET: Deputies **choose 1 Merchant** to go first, play proceeds clockwise.

Players may **only draw from the Draw deck**, there is a single discard.

INSPECTION:

The Deputies act together. All negotiations are open, as in the base game.

Both agree to Return Bag: Merchant opens bag as normal, any bribes are put on the Booty Tile

Both agree to Open Bag: If there's a penalty, each deputy pays half. Place any money received on the Booty Tile.

Disagree: If one Deputy accepts the declaration without a bribe and the other insists on negotiating, the Deputy negotiating acts on their own. They alone take any bribes, but also pay any penalties alone.

Dividing the Booty: At the end of the Inspection Phase everything on the Booty Tile is shared evenly. Whatever can't be divided is discarded, unless the Deputies agree how to distribute it.

*Two Deputies may inspect two Merchants **simultaneously**. **Time Limit:** 4 minutes per merchant.*

END OF ROUND:

- **Draw 2 Deputy Cards**, they will be Deputies next round. After 3 rounds, shuffle the deck.
- The **Game Ends** after each player has been a Deputy 3 times.

LAWS

SETUP

1. Setup **Law Card deck** for the player count, as indicated on the cards.
2. Shuffle the **Law Cards**, and place them as a face-down deck.

START OF FIRST ROUND:

1. **Sheriff draws 3 Law Cards**, choosing 1 to discard.
They may show them to other players, who may influence their decision.
2. They **place the other two** face-up in a line adjacent to the Law Card deck.
 - **These Laws set new rules for the game.**

IN SUBSEQUENT ROUNDS:

1. The Sheriff **discards the Law** closer to the Law Card deck, moving the other Law to replace it.
 2. They **draw 2 and discard 1**. Placing the new Law next to the existing Law.
 - *If playing with the **Deputies**, they decide together which Law they want to add.*
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MERRY MEN

SETUP

- Place **Sherwood Tile**, with the Merry Men deck on it.
- Dealing 2 Merry Men Cards to each player.
- The keep one and discard the other to the bottom of the deck.

INSPECTION

During the Inspection Phase:

- If a player reveals a Merry Man, **from their Merchant Bag**:
 1. They take the Gold shown on the card.
 2. Carry out its effect.
 3. Discard it.
 4. Draw 2, discard 1.
- If the **Sheriff opens a bag** containing a Merry Man:
 1. They Merchant pays them the Penalty shown on the card.
 2. Discard it. *The Merchant does not draw a new Merry Man.*
- If a Merchant **with no Merry Men** smuggles a Contraband Card:
 1. They draw 1 Merry Men card.