

ROBIN IN THE HOOD

Collectible Card Game Rules

As a combatant enters battle, they first have the element of surprise. They must enter the arena quickly and try to gain the upper hand. Agility is important when taking the best position from which to battle.

Next it is important to choose the right weapons. The weapons that the combatant knows best, but also the ones that will best defend against their opponents' weapons. The character's strength to wield those weapons will gradually wane as they continue to fight and their level of endurance may ultimately win the tournament.

"Robin in the Hood" is a collector card tournament game played through these four stages of battle:

Agility → Weapons → Strength → Endurance

Before each game, players will agree upon the number of rounds that will be fought. Each stage is fought in order and requires different skills to win. Having a champion in all four stages at the end of a turn wins that round. After the agreed upon number of rounds, the player with the most wins is declared the victor.

While players may collect many cards from different sets and different years, any card may be played in any game. A player must, however, select only 10 cards to be played in each game, and their 10 cards must not contain any duplicate cards.

The skill level for each stage of battle is compared and adjusted according to the special skills listed on the cards within a particular stage. Skill levels are shown on each card as follows:

	Gold	Highest	5 points
	Orange	Medium High	4 points
	Red	Medium	3 points
	Green	Medium Low	2 points
	Blue	Low	1 point
	Gray	Very Low	0 points

Special skills adjust the level of either the player's card, or their opponent's card **for that stage only**, except when a card is marked with a star - ★. Cards marked with a star have special skills that affect character cards in other stages on every turn.

PLAYING THE GAME

Each round begins by selecting any card from your deck. Yours and your opponents' card is revealed at the same time and is always laid on the "Agility" stage.

After special skills are considered and skill levels adjusted accordingly (including those from cards on other stages that have a star), the skill levels for each stage are compared.



Dead Cards



The player with the lower skill level for each stage will take their card and add it to the “Dead Cards” deck. Should the skill levels be equal, the battle will be considered a draw and neither card is removed to the “Dead Cards” deck.

After battling at the “Agility” stage, any stage where both players have a card is compared in the same way – Weapons, Strength and Endurance. In each case, the losing card is removed and placed in the “Dead Card” deck.

After all stages have been compared and battles fought, cards are moved to the next stage, so a card on the “Agility” stage will be moved to the “Weapons” stage. If a card is already on the “Weapons” stage, it is moved to the “Strength” stage and so on. ***If a card is moved into an empty stage, then no more cards are moved.***

The next round begins with the player and their opponent picking their next cards and placing them simultaneously on the “Agility” stage. The battle continues.

When, at the end of a round, one player has four cards occupying all four stages and that player cannot move any cards to begin a new round, that player is declared a winner of the round.

If all 10 cards have been played and no-one is a victor, then that round is considered a draw and is not counted as a victory for either player.

At the end of the agreed upon number of rounds, the player with the most rounds won also wins the tournament.

These rules are part of the Official Trading Card Game of the Robin in the Hood Festival – a Medieval Festival held in Elmira Ontario each year. For more information about the festival, visit: www.robininthehood.com

The game was created and is copyrighted by Gary Scott of Gary's Lens Photography: www.garyslens.ca