

James Ernest Presents:

Bleeding Sherwood

A Card Game of Petty Villainy for 3-8 Players
"Orderware" PDF edition, September 2004

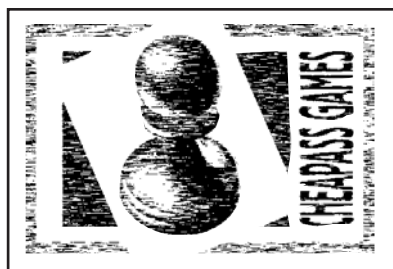


Shooting ducks in a barrel has nothing on this.

Welcome to Sherwood Forest, where the Poor are getting richer. A lunatic named Robin Hood has taken it upon himself to burgle the rich nobles of Merrie Olde England and redistribute their ill-gotten wealth to those who deserve it even less, the ubiquitous Poor.

You and your friends, a small band of wandering merchants, have taken it upon yourselves to relieve these simple peasants of their newfound wealth, with such desirable medieval amenities as fyne arte, olde milke, and tropical fyshes.

Why? Because these country folk have more easy cash than they know what to do with, especially with Robin Hood prancing through town every week. Why, if it weren't for you, they might not even manage to stay Poor.



This is the "orderware" PDF edition of **Bleeding Sherwood**, Cheapass Games' fourth game ever, published in the late fall of 1996.

To assemble this game, print the two "card" files on two different colors of cardstock, and cut them. You will need no other materials to play.

Bleeding Sherwood was one of the first Cheapass Games to fall under the axe, in part because of players' reluctance to play as we expected them to, in part because of poor reviews from game critics who didn't know any better, and mostly because it didn't sell very well.

This game is "orderware." If you like it, we won't ask you to pay for it. Instead, show us how you enjoyed it by placing an order of \$10 or more at our double-secret Web site, www.cheapass.com.

Rules:

The Object: The point of this game is to make money by selling worthless crap to the peasants of Sherwood Forest. The winner is the first player to accumulate 100 Golde crowns, or the player with the highest score when the Peasant deck runs out.

The Decks: Print these two decks on different colors. The Peasant deck contains 26 Peasants, plus one Special card: The Sheriff. The Goode deck has 42 Goodes, plus three Specials: Robin, Marian, and Little John. All the Specials describe exactly what they do.

To Begin the Game: Whoever won the previous game becomes the Dealer. That player shuffles both decks separately, and deals a hand of blue Goode cards to each player. The number of cards each player receives depends on the number of players (see the chart below). The Dealer also deals a pile of Peasant cards in front of every player. Players do *not* look at their Peasant cards. Put the remainders of both decks in the center of the table.

Number of Players	Starting Hand	Peasant Cards
3-4	6	5
5-6	5	4
7-8	5	3

To Begin Each Round: The winner of the last round becomes the "Lead". On the first round, this will be the Dealer. The Lead must turn over the top card of his Peasant stack, and put it in the middle of the table; this card is called the "Mark", and it's the character to whom everyone is now trying to sell something. The Mark can sometimes consist of multiple cards, as described below.

- Some Peasant cards have both a Golde value and a Goode Value. When a card like this comes up add the appropriate number of Goodes from the Goode deck, face up, as part of the Mark. Whoever takes this Mark will put those Goodes in his hand.

- When the Lead's Peasant stack is empty, he takes a new Mark from the top of the Peasant deck instead. In this case, the Mark always gets one extra card from the Goode deck, in addition to any Goodes which normally come with the Peasant.

- If the last round was dead (no one took the Mark), the unclaimed Mark will remain on the table, and a new one will be added. The same player still has the Lead.

When the Goode deck runs out, shuffle the discarded bids and replace it.

If the Peasant Deck runs out, the game ends. Play out the current round, and then compare your scores.

Bidding: After the Mark is established, there is a round of bidding. The Lead player goes first, and each player in turn must either bid or pass. This cycle will repeat until *every* player has passed.

- "Bidding" means playing one Goode card from your hand, which represents something you are trying to sell to the Mark. The value of your bid is equal to the total value of the Goodes you play. You may play bids only if you are still in this round, and you *aren't* required to match the highest bid.

- "Passing" means you don't play. If you pass, you can play no more bids on this round. However, your existing bid can still take the Mark, if it's the highest. You simply can't play more cards to increase it.

After every player has passed, the bidding round is over and the highest bidder takes the Mark. Every player's bid cards are then discarded, *whether they took the Mark or not*.

Leave the Mark in front of the player who took it, face up, where it is now worth points. If Goode cards were included as part of the Mark, those cards go into the bidder's hand.

Dead Rounds: If no one bids, or if the two highest bids are tied, then no one takes the Mark. Leave the Mark in the center of the table, and start a new round, with the same Leader adding a new Peasant beside the old one. This can happen several times in the row, with the Mark growing quite large before someone will take it.

An Example: Player 1, Jeremy, has the lead. To start the round, Jeremy turns over the top card of his own Peasant stack, revealing Alwyn. She is a 10-point Peasant who comes with one Goode, so Jeremy adds one Goode card, face up, from the Goode deck. Now the bidding starts; Jeremy must either bid or pass. He plays a bid of 2, by laying down a 2-point Goode. Players 2 and 3 pass, dropping out of the round. Player 4 bids 4. Jeremy bids again, increasing his bid to 7, by playing a 5-point card atop his original bid. Players 2 and 3 can't bid any more, since they have already passed. Player 4 passes, and Jeremy also passes (he has no reason to bid again), which means that he wins the round. Jeremy takes Alwyn. He now has 10 points. He also adds the Goode to his hand. All the bid cards are discarded, and Jeremy will have the lead again on the next round.

Remember: You don't have to match or exceed the highest bid in order to stay in the bidding. In the above example, Player 2 could have bid 1 point each time, just to retain the option to bid more later (or play a Special card). The bidding doesn't stop until everyone has passed.

Also: Don't be tricked into bidding too much or too fast. Your bid cards are very hard to replace!

About Cheapass Games: We here at Cheapass Games are aware of two basic facts about games: they cost too much, and they are, at some level, all the same. Most game companies make their money by selling you the generic components (dice, pawns, and play money) over and over again. Our games come packaged with the bare essentials: boards, cards, and rulebooks. If you need anything else, we'll tell you. And it's probably something that you can scrounge from a game you already have, or buy at a hobby store for less than we'd have to charge you for it.

And, once you've got a collection of pawns, dice, counters, and money, you can use the same ones for every Cheapass game. We've standardized our designs so your gaming toolbox will last.

Bleeding Sherwood ©1996, 2004 Cheapass Games Graphics, Layout, and Game Design: James Ernest.
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