

A Gest of Robin Hood



Learn To Play

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1.0 Introduction

A Gest of Robin Hood is a game about the daring adventures of Robin Hood and his brave band of Merry Men as they struggle against the oppressive Sheriff and his cruel Henchmen. The game is set against the historical backdrop of peasant revolt, feudal taxation, and rural banditry in 12th-century England, but also emphasizes the mythology and folklore that has grown up around the Robin Hood tales. You play as either Robin Hood or the Sheriff, competing for the hearts and minds of Nottinghamshire's parishes while also aiming to either protect or intercept carriages transporting loot and gifts for Prince John.

Each turn an Event card is drawn and both players will have the opportunity to either execute the Event, carry out a powerful Plot and Deed from their unique action menu, or perform a more limited Single Plot. A Traveller deck also serves to provide victims for the Merry Men to rob, and occasional Fortune Events will interrupt the usual sequence of play as unexpected circumstances force both players to adapt. The game is punctuated by periodic royal inspections, and ends with the return of King Richard from the crusades, who will decide whether to appoint Robin Hood as a new governor to bring justice to Nottinghamshire, or whether to reward the Sheriff for maintaining order.

How to Win

To win the game you must ensure that the Royal Favour cylinder is on your side of the scoring track when King Richard returns: Justice for Robin Hood and Order for the Sheriff. Royal Favour can be shifted towards Justice or Order in various ways:

Shift Royal Favour towards Justice:

- Specific Event and Traveller effects.
- Placing Camps using Recruit or Events.
- Using the Inspire Deed in Revolting Parishes.
- Robbing Tribute Carriages or the Treasury in Nottingham.
- Ensuring that there are fewer than five Submissive Parishes during the Unrest phase of the Royal Inspection Round.

Shift Royal Favour towards Order:

- Specific Event and Traveller effects.
- Removing Camps using Capture, Disperse, or Events.
- Sending Robin Hood to Prison by Capture or Event.
- Bringing Carriages safely back to Nottingham, especially Tribute Carriages.
- Ensuring that there are five or more Submissive Parishes during the Unrest phase of the Royal Inspection Round.

2.0 Components and Setup

Take a moment to look at the different board spaces and components listed below as you set up the game, and familiarize yourself with each of them and their purpose in the game. A full setup guide can be found on page 5 of the main Rulebook, and an image of the completed setup can be found on the back of the Rulebook.

Board Spaces

Unfold the board and lay it flat on the table. The board depicts 12th-century Nottinghamshire, divided into several different kinds of spaces and tracks:



The numbered **Royal Favour** track down the left side of the board is used to mark the current position of Royal Favour, always either positive towards Justice or positive towards Order.



The **Prison** box is used to hold captured Merry Men, who are unavailable to the Robin Hood player until they are released.



The **Used Carriages** box is used to hold Carriages once they reach Nottingham or are successfully Robbed along the way, at which point they are unavailable to the Sheriff until the end of the next Royal Inspection Round.



The **Initiative** track is used to mark which actions are taken by both players during a turn, and to determine which player will be First Eligible to act on the next turn.

There are three kinds of playable spaces on the map of Nottinghamshire:



The large round **Nottingham** space is the Sheriff's stronghold, containing the Treasury, which is the destination for their loot-filled Carriages. Nottingham is always Submissive, which makes it harder for Robin Hood and the Merry Men to operate in.



The two green-shaded **Forest** spaces (Shire Wood and Southwell Forest) next to Nottingham provide safe havens for Robin Hood and the Merry Men, where they are harder for the Henchmen to detect with Patrol – but once detected, they will still be relatively easy to Capture here. Camps in Forests also provide Robin Hood with additional Shillings during the Royal Inspection Round.



The remaining seven spaces are **Parishes**, with a square holding box for a counter to indicate whether they are currently Submissive or Revolting. Merry Men are harder to Capture in Revolting Parishes, but find it harder to operate in Submissive Parishes. The number of Submissive

Parishes also determines whether Royal Favour will shift towards Justice or Order during each Royal Inspection.



The border between each space is either a gray line, indicating that they are adjacent, or a blue line, indicating that a **River** divides them. Spaces divided by Rivers are only adjacent if there is a **Bridge** marked on the River border between them.



Paved paths indicate **Roads** along which Carriages must travel on their way to Nottingham. When a Carriage moves for any reason it must always move closer to Nottingham along a Road.



The **Ollerton Hill** space, between the two Forest spaces, Blyth Parish, and Tuxford Parish, is inaccessible unless noted otherwise by an Event effect.

Player Mats and Screens

Each player has a mat with a box to place any of their pieces that are not currently on the board, and a summary of their Plots and Deeds. Each player also has a screen that can be used to conceal secret actions (such as selecting Carriages or placing Robin Hood) and displays some additional rules summaries and reminders.

Plots			
Recruit (3.2.1) Cost: 1 Shilling per space. Location: Up to 3 non-Submissive spaces. Procedure: Place 1 Merry Man, or replace a Merry Man with a Camp (+1 Justice). If there is already a Camp, instead place up to 2 Merry Men or flip all Hidden.	Sneak (3.2.2) Cost: 1 Shilling per origin. Location: Up to 3 spaces with Merry Men. Procedure: Move any Merry Men to adjacent spaces. If a destination is Submissive and moving Merry Men plus Henchmen there exceeds 3, Reveal them; otherwise Hide all moving Merry Men.	Rob (3.2.3) Cost: 0 Shillings. Location: Up to 3 spaces with Hidden Merry Men and/or Robin Hood. Procedure: Select target and Reveal any number of Merry Men, then roll against target's Defense Value (see player screen).	Available Forces x1 x10 x5
Deeds			
Turncoat (4.2.1) Cost: 1 Shilling. Location: 1 Revolting Parish with a Merry Man. Procedure: Replace 1 Henchman with a Merry Man.	Donate (4.2.2) Cost: 2 Shillings per Parish. Location: Up to 2 Submissive Parishes with any Merry Men equal or greater than Henchmen. Procedure: Set each Parish to Revolting.	Swashbuckle (4.2.3) Cost: 0 Shillings. Location: 1 space with Robin Hood. Procedure: Move Robin Hood and up to 1 Merry Man to any adjacent spaces, then Hide them; or place Robin Hood from Prison in or adjacent to Nottingham, Revealed.	Inspire (4.2.4) Cost: 0 Shillings. Location: 1 Parish with Hidden Robin Hood. Procedure: Reveal Robin Hood to set the Parish to Revolting, or if it is already Revolting instead Reveal Robin Hood to shift Royal Favour one step towards Justice.

Counters

Pop out the cardboard counters from the countersheet and sort them into piles of the different types used to track various things in



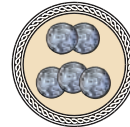
the game:

Seven double-sided square **Submissive/Revolting** counters are used to mark the status of each Parish. Place a Revolting counter in the square box in Remston Parish, and a Submissive counter in the square box in every other Parish.



30 silver and six gold circular **Shilling** counters are used as currency in the game, spent to perform various Plots and Deeds. These form a shared pool

from which both players can take Shillings as instructed (gold Shillings are each worth three, silver Shillings are each worth one). Place 10 silver Shillings near the Robin Hood player mat and 11 silver Shillings near the Sheriff player mat (note that this is more Shillings than players would normally start the game with), then place the remaining Shillings in a pool by the side of the board.



Six double-sided circular **Carriage** counters are used by the Sheriff to try and return looted goods from the Parishes to Nottingham. There are two sets of three Carriage types: Tallage (marked with five coins), Tribute (marked with a crown and two coins), and Trap (marked with a shackle, two coins, and two Henchmen). Each Carriage is marked with a specific type on one side and a generic symbol on the other, so that the Sheriff can keep the type of Carriage concealed from Robin Hood. Place all six Carriages in the Available Carriages box on the Sheriff player mat.



A single **Bridge** counter may be placed on a River border by an Event effect, after which it functions exactly the same as a printed Bridge on the map, providing adjacency between two spaces across that River border. Place the Bridge marker by the side of the board.

Wooden Pieces and Dice

Wooden pieces in specific colors are used to mark Royal Favour and Eligibility (large embossed cylinders) or as Merry Men, Camps, and Henchmen on the map (all other wooden pieces):



One red cylinder is used to mark the current status of **Royal Favour**. Place it in the silver '1' space on the Royal Favour track.



Two cylinders, one for each player, are used to mark which is **First Eligible** and which is **Second Eligible**, and also to keep track of which actions they perform each turn. Place the green cylinder (Robin Hood) on the 'First Eligible' box beneath the Initiative track, and the silver cylinder (Sheriff) in the 'Second Eligible' box.





10 green octagonal cylinders, marked on one end with a feather symbol, are Robin Hood's **Merry Men**. One additional special Merry Man piece is marked with the letters 'RH' – this is **Robin Hood** himself, who can perform powerful

Swashbuckle and Inspire Deeds but must try to avoid being Captured by the Sheriff. Merry Men on the map are either *Hidden*, with their symbol end down, or *Revealed*, with their symbol end up. While Hidden, the special Robin Hood piece should be indistinguishable from the other Merry Men. Place the Robin Hood piece and one additional Merry Man in Shire Wood, one Merry Man in Southwell Forest, and one in Remston (all Hidden with their symbol end down), then place the remaining seven Merry Men in the Available Forces box on the Robin Hood player mat. In a normal game the Robin Hood player would choose where to place these Merry Men, and the Sheriff would not know where Robin Hood is.



Five flat green discs, marked on one side with a deer symbol, are **Camps** that the Merry Men can use to maintain their presence in Parishes and receive passive income from poaching in Forests. Place one Camp in Shire Wood (symbol side up as a reminder that it will earn 1 Shilling during the Royal Inspection), then place the remaining four Camps in the Available Forces box on the Robin Hood player mat.



18 silver wedges are the Sheriff's **Henchmen**. Place two Henchmen in Nottingham, one Henchman each in Blyth, Mansfield, and Bingham, and the remaining thirteen Henchmen in the Available Forces box on the Sheriff player mat.



Two custom dice are used to determine success during Rob Plots, one white die numbered from -2 to +2, and one green die numbered from -1 to +3. Place these near to the board.

Cards

Two decks of cards are used to play *A Gest of Robin Hood*. One card is drawn from the green-backed Event deck each turn, while the brown-backed Traveller deck is used only when Robin Hood attempts a Rob Plot against a Traveller.



Traveller cards feature two options that the Robin Hood player may choose from when attempting to Rob a Traveller, the top one safer but less rewarding, the bottom one more rewarding but with negative consequences if the attempt fails. Travellers also have a Defense Value that contributes to the difficulty of attempting to Rob them, noted by a numeral in a shield towards the top left corner of each card. Two special Travellers, BISHOP OF HEREFORD (#T11) and GUY OF GISBORNE (#T12), begin the game out of play but may be added to the Travellers deck by the Events of the same names. Remove these cards and place them to one side, then shuffle the remaining cards to form the Travellers deck.



There are three kinds of Event cards that are used to build the Event deck:

Regular Events feature two possible options, shaded and unshaded, that either player may choose to execute during their turn. The shaded option typically benefits the Sheriff, while the unshaded option typically benefits Robin Hood. Each regular Event also has a Carriage symbol marked with the numeral '1' or '2' towards the top left corner, which indicates how many Carriages the Sheriff must move (if possible) when this Event is drawn.



Fortune Events feature a ‘wheel of fortune’ symbol and only one option, which *must* be executed when the Event is drawn. Neither player performs any other actions on a Fortune Event turn. Each Fortune Event also has a Carriage symbol towards the top left corner, indicating the number of Carriages that are moved when the Fortune Event is drawn (usually zero, but one Fortune Event will move two Carriages).



Royal Inspection Events appear in the deck after every sequence of six regular Events and one Fortune Event (this sequence is called a Ballad), triggering a Royal Inspection Round. Each Royal Inspection Event also has a Carriage symbol marked with the numeral ‘1’ towards the top left corner, which indicates that the Sheriff must move one Carriage (if possible) when a Royal Inspection Event is drawn. The final Royal Inspection, KING RICHARD’S RETURN, is always the last Event card to be drawn and signals the end of the game.



Deck construction is detailed on page five of the Rulebook, but for now we will simply take the following six regular Event cards and one Fortune Event card and form them into a stack in the following order, facedown from top to bottom: LITTLE JOHN (#5), FRIAR TUCK (#23), SOCIAL BANDIT (#9), FAST CARRIAGES (#22), QUEEN ELEANOR (#3), AMBUSH (#13), and GREAT ESCAPE (#11). Put a ROYAL INSPECTION (#30 or #31) card on the bottom of this stack, then place the deck near the board, where both players can easily see it.

3.0 Example of Play

We are now ready to begin playing the game. Turn over the top card of the deck (LITTLE JOHN, #5), and place it face-up next to the deck. This is the active card for the first turn, which would determine how many Carriages move if any were on the map, and then offers two Event options that players can choose to execute.

Sequence of Play

When a regular Event card is drawn, both players will get an opportunity to act in Eligibility order. Robin Hood always begins the game (and each Ballad) First Eligible, as indicated by the location of the green cylinder in the ‘First Eligible’ box beneath the Initiative track. The First Eligible player has three primary options available to them, corresponding to the three boxes on the Initiative track: they may perform a **Single Plot** in one space, execute one of the two **Event** options, or perform **Plots & Deeds** (a single Plot type in up to three spaces, followed by a single Deed). After choosing which option to execute, they place their Eligibility cylinder in the corresponding Initiative track box, blocking the Second Eligible player from selecting that option. Alternatively, they may **Pass** by placing their cylinder in any Initiative track box and taking 1 Shilling if Robin Hood, or either 3, 2, or 1 Shillings (depending on the box) if the Sheriff, then performing no further action. Once the First Eligible player has completed their actions, the Second Eligible player does the same, choosing from either of the two remaining options (or placing their cylinder in an available box and passing). Once both players have finished their chosen actions, the leftmost cylinder on the Initiative track is placed in the First Eligible box, the other cylinder in the Second Eligible box, and the next card is drawn and play continues. This usual sequence is interrupted when either a Fortune Event or a Royal Inspection is drawn, as we will see later on.



Turn 1 – Events

As Robin Hood is currently First Eligible, they get to choose which action to take first on the LITTLE JOHN Event card. The unshaded effect of this **Event** is quite attractive for Robin Hood, so they choose to execute it. Place the green Eligibility cylinder in the ‘Event’ box to indicate this choice, then Reveal the special Robin Hood piece in Shire Wood by flipping it symbol end up, place a new Hidden Merry Man there from the Available Forces box, and give the Robin Hood player 2 additional Shillings from the shared pool. As the unshaded Event text has now been fully executed, the Robin Hood player’s turn is now complete.



Robin Hood encounters his loyal companion Little John in Shire Wood

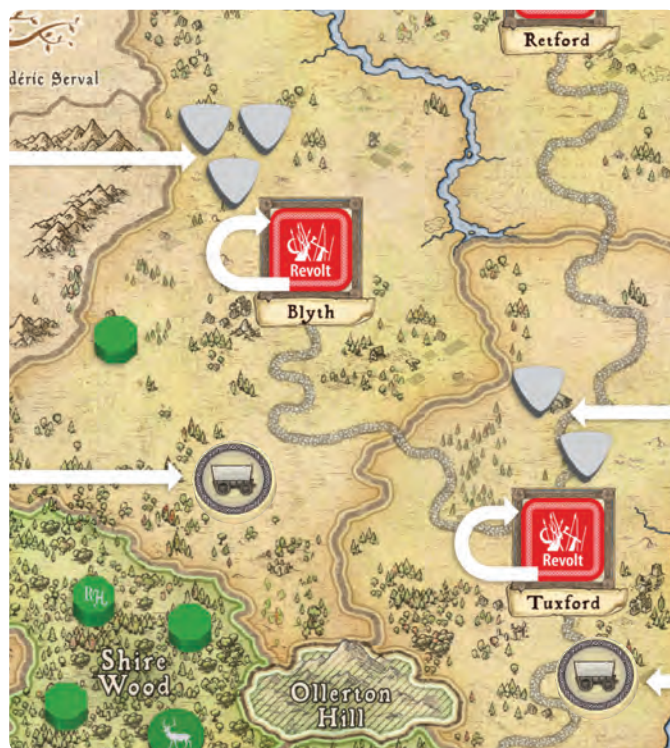
Turn 1 – Plots and Deeds

The Sheriff player can choose from either of the remaining two options, and decides to select the **Plots & Deeds** option: place the silver Eligibility cylinder in the ‘Plots & Deeds’ box to indicate this choice. Take a moment to look at the Sheriff’s player mat, which lists their available Plots and Deeds (you can also read about both players’ Plots and Deeds in more detail in sections 3.0 and 4.0 of the Rulebook). The Sheriff must execute their Plot first, and they can choose from **Hire** (to place additional Henchmen and set Parishes to Submissive), **Patrol** (to move Henchmen and Reveal Hidden Merry Men), or **Capture** (to send Revealed Merry Men to Prison and remove Camps to Available). **Capture** is only possible when Henchmen are with Revealed Merry Men, and while **Patrol** might be tempting to try and apprehend the Revealed Robin Hood piece in a future turn, right now the Sheriff decides not to do this.

So, the Sheriff decides to **Hire**. They may do so in Nottingham, any Submissive Parishes, or any Revolting Parishes where Henchmen outnumber Merry Men – but each Plot may only ever be performed in up to three spaces total. The Sheriff Hires first in Nottingham, placing four new Henchmen there from the Available Forces box, and then also in Tuxford and Blyth,

placing two new Henchmen in each Parish. Hire costs 2 Shillings for each selected space (the Sheriff could have selected fewer spaces if desired), so the Sheriff now pays 6 Shillings back to the shared pool.

Next, the Sheriff may also perform a Deed – an additional powerful action with special effects. The Deeds available to them are **Ride** (to move Henchmen from Nottingham to any one Parish), **Confiscate** (to place Carriages full of Loot in Submissive Parishes), and **Disperse** (to remove even Hidden Merry Men and possibly a Camp from one Parish). As the Sheriff is now running low on Shillings, and Carriages are their primary way to gain more Shillings, they decide to **Confiscate**. They may Confiscate in up to two Submissive Parishes with Henchmen, placing a Carriage of their choice in each Parish and then setting each Parish to Revolting. They choose to Confiscate in Blyth and Tuxford, placing a Tallage Carriage (five coins) in Tuxford and a Trap Carriage (shackle) in Blyth (both Carriages should be placed face-down, to prevent Robin Hood from knowing what they contain). Then, set both Parishes to Revolting by flipping over their Submissive counters.



The Sheriff Hires more Henchmen and then Confiscates in Blyth and Tuxford, angering the local populace who have now become Revolting.

Both players have now acted, so we reset Eligibility by moving the leftmost cylinder (in this case, Robin Hood) to First Eligible, and the other cylinder (the Sheriff) to Second Eligible. Then we draw a new card from the Event deck, place it on top of the previously revealed card, and continue to the next turn.

Turn 2 – Recruit and Turncoat, Single Patrol

As there are now Carriages on the map, the first thing we do is check how many Carriages the new Event card (FRIAR TUCK, #23) instructs the Sheriff to move. The Carriage symbol on the top left corner of the card is marked with a numeral '1', so the Sheriff *must* move one Carriage one space towards Nottingham, only moving along the marked Roads. They choose to move the Carriage in Tuxford to Southwell Forest, and also bring one Henchman along with it – a single Henchman may always move with a Carriage if the Sheriff desires. We then proceed with the turn.



The Sheriff moves a Carriage and one Henchman into Southwell Forest.

Robin Hood again has the first choice of action, but neither the unshaded nor shaded text of the new Event card has any effect that they want to execute. Instead, they opt for Plots & Deeds – place their cylinder in this box now, then take a look at the Plots and Deeds listed on the Robin Hood player mat. For Plots, they can choose from **Recruit** (to place additional Merry Men and Camps, or flip Merry Men at Camps back to Hidden), **Sneak** (to move Merry Men and possibly flip them back to Hidden), and **Rob** (to attempt to steal from unwary Travellers, the Sheriff's Carriages, or even directly from his Treasury in Nottingham). The Carriage now in Southwell Forest could be an attractive target for a Rob attempt, but there is only one Merry Man in position to rob it, and there is always a risk that the Carriage could be a Trap.

Instead, the Robin Hood player decides to bolster their forces by performing a **Recruit** Plot. They can Recruit in Revolting Parishes or Forest spaces, and have plenty to choose from. First, they Recruit in Shire Wood, where there is already a Camp, which allows them to place two Merry Men there (from Available). Next, they Recruit one Merry Man each in Blyth and Tuxford, taking advantage of the unrest caused by the Sheriff's Confiscate Deed. New Merry Men are always placed Hidden (symbol end down) – do this now, then pay 1 Shilling for each space (3 in total) from Robin Hood's supply to the shared pool.

Robin Hood can now also perform a Deed, selecting from **Turncoat** (to replace a Henchman in a Revolting Parish with a Merry Man), **Donate** (to set Submissive Parishes to Revolting), **Swashbuckle** (to move and hide the Robin Hood piece),

or **Inspire** (to reveal the Robin Hood piece and either set a Submissive Parish to Revolting or shift Royal Favour towards Justice). They decide to **Turncoat**, which targets one Revolting Parish with a Henchman and a Merry Man. In this case they choose Blyth, paying 1 Shilling to the shared pool to replace one Henchman there (returned to the Available Forces box) with a Hidden Merry Man (from Available Forces) – do this now. Robin Hood's turn is now complete.



Robin Hood takes advantage of the unrest in Blyth and Tuxford to Recruit additional Merry Men...and then bribes a Henchman in Blyth to join their band!

The Sheriff now has the choice either to execute the Event, or to perform a Single Plot (a Plot in one space only). They opt for the latter – place their cylinder in the 'Single Plot' box. They choose to **Patrol** into Remston to secure the southern region of Nottinghamshire. The Sheriff may move any number of Henchman from adjacent spaces into a space selected as the destination for Patrol, and chooses to move in one Henchman from Mansfield and one Henchman from Bingham – do this now (note that Nottingham is not adjacent to Remston, as there is a river in the way). Then, they Reveal one Hidden Merry Man for every Henchman now in the destination (or one for every two Henchmen in Forest destinations) – flip the single Merry Man in Remston symbol end up to show that it is now Revealed and vulnerable to Capture in a future turn. Finally, the Sheriff pays 2 Shillings from their supply to the shared pool, and we reset Eligibility (Sheriff now to First Eligible, Robin Hood to Second Eligible) before drawing the next card from the Event deck.



The Sheriff's Henchmen close in on the solitary Merry Man in Remston.

Turn 3 – Capture and Disperse, Single Sneak

The new Event (SOCIAL BANDIT, #9) instructs the Sheriff to move two Carriages, one space each towards Nottingham. They move the Carriage in Southwell Forest first, directly into Nottingham without any accompanying Henchman, where it is immediately revealed – as it is a Tallage Carriage, the Sheriff shifts Royal Favour one step towards Order (to the silver ‘2’ space), then takes 5 Shillings from the pool to their supply. Then, they also move the Carriage in Blyth to Tuxford (along the Road), choosing to take one Henchman with it for additional protection. Finally, the Carriage that just reached Nottingham is removed to the ‘Used Carriages’ box – it will not be available to use again until the end of the next Royal Inspection.



One Carriage full of loot reaches Nottingham safely (and will shortly be moved to the Used Carriages box), while the other advances into Tuxford with its escort.

The Sheriff is now First Eligible, and they choose to perform Plots & Deeds – place their cylinder in the ‘Plots & Deeds’ box. They first decide to **Capture**, targeting Remston, the only eligible space with Henchmen and any Revealed Merry Men. As Remston is Revolting, it will take two Henchmen to Capture each Revealed Merry Man, but having planned ahead they are able to do so – move the Merry Man in Remston to the Prison box. Had they been able to Capture in any Forests or Submissive spaces they would remove one Merry Man for every Henchman there (or one Camp once all Merry Men were removed), and had they been able to Capture Robin Hood or remove any Camps, they would have shifted Royal Favour further towards Order. In this case the Capture Plot is now complete, despite targeting only one space – however, Capture does not cost any Shillings, so is always worth doing when possible.

Next, the Sheriff decides to make use of their newly ‘earned’ Shillings to perform a **Disperse** Deed in Blyth. Disperse costs 3 Shillings (move these from the Sheriff’s supply to the shared pool now), but allows the Sheriff to remove up to two pieces, even Hidden Merry Men, to Available (not Prison) – removing Camps only after all Merry Men have been removed from that space. It can only be conducted in Parishes with Henchmen, and sets the Parish to Revolting, but as Blyth is already Revolting this will not have any further negative effect for the Sheriff. Remove the two Hidden Merry Men in Blyth to the Available Forces box. The Sheriff’s turn is now complete.

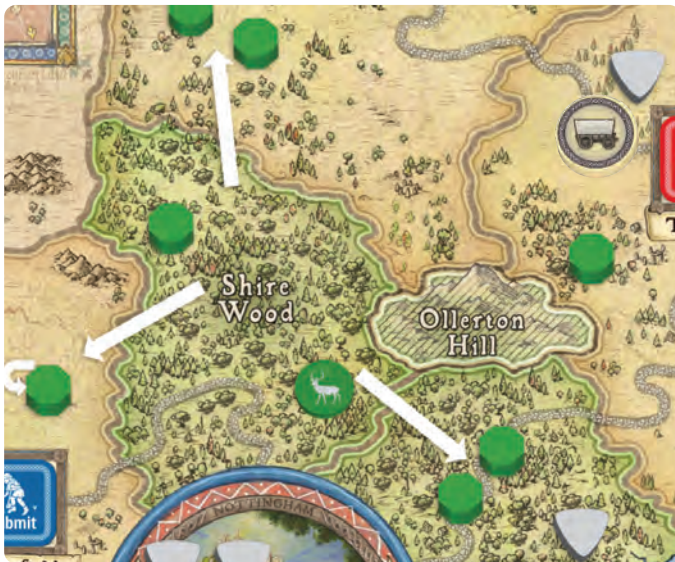


The Merry Men in Revolting Blyth are violently Dispersed by the Sheriff’s Henchmen.

Robin Hood is rapidly losing board presence, and decides to perform a Single **Sneak** Plot to regain some ground – place the green cylinder in the ‘Single Plot’ box now. The Sneak Plot selects origin rather than destination spaces, and then may move any Merry Men from selected origins to adjacent spaces, and so Robin Hood selects the crowded Shire Wood for the Single Sneak Plot.

They move one Merry Man to Southwell Forest (to prepare to Rob the Carriage that they know will have to move there next turn), two Merry Men to Blyth (to make it harder for the Sheriff to set the Parish back to Submissive), and the special Robin Hood piece to Mansfield. One Merry Man remains in Shire Wood to protect the Camp there. In this case all of the moved pieces are kept Hidden, with their symbol end down, meaning that the Sheriff player would not know where the special Robin Hood piece is now located. If any of the destinations had been Submissive *and* the number of moving Merry Men plus Henchmen in the destination were greater than three, the Merry Men would instead become – or stay – Revealed.

Finally, Robin Hood must pay 1 Shilling for the single origin space (move from their supply to the shared pool), then we reset Eligibility (Robin Hood to First Eligible and the Sheriff to Second Eligible) and draw the next Event card.



The Merry Men venture out from their Camp in Shire Wood.

Turn 4 – Rob and Donate, Pass

The next Event (FAST CARRIAGES, #22) shows a numeral '1' next to the Carriage symbol, so the Sheriff is forced to move the Carriage from Tuxford into Southwell Forest. They also bring one Henchman with it, as they are worried that the two Hidden Merry Men in Southwell Forest could attempt to Rob it – or perhaps they are bluffing...

Robin Hood is First Eligible, and they decide to take the bait and attempt to Rob the Carriage – place their cylinder in the 'Plots & Deeds' box. The **Rob** Plot can select up to three spaces with Hidden Merry Men (or the special Robin Hood piece even if it is Revealed), and then in each space they may choose to target either a Carriage there, a random Traveller drawn from the Traveller deck, or the Sheriff's Treasury (if Robbing in Nottingham).

Robin Hood first selects Southwell Forest, where the Merry Men will attempt to Rob the Carriage before it can reach Nottingham. First, they must declare how many Hidden Merry Men are taking part in the Rob attempt, and flip them Revealed – they decide to use both Merry Men (flip them to show their symbol end now).

Next, the Carriage counter is also flipped to reveal its contents – it's a Trap Carriage! To succeed at a Rob attempt the number of Merry Men taking part, plus the result on the special Rob die, must exceed the combined total of Henchmen in the space plus the target's Defense Value. Carriages usually have a Defense Value of 0, but Trap Carriages have a Defense Value of 2, plus the two Henchmen present means that the two Robbing Merry Men will need to roll a +3 to succeed! In Forests and Revolting Parishes they use the green Rob die, which does go up to +3, but only on one face, so they only have a 1-in-6 chance of succeeding.

The Robin Hood player rolls the green die and scores a +2, which is good but not quite enough: two Merry Men plus 2 from the die equals 4, and two Henchmen plus the Trap Carriage's Defense Value of 2 also equals 4, so the Rob attempt fails. Furthermore, any Merry Men who fail to Rob a Trap Carriage are immediately Captured and sent to Prison – move the two Merry Men in Southwell Forest to the Prison box now. The Trap Carriage remains where it is and stays revealed, but it will be able to move onwards into Nottingham on the next Carriage move.



The Sheriff lures two Merry Men into a trap in Southwell Forest.

The first Rob attempt did not go well, but the Robin Hood player may still Rob in up to two more spaces, and the Rob Plot does not cost any Shillings to perform, so it is usually worth Robbing as much as possible. The player next selects Blyth, where they will Rob a random Traveller.

First, they declare that both Hidden Merry Men will take part in the Rob attempt – flip them to Revealed now. Next, they draw the top card of the Traveller deck, which would normally be shuffled, but for the purposes of this example of play you should search through it and select one MONKS (#T6-8) card. The Monks have a Defense Value of 0 (marked on the shield symbol in the top left corner), and there is only one Henchman in Blyth, so the Rob will succeed on any die result other than a -1, giving a 4-in-6 chance of success on the green die used in Revolting Parishes. However, before rolling the Robin Hood player must choose which option on the Traveller card they are attempting, corresponding to the severity of their actions: the top unshaded option is less severe, with smaller rewards (only 1 Shilling), but no negative consequences for failure, while the bottom shaded option is more severe, with greater rewards (3 Shillings) for success, but will set the Parish to Submissive if they fail. In addition, if they succeed at the shaded option the card will be sent to the Victims Pile, which can have further negative consequences later in the game. Nonetheless, the Merry Men need the money so they choose the shaded option and roll the green Rob die – the result is a +1, so they succeed and take 3 Shillings from the shared pool, then place the MONKS card in a new Victims Pile. The two Merry Men remain Revealed, vulnerable to Capture in a future turn.



Some innocent Monks are brutally punished by the zealous Merry Men.

For their final Rob attempt the Robin Hood player selects Mansfield, and reveals the special Robin Hood piece before drawing another Traveller card: RICHARD AT THE LEA (#T5). This card has a Defense Value of 1, which means that Robin Hood would need to roll at least a +1 to succeed at the Rob attempt – and as this is a Submissive Parish they will be rolling the white die, giving them only a 2-in-6 chance of success. However, the shaded text on this Traveller card gives an alternative option – instead of rolling they can just pay 3 Shillings to set Retford to Revolting *and* place a Camp there, shifting Royal Favour one step towards Justice. They decide to select this option and loan Richard the 3 Shillings that they just stole from the Monks – move these back to the shared pool, then flip the Submissive counter in Retford to Revolting, place a Camp there from the Available Forces box (symbol side down), and shift the Royal Favour cylinder one step towards Justice (to the silver '1' space). Finally, the RICHARD AT THE LEA card is removed from the game when this option is chosen, so place it back into the box.



Robin Hood encounters Richard at the Lea and agrees to pay off his debts if he will join the revolt against the Sheriff.

The Robin Hood player may still select a Deed, and decides to **Donate**. The Donate Deed may select up to two Submissive Parishes with at least one Merry Man and at least as many Merry Men as Henchmen, then costs 2 Shillings in each selected Parish to set them to Revolting. As Mansfield is the only eligible Parish, the Robin Hood player transfers 2 Shillings to the shared pool and flips its Submissive counter to Revolting (do this now). Robin Hood's turn is complete.

The Sheriff is running low on Shillings again, and decides to Pass. They could get 1 Shilling for Passing and placing their Eligibility cylinder in the 'Single Plot' box, or 2 Shillings for placing it in the 'Event' box, so they decide to do the latter, as they still become First Eligible anyway. Place the Sheriff's silver Eligibility cylinder there and move 2 Shillings from the shared pool to the Sheriff's supply. Finally, reset the Sheriff to First Eligible and Robin Hood to Second Eligible, then draw the next Event card.

Turn 5 – Fortune Event

The next card (QUEEN ELEANOR, #3) is a Fortune Event, as indicated by the wheel of fortune symbol at the top of its text box. Neither player will take a normal turn on this card – instead we just execute the Event text and then draw the next card. The Sheriff usually never moves any Carriages on a Fortune Event, as indicated by the '0' numeral on the Carriage symbol at the top left of the card (the DAY OF MARKET Fortune Event is an exception, moving two Carriages). The Event text on QUEEN ELEANOR tells us that the Sheriff may first remove one NOBLE KNIGHT from the Travellers deck to the Victims Pile (they choose not to), then either shift Royal Favour one step towards Order if there are four or more cards in the Victims Pile, or else shift it one step towards Justice. In this case it is shifted one step towards Justice, to the green '1' space, then we draw the next Event card (without changing Eligibility).



Turn 6 – Patrol and Ride, Single Sneak

The next card (AMBUSH, #13) indicates that the Sheriff must move one Carriage, so they move the Trap Carriage from Southwell Forest into Nottingham, gaining them 2 Shillings (take these from the shared pool now) and shifting Royal Favour one step towards Order (to the silver '1' space), then placing the Carriage in the 'Used Carriages' box. The Sheriff is also First Eligible, but is not interested in the Event text. Instead, they decide to Patrol again, then perform a Deed. Place the Sheriff's Eligibility cylinder in the 'Plots & Deeds' box. They select Mansfield for **Patrol** first, moving in one Henchmen from Nottingham and one from Remston. Next they select Shire Wood, moving in both Henchmen from Southwell Forest and Revealing the Merry Man there (flip it symbol end up). Finally, they select Tuxford, choosing not to move in any additional Henchmen but still Revealing the Merry Man there (flip it symbol end up). This costs them 6 Shillings in total, 2 for each selected destination space – transfer these from the Sheriff's supply to the shared pool now.



The Sheriff's Henchmen Patrol across Nottinghamshire to restore order.

They can also perform a Deed, and decide to **Ride**, which allows them to move up to four Henchmen from Nottingham to one Parish, anywhere on the board. They decide to move just two Henchmen from Nottingham to restore order in distant Retford – do this now, then the Sheriff's turn is complete.

Robin Hood chooses to perform a Single **Sneak** Plot, paying 1 Shilling to select Mansfield as the origin, then moving the special Robin Hood piece to Remston and flipping it Hidden (symbol end down). Robin Hood has evaded capture for now! Reset Robin Hood to First Eligible and the Sheriff to Second Eligible, then draw the next Event card.



Robin Hood Sneaks into Revolting Remston.

Turn 7 – Recruit and Inspire, Single Hire

There are currently no Carriages remaining on the map, so we don't need to worry about moving any when the next card (GREAT ESCAPE, #11) is revealed. Robin Hood is First Eligible and the unshaded Event text could be attractive, but they also have two Camps under threat from Henchmen, so they decide to perform Plots & Deeds – place their cylinder in this box on the Initiative track. First they **Recruit** in Blyth to place a Camp – remove one Merry Man there to the Available Forces box, then place a Camp from the Available Forces box in Blyth, symbol side down, and shift Royal Favour one step towards Justice (to the green '1' space). Then they Recruit at the Camps in Shire Wood and Retford – place two Merry Men from the Available Forces box in each space, all Hidden. This costs 3 Shillings in total, 1 for each Recruit space – move these from Robin Hood's supply to the shared pool.



The Merry Men Recruit in Blyth, Retford, and Shire Wood.

For their Deed Robin Hood decides to **Inspire** using the special Robin Hood piece. This Deed allows them to reveal Robin Hood (he must be Hidden to use this Deed) to either set the Parish he's in to Revolting if it is currently Submissive, or shift Royal Favour one step towards Justice if the Parish is already Revolting. Revealing the special Robin Hood piece in Revolting Remston shifts Royal Favour one step towards Justice (move it to the green '2' space). Robin Hood's turn is now complete.



Robin Hood performs Inspiring Deeds in Revolting Remston

The Sheriff would like to Capture Robin Hood in Remston, but there is only one Henchman there, and two Henchmen are required to remove any pieces with Capture in a Revolting Parish. Instead they decide to do a Single Hire Plot, selecting Mansfield and paying 2 Shillings just to set it to Submissive, without placing any additional Henchmen (move 2 Shillings from the Sheriff's supply to the shared pool, then flip the Revolting counter in Mansfield to its Submissive side). When the Sheriff Hires in a Revolting space with more Henchmen than Merry Men they pay 2 Shillings to set it to Submissive, but do not get to place any Henchmen there. The Sheriff's turn is now complete, so reset Eligibility and draw the next card.

Royal Inspection

The next card is a ROYAL INSPECTION (#31 or #32), which always happens after each set of six regular Events and one Fortune Event – this full sequence is called a Ballad. First, if there were any Carriages on the map we would move one towards Nottingham, as indicated by the Carriage number at the top left of the card. Next, we proceed with the five phases of the Royal Inspection Round, which are summarized on the inside of each player screen:

1. Unrest Phase: We check the number of Submissive Parishes, and adjust Royal Favour accordingly. As there are three Submissive Parishes, Royal Favour shifts only one step towards Justice (move the cylinder to the green '3' space). If Royal Favour was now at 5 in either direction the game would end, with Robin Hood winning at Justice 5 or higher and the Sheriff winning at Order 5 or higher. This is not the case, so we continue to the next phase.

2. Mischief Phase: The Robin Hood player gains 1 Shilling for every Camp in a Forest space (indicated as a reminder by placing them symbol side up, in this case just 1), then they may also Rob in one space. They decide to Rob in Shire Wood, Revealing the two Hidden Merry Men there and drawing a NOBLE KNIGHT (#T3 or #T4) from the Travellers deck. This Noble Knight has a Defense Value of 2, which combined with the two Henchmen in Shire Wood means they will need to roll a +3 on the green Rob die to succeed (as only the two Merry Men that were just Revealed are counted for the Rob attempt, not the one that was already Revealed there) – possible, but only a 1-in-6 chance. They decide to pick the safer unshaded option, because if they fail on the shaded option both Merry Men will be Captured and sent to Prison. They roll and score a '0', so the attempt fails but there is no negative consequence. Place the NOBLE KNIGHT card in a new Travellers deck discard pile. Next, the Robin Hood player could choose to Donate in up to two Parishes where they have at least as many Merry Men as there are Henchmen, but there are no eligible Parishes, and in any case, they do not have many Shillings remaining. Finally, half (rounding down) of the remaining Merry Men in Prison are also returned to Available Forces (in this case just one – do this now).

3. Governance Phase: The Sheriff gains 1 Shilling for each Submissive space (including Nottingham) – in this case, 4 Shillings. Then, they remove to Available Forces half (rounded down) of all Henchmen in Revolting Parishes – in this case, just one Henchman is removed from Retford. Finally, they set any Revolting Parish where Henchmen now outnumber Merry Men to Submissive – in this case, none.

4. Redeployment Phase: First, the Sheriff must move all Henchmen back to Submissive spaces, and may choose to move any other Henchmen to Nottingham. They move the three Henchmen in Blyth, Retford, and Tuxford to Newark, the two Henchmen in Shire Wood to Bingham, and the one Henchman in Remston to Mansfield. They also recover all Carriages from the 'Used Carriages' box (place them back on the Sheriff's player mat). Next Robin Hood must first return the special Robin Hood piece to any map space if it is in Available Forces, then flip all Merry Men to Hidden, and must move all Merry Men from Submissive spaces to any Parishes with Camps or any Forest spaces (and may also move Merry Men between such spaces). They choose to move the Merry Man in Tuxford to Blyth, and the special Robin Hood piece to Shire Wood.

5. Reset Phase: Shuffle the Traveller discard pile back into the Traveller deck. Set Robin Hood to First Eligible and the Sheriff to Second Eligible, then draw the next Event card and continue play.

Next Steps

You now know everything that you need to play *A Gest of Robin Hood*, including the sequence of play, how to execute Events, and how to perform both players' full sets of Plots and Deeds. There are a couple of small options we did not see during the example of play, such as the ability to flip Merry Men back to Hidden with Recruit at Camps, or the Swashbuckle Deed, but these should be easy to figure out. One other thing to remember is that the Sheriff can shift Royal Favour towards Order by using Capture to remove Camps or send the special Robin Hood piece to Prison.

You can continue this game now by constructing the rest of the deck – shuffle together the remaining regular Event cards and deal out two stacks of four cards each, add a random Fortune Event to each pile and shuffle them again, then deal two more regular Events to the top of each pile. Finally, place one pile on top of KING RICHARD'S RETURN, place a ROYAL INSPECTION card on top of this pile, and place the second pile on top of that pile. You will continue to draw from this deck until you reach KING RICHARD'S RETURN and the game ends, with whoever is further towards Justice or Order winning at that point. Robin Hood may seem to be in a strong position now, but they have very few Shillings, and the Sheriff is in a good position to pacify Remston and secure the southern half of the board while they push back into the rebellious north. Good luck!



The board at the end of the example of play

4.0 Teaching Guide

Now that you know how to play the game, all that's left is to introduce it to your friend or gaming partner. How best to do this will depend on how your partner prefers to learn a new game – here we assume a player who likes to know most of the rules of a game before they begin playing, but if they are comfortable with a 'rolling teach' that explains rules as they come up you could stop after point 5 and simply begin playing. Teaching the game according to the sequence below will take around 30 minutes, and the game itself should take around two hours to play, so budget at least three hours for your first game (with experience this should come down below two hours):

1. Set up the game before your playing partner arrives, with all the pieces out on the board and the Event and Traveller decks constructed.
2. Introduce the topic of the game (peasant revolt and rural banditry in 12th-century Nottinghamshire) and the role of the two players (heroic Robin Hood and the villainous Sheriff of Nottingham). Assign a role to each player and lay out the player mats, screens, available pieces, and starting Shillings.
3. Explain that victory is determined by the position of Royal Favour (Justice for Robin Hood, Order for the Sheriff), and summarize the main ways of shifting this (these are also listed on the inside of each player screen).
4. Indicate the different kinds of spaces (Nottingham, Forests, and Parishes) and other features of the board (Royal Favour and Initiative tracks, Prison box, the roads that Carriages move along, and the distinction between regular and river borders).
5. Turn over the first Event card and describe the general sequence of play, explaining the differences between a Single Plot, Event, and Plots & Deeds.
6. Review the available Plots and Deeds for each faction, and describe the different pieces available to them (Merry Men, Camps, Henchmen, and Carriages).
7. Start playing, providing further details and clarifications as necessary. Ideally both players should understand that this is a learning game, and that mistakes will be made – the best way to learn is by getting involved!

Robin Hood and Guy of Gisborne

This ballad, set in Yorkshire's Barnsdale area, is the earliest written appearance of Guy of Gisborne. It was part of a collection of manuscripts acquired by Thomas Percy and later included in his 1765 publication *Reliques*. The manuscript likely dates to the fifteenth century, and there are debates about whether it is older than "Robin Hood and the Monk".

When shawes beene sheene and shradds full fayre,
And leeves both large and longe,
Itt is merry, walking in the fayre forrest,
To heare the small birds singe.

The woodweele sang, and wold not cease,
Amongst the leaves a lyne.
"And it is by two wight yeoman,
By deare God, that I meane.

"Me thought they did mee beate and binde,
And tooke my bow mee froe;
If I bee Robin a-live in this lande,
Ile be wrocken on both them towe."

"Sweavens are swift, master," quoth John,
"As the wind that blowes ore a hill,
For if itt be never soe lowde this night,
To-morrow it may be still."

"Buske yee, bowne yee, my merry men all,
For John shall goe with mee,
For Ile goe seeke yond wight yeomen
In greenwood where the bee."

The cast on their gowne of greene,
A shooting gone are they,
Untill they came to the merry greenwood,
Where they had gladdest bee;
There were the ware of wight yeoman,
His body leaned to a tree.

A sword and a dagger he wore by his side,
Had beene many a mans bane,
And he was cladd in his capull-hyde,
Topp, and tayle, and mayne.

"Stand you still, master," quoth Litle John,
"Under this trusty tree,
And I will goe to yond wight yeoman,
To know his meaning trulye."

"A, John, by me thou setts noe store,
And thats a farley thinge;
How oft send I my men beffore,
And tarry myselfe behinde?"

"It is noe cunning a knave to ken,
And a man but heare him speake;
And itt were not for bursting of my bowe,
John, I wold thy head breake."

But often words they breeden bale,
That parted Robin and John;
John is gone to Barnsdale,
The gates he knowes eche one.

And when hee came to Barnesdale,
Great heavinesse there hee hadd;
He found two of his owne fellowes
Were slaine both in a slade,
And Scarlett a foote flyinge was,
Over stockes and stone,
For the sheriffe with seven score men
Fast after him is gone.

“Yett one shoote Ile shoote,” sayes Litle John,
“With Crist his might and mayne;
Ile make yond fellow that flyes soe fast
To be both glad and faine.”

John bent up a good yeiwe bow,
And fetteled him to shoote;
The bow was made of a tender boughe,
And fell downe to his foote.

“Woe worth thee, wicked wood,” sayd Litle John,
“That ere thou grew on a tree!
For this day thou art my bale,
My boote when thou shold bee!”

This shoote it was but looselye shott,
The arrowe flew in vaine,
And it mett one of the sheriffes men;
Good William a Trent was slaine.

It had beene better for William a Trent
To hange upon a gallowe
Then for to lye in the greenwoode,
There slaine with an arrowe.

And it is sayd, when men be mett,
Six can doe more then three:
And they have tane Litle John,
And bound him fast to a tree.

“Thou shalt be drawn by dale and downe,”
quoth the sheriffe,
“And hanged hye on a hill.”
“But thou may fayle,” quoth Litle John,
“If itt be Christs owne will.”

Let us leave talking of Litle John,
For hee is bound fast to a tree,
And talke of Guy and Robin Hood,
In the green woode where they bee.

How these two yeomen together they mett,
Under the leaves of lyne,
To see what marchandise they made
Even at that same time.

“Good morrow, good fellow,” quoth Sir Guy;
“Good morrow, good felow,” quoth hee,
“Methinkes by this bow thou beares in thy hand,
A good archer thou seems to be.”

“I am wilfull of my way,” quoth Sir Guye,
“And of my morning tyde.”
“Ile lead thee through the wood,” quoth Robin,
“Good felow, Ile be thy guide.”

“I seeke an outlaw,” quoth Sir Guye,
“Men call him Robin Hood;
I had rather meet with him upon a day,
Then forty pound of golde.”

“If you tow mett, itt wold be seene whether were better
Afore yee did part awaye;
Let us some other pastime find,
Good fellow, I thee pray.

“Let us some other masteryes make,
And wee will walke in the woods even;
Wee may chance meet with Robin Hoode
Att some unsett steven.”

They cutt them downe the summer shroggs
Which grew both under a bryar,
And sett them three score rood in twinn,
To shoote the prickes full neare.

“Leade on, good fellow,” sayd Sir Guye,
“Lead on, I doe bidd thee.”
“Nay, by my faith,” quoth Robin Hood,
“The leader thou shalt bee.”

The first good shoot that Robin ledd
Did not shoote an inch the pricke froe;
Guy was an archer good enoughe,
But he cold neere shoote soe.

The second shoote Sir Guy shott,
He shott within the garlande;
But Robin Hoode shott it better than hee,
For he clove the good pricke-wande.

“Gods blessing on thy heart!” sayes Guye,
“Goode fellow, thy shooting is goode,
For an thy hart be as good as thy hands,
Thou were better then Robin Hood.

“Tell me thy name, good fellow,” quoth Guy,
“Under the leaves of lyne.”
“Nay, by my faith,” quoth good Robin,
“Till thou have told me thine.”

“I dwell by dale and downe,” quoth Guye,
“And I have done many a curst turne;
And he that calles me by my right name
Calles me Guye of good Gysborne.”

“My dwelling is in the wood,” sayes Robin,
 “By thee I set right nought;
 My name is Robin Hood of Barnesdale,
 A fellow thou has long sought.”

He that had neither beene a kithe nor kin
 Might have seene a full fayre sight,
 To see how together these yeomen went,
 With blades both browne and bright.

To have seene how these yeomen together fought,
 Two howers of a summers day;
 Itt was neither Guy nor Robin Hood
 That fettled them to flye away.

Robin was reachles on a roote,
 And stumbled at that tyde,
 And Guy was quicke and nimble with-all,
 And hitt him ore the left side.

“Ah, deere Lady!” sayd Robin Hoode,
 “Thou art both mother and may!
 I thinke it was never mans destynye
 To dye before his day.”

Robin thought on Our Lady deere,
 And soone leapt up againe,
 And thus he came with an awkarde stroke;
 Good Sir Guy hee has slayne.

He tooke Sir Guys head by the hayre,
 And sticked itt on his bowes end:
 “Thou hast beene traytor all thy liffe,
 Which thing must have an ende.”

Robin pulled forth an Irish kniffe,
 And nicked Sir Guy in the face,
 That hee was never on a woman borne
 Cold tell who Sir Guye was.

Saies, “Lye there, lye there, good Sir Guye,
 And with me be not wrothe;
 If thou have had the worse stroakes at my hand,
 Thou shalt have the better cloathe.”

Robin did his gowne of greene,
 On Sir Guye it throwe;
 And hee put on that capull-hyde,
 That cladd him topp to toe.

“The bowe, the arrowes, and litle horne,
 And with me now Ile beare;
 For now I will goe to Barnsdale,
 To see how my men doe fare.”

Robin sett Guyes horne to his mouth,
 A lowd blast in it he did blow;
 That beheard the sheriffe of Nottingham,
 As he leaned under a lowe.

“Hearken! hearken!” sayd the sheriffe,
 “I heard noe tydings but good,
 For yonder I heare Sir Guyes horne blowe,
 For he hath slaine Robin Hoode.

“For yonder I heare Sir Guyes horne blow,
 Itt blowes soe well in tyde,
 For yonder comes that wight yeoman,
 Cladd in his capull-hyde.

“Come hither, thou good Sir Guy,
 Aske of mee what thou wilt have.”
 “Ile none of thy gold,” sayes Robin Hood,
 “Nor Ile none of itt have.”

“But now I have slaine the master,” he sayd,
 “Let me goe strike the knave;
 This is all the reward I aske,
 Nor noe other will I have.”

“Thou art a madman,” said the shiriffe,
 “Thou sholdest have had a knights fee;
 Seeing thy asking bee soe badd,
 Well granted it shall be.”

But Litle John heard his master speake,
 Well he knew that was his steven;
 “Now shall I be loset,” quoth Litle Iohn,
 “With Christs might in heaven.”

But Robin hee hyed him towards Litle John,
 Hee thought hee wold loose him belive;
 The sheriffe and all his companye
 Fast after him did drive.

“Stand abacke! stand abacke!” sayd Robin;
 “Why draw you mee soe neere?
 Itt was never the use in our countrye
 One’s shrift another shold heere.”

But Robin pulled forth an Irysh kniffe,
 And losed John hand and foote,
 And gave him Sir Guyes bow in his hand,
 And bade it be his boote.

But John tooke Guyes bow in his hand
 His arrowes were rawstye by the roote;
 The sherriffe saw Litle John draw a bow
 And fettle him to shoote.

Towards his house in Nottingham
 He fled full fast away,
 And soe did all his companye,
 Not one behind did stay.

But he cold neither soe fast goe,
 Nor away soe fast runn,
 But Litle John, with an arrow broade,
 Did cleave his heart in twinn.