

# SHERIFF OF NOTTINGHAM®

## Frequently Asked Questions

To learn more about the rules for Sheriff of Nottingham please check the full rulebook here (<http://www.arcanewonders.com/resources-downloads>) or the Watch It Played video here (<http://www.arcanewonders.com/arcanewonders/sheriff-of-nottingham-watch-it-played>).



**Q:** In the Inspection Phase, is the threatened player the only one who can negotiate with the Sheriff?

**A:** No. Any player can get involved in the negotiations. The Sheriff is the focus of this phase, but it's meant to be very open. The rules were not meant to hamstring player interactions.

**Q:** When scoring at the end of the game, what happens if you've smuggled *Arcane Scrolls* into the city?

**A:** A player who has smuggled *Arcane Scrolls* into the city is not eligible for any of the King or Queen bonuses. However, if they have enough of one of the legal goods to qualify then no one gets that bonus.

*Example: Robin Hood has nine apples and Little John has seven apples. They would receive the King and Queen bonuses respectively, except Little John has smuggled in an Arcane Scroll and so will not be eligible for the Queen bonus. Will Scarlet has six apples, but since he is not second place he cannot get the Queen bonus.*



**Q:** How does *Feast Plate* work?

**A:** This card is contraband, and so if inspected you will be penalized for it. At the end of the game when scoring happens, any *Feast Plate* you've smuggled into town becomes any legal goods of your choice. One at a time each player declares what goods each *Feast Plate* will be, starting with the player who was Sheriff first and going clockwise. This makes the *Feast Plate* count towards the King and Queen bonuses and have the gold value of the chosen goods.

*Example: Friar Tuck has smuggled in two Feast Plates. At the end of the game he decides to make one of them Cheese, giving him more Cheese than any other player and the King bonus. He makes the other Feast Plate into Chickens. That makes the Feast Plate worth four gold.*

**Q:** Does anything happen if one of the discard piles is emptied?

**A:** No. If one of the discard piles is completely emptied, then it remains that way until a player decides to discard into it.

**Q:** How does *Royal Summons* work?

**A:** It functions as any other contraband if you are not inspected. However, if you are inspected, then you only get the special effect if all of the other goods in your bag are the type you declared, otherwise you must discard it as contraband. The Sheriff will only pay the



penalty on the items actually in the bag and the eight gold extra from Royal Summons. If otherwise telling the truth, as in all of your goods other than Royal Summons are the goods you declared, then even if inspected Royal Summons will be placed in your contraband pile. It would only ever be discarded upon inspection if you were lying about the remaining contents of your bag.

*Example: Will Scarlet declares he has five Chickens. The Sheriff searches his bag, revealing four Chickens and a Royal Summons. Because Will is telling the truth, other than Royal Summons, the Sheriff owes him eight gold for the Chickens and eight gold for the Royal Summons. Then Will's Chickens and Royal Summons are placed in his merchant stall. If he had three Chickens, a Cheese, and a Royal Summons then Will would have owed the Sheriff two gold for the Cheese, and the Cheese and Royal Summons would have been discarded.*



Q: When is a deal considered complete?

A: A deal is considered complete when an **offer is accepted**. Most of the time this should be fairly intuitive. The Sheriff may say, "I will let your bag pass for 5 gold." If the merchant accepts that offer, then the deal is complete. The merchant must pay the Sheriff the 5 gold and the Sheriff **must** let their bag pass. An **offer** is a specific deal proposed. It contains clear and specific conditions, such as, "I will let you pass, if you pay me 5 gold." The rest of the negotiation is haggling. Until there is a clear **offer** to accept or reject then everything is still open. However, be careful of your wording and your suggestions as it is possible the other party may accept your **offer** when you were hoping to continue negotiating. If there is any confusion about when an **offer** is accepted, then just use the word "deal". If you accept, responding with "deal" is a clear way to finish the **offer**. To conclude you simply carry out the deal and conclude by returning the merchant bag.

Q: How does *Gambler's Risk* work?

A: At the beginning of the game, if you decide to use the promo card *Gambler's Risk*, then each merchant gets the one matching the color of their merchant stall and bag. Each player may play their *Gambler's Risk* once that game. They have to declare they're using *Gambler's Risk* **before** a deal is completed. Once an **offer is accepted** you can no longer use *Gambler's Risk* on that bag. Once a player has declared that they're using their *Gambler's Risk* then the other player may accept an offer, refuse the offer, or make a counter offer. The Sheriff could decide the risk is too high and allow the merchant to pass without inspection. Once a player uses their *Gambler's Risk* it cannot be revoked, and they cannot use that card again this game. If two *Gambler's Risk* are played on the same deal then the penalties are **quadrupled!** If the Sheriff falls victim to a *Royal Summons* then *Gambler's Risk* will double its effect as well.

