

GAME RULES



HEADLESS HORSEMAN

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Obsessed with completing tomorrow's lesson plan you have burned the candles to the nub. Standing up a yawn catches you by surprise, because it could be that late, could it? So do you dare to leave the relative safety of the School House after dark and traverse the Haunted Forest hoping to make it home before the witching hour is upon you?

Ichabod, has heard all the stories but does not believe in Specters, nor the fancies of the uneducated peoples folklore, shaking his head he grabs his cloak and heads out the door.

Ichabod unhitches his horse and climbs on. Riding at leisurely pace, he is enjoying the brisk fresh night air and the sounds of the nocturnal creatures as he rides. Humming a little tune he suddenly stops and realizes that this patch of forest is much darker than he remembers, and straining an ear, he listens for what should be a cacophony of night time forest noises.

When he started his journey there were crickets and tree frogs blasting out their harmony, while the occasional owl would add its tune to the mix. Now there is dead silence and he can barely see through the darkness of the forest. The full moon isn't even providing enough light to illuminate silhouettes of the trees overhead. Ichabod also notices that it feels a little colder than before, so pulls his cape a little tighter around him as he nudges his horse a little faster.

The quiet is deafening and his steed is now starting to shiver and wicker softly, Ichabod's head is swiveling, trying to see what is exciting Gunpowder. Not seeing anything, he lets out a small chuckle and chides himself for falling prey to the children's tales so often told this time of year. Moving hesitantly a few yards further, his nose twitches as he catches whiff of something, but it's too faint to tell what it is, but Gunpowder must have smelled it too because he comes to an abrupt stop almost dislodging his rider from his saddle.

Now standing in the path, both rider and horse raise their muzzles in the air and both take a big snort of air. They both get a nose full of what appears to be rotten eggs, rearing up at the violation of his nose, Gunpowder bolts forward, causing the waif of a school teacher to grab the horse around the neck with both hands to keep from being unseated and screaming, like kids at recess. Ichabod tries to reign in his horse, but before he can do so a dark shape materializes out of the darkness. Not clear in the ink of night, a flaming light flares to life...Ichabod can not dispute the childrens stories any longer, as a man sits silently atop a massive hellish black horse holding a flaming pumpkin in one hand and a sword in another.

Gunpowder suddenly turns to flee and looking back the rider and horse suddenly jump to a gallop, neither making any noise. One last look back at his predator, he notices that this creature does not have a head when abruptly, the rider hurls the flaming pumpkin straight for him. Barley dodging the throw, Ichabod wants to only think about how he should have stayed at school and how will he now survive to make it to the bridge and safety, but he can't, he doesn't have the time, because now he has to **RUN!**

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Headless Horseman Game Overview

Object of Game: Maneuver Ichabod Crane from his School House, through the dark forest while evading the Headless Horseman to reach the safety of the covered bridge.

Winning the Game: The first player to get their Ichabod Crane play piece to the bridge wins, if all players are turned into Headless Horseman, everyone is bound to the haunted forest to roam looking for more victims for all eternity!

Game Contents

- (8) 6-Sided Die – This Die is used for determining who goes first, Pumpkin Throws and all defensive rolls during battle
- (8) 12-Sided Die – This Die is used for all attack rolls during battle
- (1) 10-Sided Die – This Die is used to by Ichabod Player to Banish the Headless Horseman to a Graveyard
- (8) Colored Ichabod Crane (IC) Play Pieces
- (8) Colored Headless Horseman (HH) Play Pieces
- (9) Church Hex Pieces
- (9) Graveyard Hex Pieces
- (8) Spinner/Health Score Boards
- (108) Ichabod Crane Movement Cards
- (108) Headless Horseman Movement Cards
- (6) Curse Cards - Ichabod
- (2) Curse Cards - Headless Horseman
- (45) Ability Cards for Ichabod and Headless Horseman – Game Variant
- (16) Colored Gems

Game Board Information

Game Board

- The game board has 4 permanent locations depicted pictorially: Sleepy Hollow School House, Headless Horseman's Mausoleum, Sleepy Hollow Church and the Infamous Sleepy Hollow Covered Bridge.
- There are eight main paths that lead away from the School House, these interconnect with each other as move across the board to the covered Bridge where they combine into just four paths.
- At various intersections there are Blue Hex spaces, where the play must spin to see which direction they move.
- There are 18 voids on the board with enter/exit paths, players will place either a Church or Graveyard at these locations at the beginning of game play.

Church Hex Chips

- Safe havens for Ichabod Crane, Headless Horseman cannot enter nor cross a Church location.
- Churches count as a (1) space when moving through them if holding a movement card that allows this.
- Ichabod cannot cross a Church on the same turn, he must stop once inside the confines of the Church thus ending his turn, unless, a "Enter a Church and Exit a Church on the Same Turn" card is played in conjunction with a movement card.
- Ichabod Crane can regenerate 100% of health points if he chooses to stop at a Church on their turn.
- If playing the "Enter a Church and Exit a Church on the Same Turn" or "Go to Nearest Church and Start your Turn" card is played then Ichabod also automatically regenerates his health 100%.

Graveyard Hex Chips – *yes, we understand that technically these spaces should be called a "Cemetery".*

- Only a Headless Horseman can enter a Graveyard, Ichabod Crane cannot enter nor cross a Graveyard location.
- Headless Horseman can cross a Graveyard without stopping, a Graveyard is counted as (1) space as part of the movement card play.

- A Headless Horseman will automatically regenerate 100% of health points upon entering a Graveyard.
- Headless Horseman can use a Graveyard to transport himself to any other Graveyard on the game board if playing one of the Spectral Transport cards.

Covered Bridge

- The Covered Bridge is the final winning space for Ichabod Crane. Once an Ichabod character reaches the bridge, without being captured by the Headless Horseman, he/she wins the game.
- During the pursuit of an Ichabod Crane, the Headless Horseman can use the Covered Bridge as a space to cross paths to cut off Ichabod in his attempt to reach the Covered Bridge.

Spinner/Hit Point Indicator

The combination Spinner and Hit Point card is used during game play to add variability to the game. This card is also used to track a player's hit points for battles as either Ichabod or the Headless Horseman.

Spinner Quadrants

- **Take Path to the Left:** Player takes path on the Left as entering the intersection.
- **Take Path to the Right:** Player takes path on the Right as entering the intersection.
- **Go Back # Spaces:** Player from the Blue Hex goes backwards the number of spaces then finishes the count from their original card play before stopping on the Blue Hex.

Example: Player selects a movement card of 7 and starts moving their play piece, at the 4th space is the Blue Hex, the Spinner is flipped and lands on, "Go Back 4 Spaces". The play piece is moved backwards 5 spaces, the player then moves the play piece the remaining 3 spaces forward again to complete their turn. This may require the player to cross the blue hex again and spin to determine which path to take.
- **Take Any Path:** Player gets to select the path they want to take.
- **Go to the nearest Church or Graveyard:** Player, depending on character, must move to the nearest church or graveyard by path space count, this may be a church that is behind them.

Player Objectives

Ichabod Crane Objective: Be the first player to reach the Covered Bridge to Win the Game.

Headless Horseman Objective: Prevent all Ichabod Cranes from reaching the covered bridge and escaping to freedom.

Player Movement Cards and Action Cards

Ichabod Crane Card Information

Ichabod cards are made up of movement cards 2 thru 8. In addition to these there are also special ability cards that can be used during the game to assist him with escaping the Headless Horseman players.

- **Number Cards** – used to move Ichabod Crane through the Haunted Forest
- **Take Any Path** – This card can be played in lieu of spinning when on a blue hex. Best used when being chased by a Headless Horseman.
- **Mirror of Manifestation** – This card is played after a Headless Horseman throws a pumpkin at an Ichabod player. If the Headless Horseman hits the Ichabod with a pumpkin, then the Ichabod player roles a 6-sided or 12-sided die, depending on how many players to deflect the pumpkin.
- **Banish Headless Horseman** – This card can be played at any time while battling the Headless Horseman to stop the battle and send the Headless Horseman to a Graveyard, indicated by Ichabod's roll of the D10.

- **Go to Nearest Church and Recover All Hit Points Instantly, Then Start Turn** – This card allows Ichabod to move to the nearest Church and recover all hit points then start their turn. This card does allow the Ichabod player to move forward on the game board if that Church is the nearest one to the player.
 - **Enter any Church and Exit that Church on Any Path on the Same Turn** – This card allows Ichabod to enter any church and exit that church on the same turn, it also allows Ichabod to recover all hit points. This card does not allow a player to jump to a church and enter/exit, this card is played in conjunction with a movement card.
- Note:** If a player does not hold any numbered movement cards, the player can roll a 6-sided die and move the number indicated. After moving the player then discards 1 card and draws a new one to maintain 6 cards

Headless Horseman Card Information

Headless Horseman cards are made up of movement cards 2 thru 9. In addition to these there are also special ability cards that can be used during the game to assist him with catching Ichabod players.

- **Number Cards** – Used to move Headless Horseman through the Haunted Forest
 - **Defense Against Banishment** – Play this card when an Ichabod plays a Banishment card during battle, this prevents Ichabod from sending the Headless Horseman to a Graveyard or Mausoleum.
 - **Spectral Transport to Any Graveyard and Start Your Turn** – This card allows the Headless Horseman to move immediately to any graveyard on the board and start their turn.
 - **Enter Any Graveyard and Spectral Transport to Any Other Graveyard and Exit on the Same Turn** – This allows the Headless Horseman to enter one graveyard and exit any other graveyard on the board in a single turn. This card does not allow a player to jump to a church and enter/exit, this card is played in conjunction with a movement card.
- Note:** If a player does not hold any numbered movement cards, the player can roll a 6-sided die and move the number indicated. After moving the player then discards 1 card and draws a new one to maintain 6 cards

Movement through Blue Hex Spaces

Blue Hexes are found at intersections along various paths through the forest. If a player comes to a blue hex, they must stop and spin the spinner.

- As Ichabod and his horse is “fleeing for his life” from the Headless Horseman when he comes to an intersection (Blue Hex), wits of both man and horse may not be intact for a split-second decision on which direction he should go. To simulate this, a spinner is used instead of allowing a player to make this decision.
- As Headless Horseman is “pursuing his prey” he too, along with his horse, must make same split-second decision to follow or try another path to cut off his quarry, which may not have the intended results.

After spinning, the player must then follow the path indicated by the pointer and finish their remaining moves in the direction indicated. The spinner will tell the player which direction on the path they must take: left, right, go backwards, any path or go to the nearest church/graveyard.

- The direction indicated by the spinner is determined by the direction the Player is moving into the blue hex space to know which direction, left or right.
- An Ichabod Crane player can also play the “Take Any Path” card instead of spinning for direction, however, this card has to be played before they have spun the arrow. If the player forgets and spins the arrow, then a “Take Any Path” card cannot be played.
- The player cannot change their direction of movement once they cross the blue hex as directed by the spinner and must finish out the remaining moves based on their movement card.
- If a player spins and the arrow lands on a “Go Back” space then that player moves backward on the path they entered the blue hex, once the player goes backward, they can then move their piece forward the remaining movements left.

Note: This may allow the same player to again encounter the blue hex at which time they will spin again to determine the direction they need to go to complete their turn.

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Curse Card Information

This card is used to determine which player(s), at the beginning of the 4th round, will be struck by the curse and die to only be reborn as the Headless Horseman. Depending on the number of players, it will determine how many Ichabod Crane players will initially be transformed into the Headless Horseman.

- 2-5 players – 1 Headless Horseman
- 6-8 players – 2 Headless Horseman

Example: if there are 5 players then there should be (4) Ichabod Crane cards and (1) Headless Horseman Card.

At the beginning of the 4th round, someone will sort the Curse cards to select the correct number of Ichabod and Headless Horseman cards based on the number of players. Once sorted the dealer will shuffle all cards and deal one card to each person at the table. **Important:** *Players are not allowed to look at these cards.*

In order of game play as each player starts their turn, they will flip over the Curse card and depending on what is shown they will proceed with game play. (see “How Play” below for more information)

How to Play The Game

1. All Players begin the game as Ichabod Crane and select Ichabod character color
2. All players are given a 12-sided and 6-sided die
3. All players place Ichabod Crane game pieces on the School House.
4. All players are dealt 6 cards from the Ichabod card pile, players are allowed to look at their cards at this time.
5. Each player rolls the 6-sided die, lowest number goes first. If there is a tie then those players continue rolling until the lower number wins.
6. **Church and Graveyard Placement** – Player one starts by selecting either a Churches and Graveyard and placing it on any available location on the game board. In clockwise order, churches and graveyards are alternated by each player based on first one placed until all are placed.

Example: Player #1 starts placing a single Church or Graveyard on the board, Player #2 then places an alternating single Church or Graveyard on the board, then player 3, player 4, etc. until all players have placed one Church or Graveyard on the board.

Note: Be aware that placement of the Churches and Graveyards are strategic to the play of the game and will affect how the game progresses.

7. The First player to start selects one movement card from their hand to play and moves their play piece as indicated by the card along the path they have chosen. After moving the player then draws 1 card to maintain 6 in hand.
 - Ichabod cannot use the “Go to nearest Church...” card in the first 3 rounds of the game.
 - Like Players cannot occupy the same hex at the anytime during the game.

Note: Players can pass by other players on the same path, however, if the dice roll total indicates you stop on a hex occupied by another player then the player needs to stop movement short of the occupied space.

8. **Curse Card Play** - At the beginning of 4th Round, following player order, everyone draws one “Curse” card.
 - **DO NOT Look at this card or show this card to the other players.**
9. Round Four begins with first player on their turn, turning over the “Curse” card indicating if he will proceed as Ichabod or Headless Horsemen.
10. After the first player’s turn is over, the second player turns over their “Curse” card before their next move and so on...

- Whoever draws the Headless Horseman card will immediately change out their play piece with the same color Headless Horseman piece and place it on the Mausoleum in the center of the board.
- This player will also change out the 6 Ichabod movement cards in their hand with 6 Headless Horseman movement cards. Once this is completed, the Headless Horseman can then play one of the movement cards and exit the Mausoleum at any of the connected paths.

11. The Headless Horseman then starts chasing down all the Ichabod players to prevent them from reaching the Safety of the Bridge and winning the game.

Headless Horseman Pumpkin Attack: If the Headless Horseman ends his turn within 3 spaces of an Ichabod then the Headless Horseman has the option of throwing a “Flaming Pumpkin” at the Ichabod player, the Headless Horseman cannot throw more than 1 pumpkin per round. To do so it costs the Headless Horseman 2 hit points and the Headless Horseman player rolls the 6-sided die to see if the pumpkin hits Ichabod. See chart below for roll/space combinations:

PUMPKIN ATTACK	
Spaces From Ichabod	Die Roll To Hit
3	1-2
2	1-3
1	1-4

- The Headless Horseman must declare that they are going to throw a pumpkin at IC at the end of their movement turn.
- Immediately after the Headless Horseman declares they are going to throw said pumpkin, the IC player has the option to play a “**Mirror of Manifestation**” (See Mirror of Manifestation Card). Ichabod, if holding a Mirror of Manifestation card, it can be played against a pumpkin attack.

If the pumpkin hits the IC Ichabod Crane player (see Table Above), that player is stunned and loses his next turn. This allows the Headless Horseman to catch Ichabod on his next turn and battle him to the death.

Mirror of Manifestation (Ichabod Crane Movement Card)

Ichabod has only one defense against a pumpkin attack from the Headless Horseman, the Mirror of Manifestation card. This card allows Ichabod to possibly deflect a pumpkin attack and either stun another player in the game, or, send the pumpkin back to the Headless Horseman, or, deflect it around Ichabod with no affect, or it can malfunction and allow the pumpkin to find its intended target.

Use Chart

MIRROR OF MANIFESTATION			
# of Players	Die Type	Hit On Other Players	Miss Ichabod
2	D6	1,2	3-6
3	D6	1-3	4-6
4	D6	1-4	5-6
5	D12	1-5	6-12
6	D12	1-6	7-12
7	D12	1-7	8-12
8	D12	1-8	9-12

Note: Depending on the number of players in the game Ichabod will use a 6-sided or 12-sided die to roll for the Mirror Manifestation action.

- If a Headless Horseman chooses to throw a pumpkin at an Ichabod, Ichabod can play the Mirror of Manifestation card to deflect the pumpkin attack. If the Headless Horseman scores a Pumpkin hit on Ichabod, the Ichabod player then selects the correct sided die based on the number of people playing the game (see Chart Above). Ichabod then rolls the die to see how the Mirror interacts with the pumpkin throw, i.e. Hit another player, Hit the Headless Horseman or Miss Ichabod.

Example for 5-8 player game: Ichabod rolls a 2 then the Headless Horseman pumpkin attack is redirected through the mirror to player #2, who then loses their next turn. If the Ichabod rolls a 12, then the Headless Horseman is stunned and loses a turn. If the Ichabod rolls a 10, then the pumpkin passes through the mirror and does not hit anyone.

Battling

Headless Horseman & Ichabod Crane Battles: Once a Headless Horseman catches and attacks an Ichabod, or vice versa (Ichabod can attack the headless horseman), players battle using the 12-sided and 6-sided dice. The Attacker uses the 12-sided die and the defender uses the 6-sided die. Each player changes the attack/defense after each roll. The player defending subtracts the die roll from the hit points taken on the attacker die. If the defender die roll is higher than the attacker roll, then the attacker subtracts the difference in die roll from their hit points.

- If a Headless Horseman wins the battle, the Ichabod Crane player dies and is reborn at the Mausoleum as a Headless Horseman. (Player changes play piece and cards to Headless Horseman variant)
- If Ichabod Crane wins the battle with the Headless Horseman, the Ichabod Crane player then rolls the D10 to determine which Graveyard the Headless Horseman is banished to.

Example: If Ichabod Crane rolls a 6 using the D10 die, then the HH will move their play piece to the Graveyard with the corresponding number to start their next turn.

- Game Play resumes in the same fashion until Ichabod Crane reaches the Bridge and escapes, or, all players are transformed to Headless Horseman.
- The "Banish" Headless Horseman card can be played at time during a battle with the Headless Horseman. If the Headless Horseman does not have a "Defense Against Banishment" card, then the Ichabod player rolls the D10. The Headless Horseman then moves the play piece to Graveyard that corresponds to the die roll.

Special Ability Variant Game Play

This game variant utilizes Special Defense and Attack objects to provide advantage to the wielder. Ichabod Crane players are only allowed to hold one Defense & one Attack Special Ability card at a time. Headless Horseman only have Attack enhanced objects and can only hold one Attack card at a time.

- In addition to cards, each Ichabod player is given two player-colored gems and the Headless Horseman is given only a single-colored gem, per ability card that the player will place on top of the Defense and Attack cards in front of them.
- Gems will be used as markers when an Ichabod Crane or Headless Horseman is killed in Battle if either is holding any ability cards.

Each group, Headless Horseman & Ichabod Crane Ability Cards, are shuffled and two ea. (Attack and Defense) are placed at a church or graveyard location (i.e., Ichabod Crane ability cards placed at Churches and Headless Horseman ability cards placed at Graveyards).

To collect the Ability cards a player must enter a Church or Graveyard and end their turn, the player then picks the top card and places it in front of them face-up.

- If this card is a multi-use card it can be used in multiple battles for Attack or Defense.
- If you are using a single use item, this item can only be played during 1 battle (can be used on all attacks or defense during that single battle).
 - After the single battle is finished a Single use card cannot be used again unless its magical abilities are recharged.
 - To recharge magical abilities, you must enter a church area or pass through a church area, this recharges the single use item fully.

When using Special Ability cards during battle the number indicated by the Defense or Attack item is added to the individuals Defense and Attack die roll.

Headless Horseman

Item	Attack or Defense	Normal or Magical	Use	Advantage
Hessian Sword	Attack	Normal	Multiple	+1
Fiery Axe	Attack	Magical	Multiple	+2
Flaming Pumpkin	Attack	Normal	Multiple	0
Flaming Head	Attack	Magical	Multiple	+2

Ichabod Crane

Item	Attack or Defense	Normal or Magical	Use	Advantage
Sword	Attack	Normal	Multiple	0
Blessed Sword	Attack	Magical	Multiple	+2
Holy Water	Attack	Magical	Single	+1
Ring	Defense	Magical	Multiple	+2
Amulet	Defense	Magical	Multiple	+3
Rubric Manuscript	Defense	Magical	Single	+2
Trinity Scroll	Defense	Magical	Single	+3

After a battle is over and a player is killed, if holding a Special Ability Card, that player places one of the two gems on the hex where the battle occurred.

- Any Defense or Attack cards are then moved off to the side leaving one gem on top. After a gem is placed on the game board it is available to be picked up by any other player of the same type as they move thru the space.

Note: Player losing ability cards cannot pick up additional ability cards until their Gem is returned by another player.

- A player can pick up one or both items, if a player only wants a single item, then the other item is discarded and is removed from game play.
 - If a player picks up dropped ability cards, then they must discard an already held ability card if applicable.
 - The gem is also removed from the board at this time and returned to the player that dropped it.
 - If another player picks up one or both items, then they will place their own gems on the cards in front of them.
- Any cards that are discarded will be set into a discard pile and cannot be used again during game play.

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