

designed for the 2014 Solitaire Print and Play Contest
by Jan Schröder – rules version 1.0

You did your homework well.
Your sources have never let you down.
Ten minutes in each bank should be enough to get out of here for good.
No reason to shed any tear about this city.
Has been rotten all along anyway.

It´s a shame about Sheriff Spade though.
Decent old fellow, always made your life easy.

They say times have changed though.
They say those young guns down at the station might be of tougher stock.
No reason to get excited is what you say.

Walk into three of those banks.
Walk off the grid.

Time to turn the page now.

(the following text contains all the additional rules needed to play this add on.
All rules from the base game are still valid unless stated otherwise.)

Additional material:

10-15 trace tokens (for example in yellow)
1 additional die (different colour from the first)

New terminology:

To be more in step with the theme of this add on some game terms are subject to change:

The maze is a city:
Rooms are streets or alleys (the small ones),
doors are junctions,
walls are buildings.
The task locations are banks and
you will be pursued by police officers.

Additional set up:

Task cards:

When drawing the task cards make sure that they not only have different numbers but also belong to different suits.
After placing the task markers (designating the banks) shuffle the 3 task cards.

In this scenario they also represent your level of preparation which depends on your task´s difficulty (never work more than necessary..). You will receive 1-3 preparation cards.
You can play each card once during the game in between any two turns. Playing a preparation card does not cause fatigue and does not count as a turn (you don´t need to play a movement card).
Two restrictions though:
You can only play one preparation card at once. Then a normal turn (either yours or a police turn) has to follow.
You cannot play any preparation cards when your fatigue level is 6.

To determine the difficulty of the current game´s task find the shortest route that connects the 3 banks.
Count how many spaces it is long:

6 or less spaces:	you receive 1 preparation card
6 – 11 spaces:	you receive 2 preparation cards
12 or more spaces:	you receive 3 preparation cards

Take as many cards as your are entitled to and place them down face up in front of you.
Depending on these cards´ suits you are prepared as followed:

♠: secret tunnel
Play this card when you are next to a bank (one space away either vertically or horizontally)
You can be in a different street, there can even be buildings between yourself and the bank.
By using the secret tunnel you can enter (and rob) the bank without being noticed.
You don´t need to move your die into the bank, just take the task token.
Only after your next move does somebody notice the robbery and the corresponding procedures (see below) occur.

♥: hiding place
Play this card before a police turn.
During the whole turn the police cannot see you.

♣: doppelgänger
Play this card before a police turn.
Place the other die on any space of the board: An old friend of yours volunteers as a decoy.
The doppelgänger stays in its place until the end of the police turn.
The police move as always but cannot discern between yourself and your doppelgänger.
They turn into alert mode and follow whoever they see first (and ignore the other subsequently for this turn).
When any police officer reaches the doppelgänger he stops there for this turn.
At the end of the police turn the doppelgänger is removed again.

♦ : subway trip
Play this card between any two turns.
There is a subway station on your space. Move instantly to any other space of the same rank.

Police starting position:

In this scenario the 4 aces in the city represent the police stations.
Thus Sheriff Spade (♠A) starts on ♠A.

Your task..:

..is simple: Rob all three banks, get away.

The procedure is as always:
If you successfully rob a bank the next police officer will be called in for duty to his police station (corresponding to his suit).

But there is one new problem:
Once you robbed a bank you cannot come back! It now turned into a crime scene under constant surveillance.
Turn the bank´s card over to mark the space forbidden to you.

Policemen of course can still enter the crime scene. A crime scene will never make them stop.
They always pass through at least to the next card.
For preference purposes consider the turned over card to be like a joker: This space now belongs to all four suits at once but also is the lowest rank in all of them.
Example 1: If a police officer with a highest preference of ♠ has to decide between a ♥5 and a robbed bank he´ll move to the bank, being of any suit therefore of ♠ as well.
Example 2: If the same police officer has to decide between a ♠5 and the robbed bank he´ll move toward the ♠5. The 5 is a higher up in the card sequence than the crime scene which has the lowest rank of any suit (in this case ♠).

When using the secret tunnel to rob a bank you can wait with turning over the bank´s card and summoning the new officer until the end of your next turn.

Traces:

When you walk through the city you leave traces: People might remember you, security cameras took your picture.
Theses traces are represented by trace tokens.
Anytime during the game you have to leave a trace token on the space you currently occupy (also if you are just moving through) when:

- it is a police station
- your are spotted by a police officer
- you end your turn after the first robbery (from now on that applies to all of your turns until the end of the game – the general public is attentive now!).

When a police officer moves onto a space containing a trace token he takes it and enters it into the police data base. (Designate an area of your table to represent this data base).

When a police officer enters the third (or subsequently the sixth) trace token into the data base the investigations make decisive progress:
He makes a good guess about your whereabouts and gets moving!
He instantly jumps to the space of his own suit that is closest to your current location.
If there are several spaces equally close its up to you to decide.
If possible he continues his move from there.

Should the police be able to gather the ninth trace token they have enough circumstantial evidence to arrest you anytime they want: You can stop running now, you lost anyway, game over.

the police:

The more banks get robbed the more special the police forces become:

♠A – Sheriff Spade:
He has seen it all – he is close to retirement – he is an ordinary pursuer.

♥A – Detective Heart:
Nobody can read the streets as well as her – and she´s got her dog!
She collects any traces she can see (following the usual rules of vision) without having to move to the trace tokens´ spaces. Should a trace token be placed into her line of sight during your turn it nevertheless gets instantly added to the data base (and Detective Heart comes over at once if it was the third or sixth token).

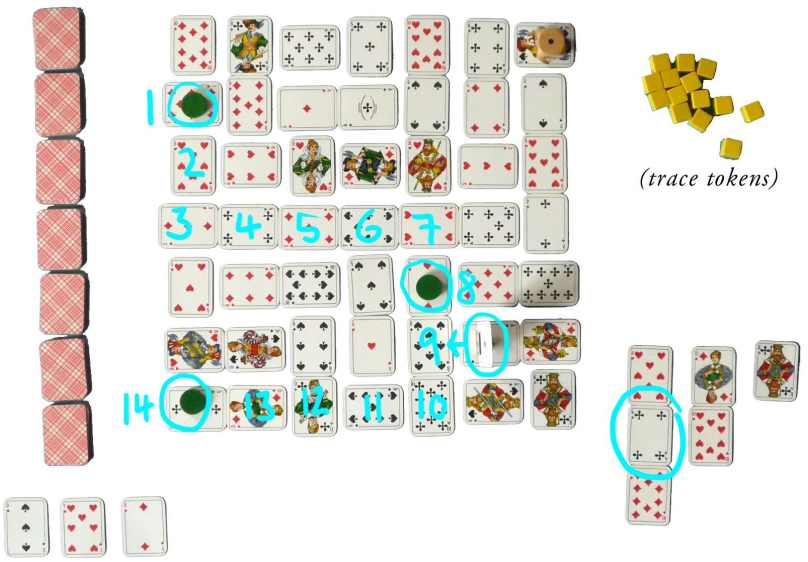
♣A – Officer Clubs:
Officer Clubs is a sharpshooter. She never leaves her rifle behind.
Should she spot you during a police turn, consider yourself shot into the knee (no need for her to move over to you first): Game over.

♦A – the NE611F Diamond police helicopter:
The helicopter does not care about buildings and streets.
It can fly from space to adjacent space regardless of the connection, of course thereby following its current preference as always.
It´s pilot has a great view: He can see in all four directions (left, right, front, back) without limits, until the end of the city.

Enjoy the Caribbean – if possible!

On the following pages there is a sample game to illustrate the rule changes *(fig. a – m)*:

(a)



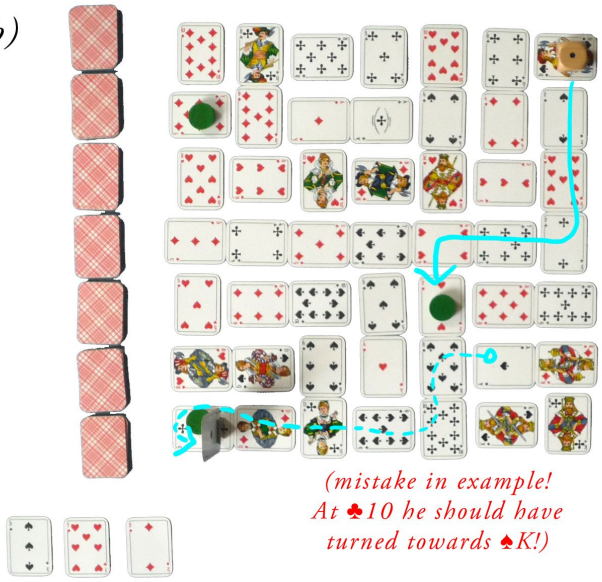
(trace tokens)

set up:
the shortest route connecting all 3 banks is 14 spaces long which means you have to be well prepared:
A secret tunnel, a hiding place and a subway ticket is what you´ve got.

Turn 1:
As Sheriff Spade is rather close to the first bank you decide to wait a little.

He will use ♣ 4 to move.

(b)



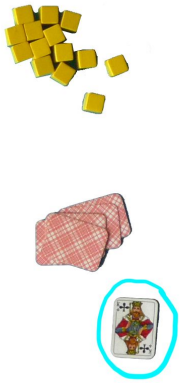
(mistake in example!
At ♣10 he should have
turned towards ♠K!)



Turn 2:
Using ♥10 for your turn
you head straight for
the first bank!

(c)

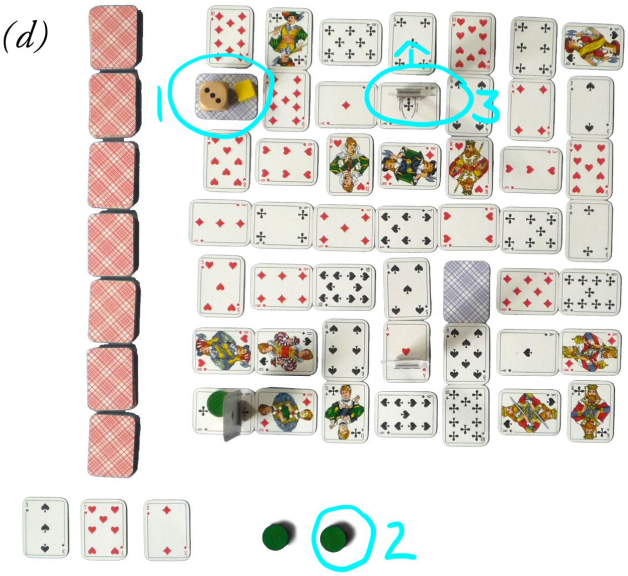


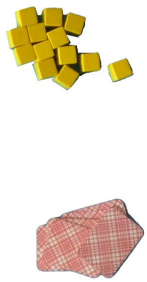


As soon as you rob the
bank (1) it turns into a
crime scene (2).
Detective Heart is called
to work and arrives at her
police station
(facing ♠9) (3).

Turn 3:
Onward to the next bank!

(d)

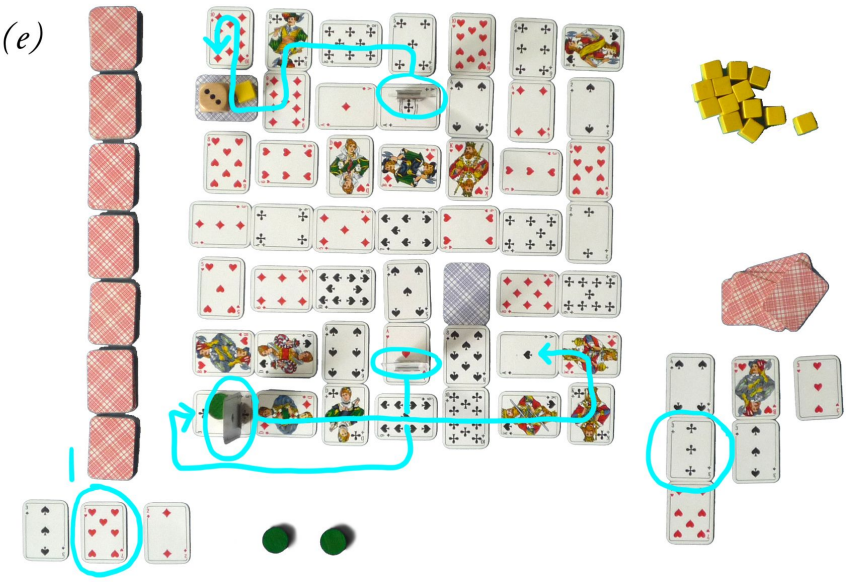




End of your turn:
You leave a trace! (1)
And you pull off your second
heist! (2)

Of course the state cannot
tolerate this.
Special forces are called in:
Entry Officer Clubs and
her rifle. (3)
Luckily she cannot see you
as you are 2 junctions
away from her.

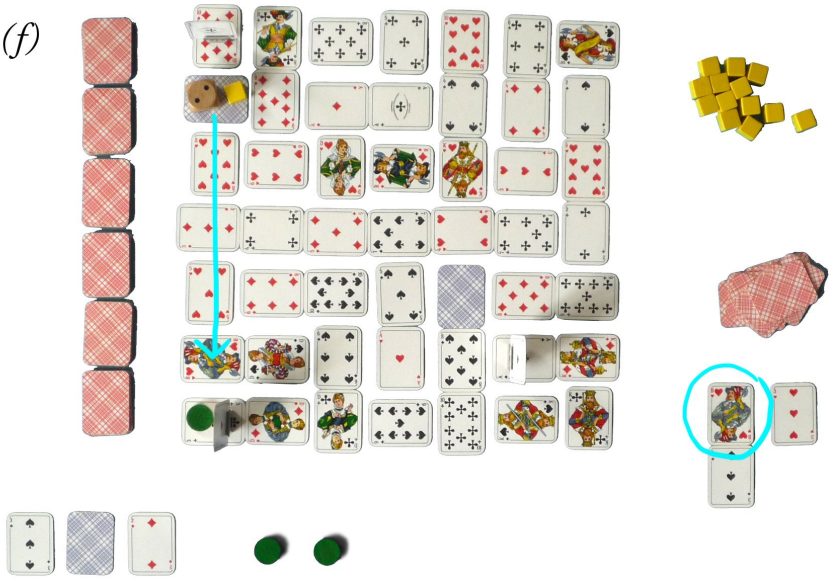
(e)



Too bad.
With these movement cards there is no point running away.
Luckily you have prepared a hiding place (1)!
The police cannot see you during their next turn.

Turn 4:
the police move using movenment card ♣3 without noticing you.

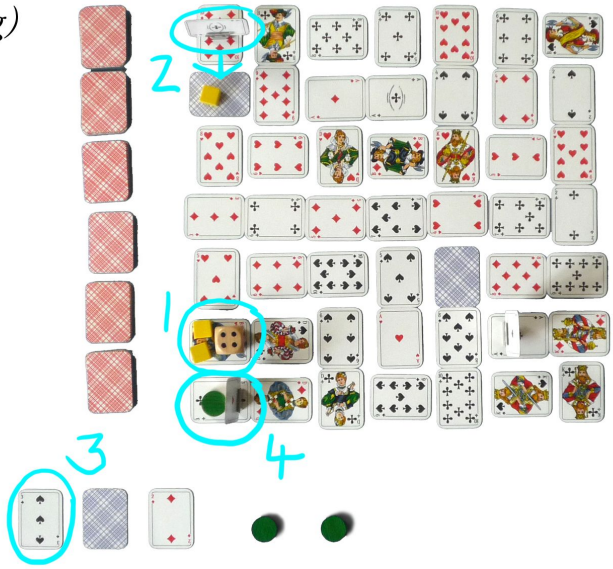
(f)



Now its time to get moving! You have to get out of Officer Clubs´s line of sight or she will shoot you.

Turn 5:
You are not tired.
You can afford to make an effort:
Using ♥J you carefully approach the final bank.

(g)



This time you have to leave 2 trace tokens (1): one because you moved and the other one because Officer Clubs (2) is watching you (luckily for now she cannot do anything else..)

Now its time to show off your skills:
Using your secret tunnel (3) to the bank´s vault you take out everything right underneath poor Detective Heart´s feet (4).

(h)



That was the last bank!
Note that because of your tunnel you were able to take the money (1) without being noticed (for now).

Its time to get out of sight.

Turn 6:
You use ♥3 to move over.

(i)



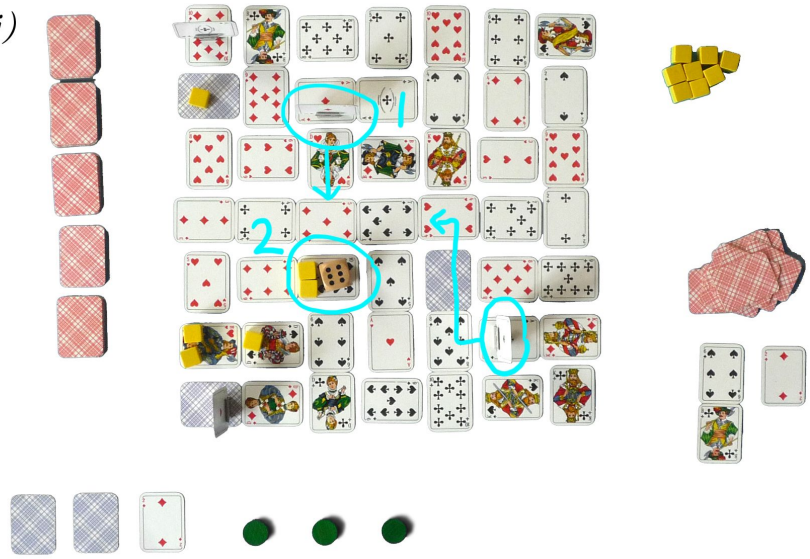
After your move the robbery has been noticed (1) which means they call in the helicopter! (2)

You again leave a trace (3).

The air seems clear for now, you decide to move:

Turn 7:
Using ♠10 you try to get out.

(j)



You forgot about the helicopter and ran straight into his line of sight (1): You have to leave 2 trace tokens (2)!

With a fatigue of 6 you can neither move nor use the subway.
Time for the police to show what they can do:

Turn 8:
The police move using ♠6. Sheriff Spade begins.

(k)



Detective Heart is next:

She cannot reach you but is able collect all evidence she sees without moving:
She manages to add 5 pieces of evidence against you to the data base!

This would be enough to get closer if she were not already as close as possible!

(l)



This is a good piece of work by the police:

With all of Detective Heart´s findings Officer Clubs ist able to put 1 and 1 together:
She adds the 6th piece of evidence to the data base which allows her to find out where you are: She can move to ♣Q.
As she faces ♦Q she can see right at you:

She doesn´t hesitate and shoots you right through your leg..

(m)



Game over!

Very annoying:
The helicopter would not have been able to reach you (it would have had to stop at ♦5).

Then at least you could have taken the subway to ♥10 or ♣10 and hope..