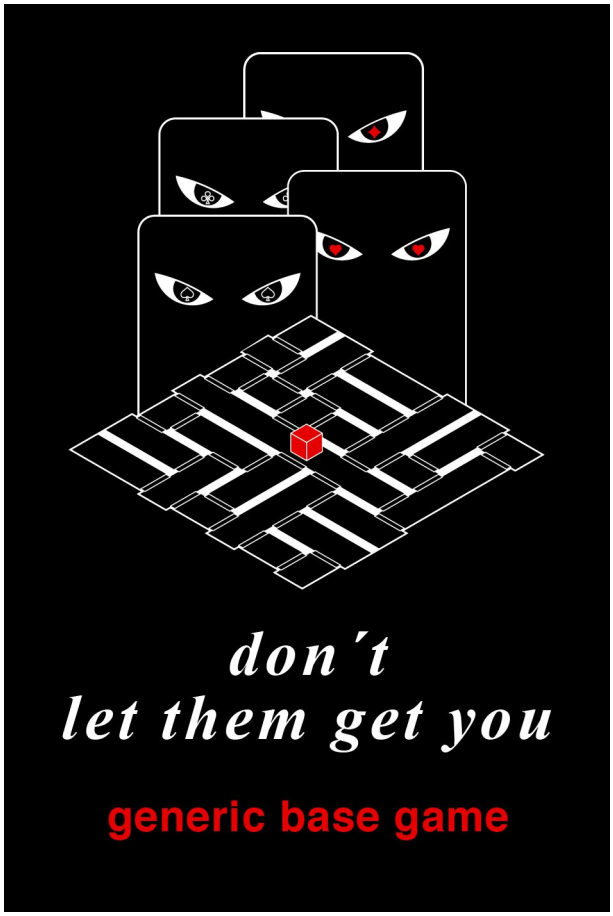


designed for the 2014 Solitaire Print and Play Contest
by Jan Schröder – rules version 2.1

Don´t let them get you
is a solitaire board game that puts you into a very generic situation:

You have to go somewhere you are not welcome,
you have to fulfil a task (or three..),
you have to get out of there before they get you!

Who you are,
where you are,
what tasks you have to fulfil and
whoever is trying to get you
is up to you to decide!

Fittingly you can play this game with very generic material:

All you need are

1 die
2 solitaire decks with 52 cards each (2 different back colours make clean up easier)
3 task tokens (for example in green)
4 card stands (or bent paper clips)

Preliminaries:

Card sequence:

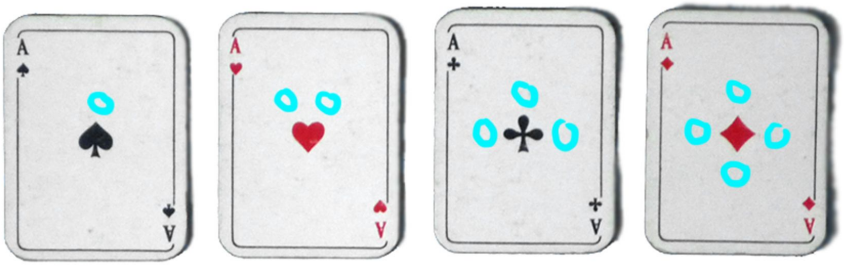
In this game cards are ranked A (lowest), 2, 3, 4, 5, 6, 7, 8, 9 ,10, J, Q, K (highest).
Important: When movement distance is determined, J, Q and K are considered to be of equal value (see below).

Suit order:

♠ (1), ♥ (2), ♣ (3), ♦ (4), followed again by ♠, ♥, ♣, ♦ (the suit order is considered to be circular)

The following picture *(fig. a)* may help to memorize the sequence (borrowed from David Parlett – count each symbol´s topmost points as a memory aid – below marked in blue):

(a)



Suit order in this game is used to determine the game´s AI´s preferences.
One suit is always set as highest preference, the other three suits follow in the above mentioned order.
Therefore depending on the suit for highest preference four different preference rank orders are possible:

1. ♠, ♥, ♣, ♦
2. ♥, ♣, ♦, ♠
3. ♣, ♦, ♠, ♥
4. ♦, ♠, ♥, ♣

Set up:

Deck one – constructing the maze:

Shuffle.
Begin drawing cards.
If they are number card (between 2 and 10) and the numbers differ from each other, put them aside face up until you have 3 of them. Return all other cards to the deck and shuffle again.
These cards represent your three tasks.

Use the other 49 card to construct a maze made up of 7 x 7 cards.

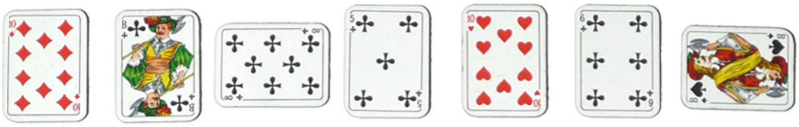
Place the cards face up one by one starting in the top left corner and ending in the bottom right.

The first card always is placed down vertically *(fig. b)*.
Put down the next card. If it has the opposite colour of the previous card (red / black) place it down in the same orientation (horizontal / vertical) *(fig. c)*.
If it has the same colour as the previous card place it down in the opposite orientation *(fig. d)*.

(b) *first card vertically*

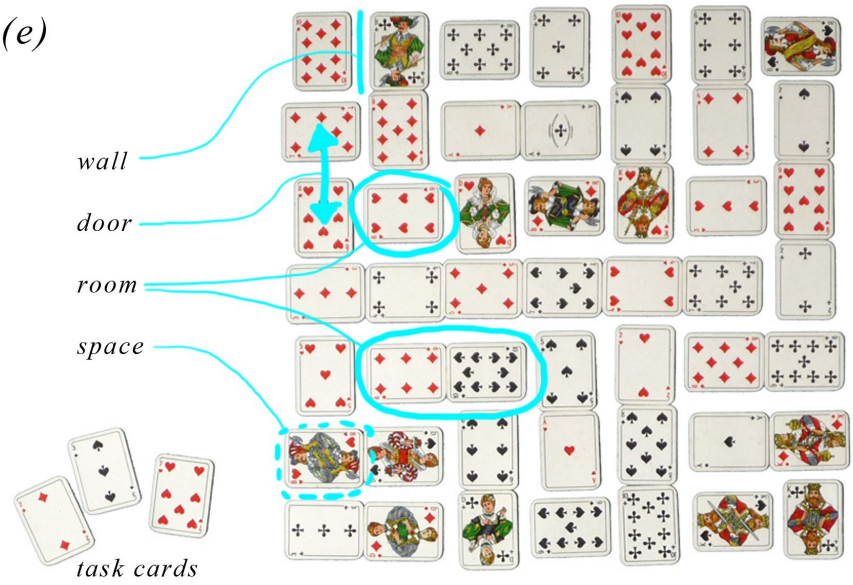
(c) *different colour = same orientation*

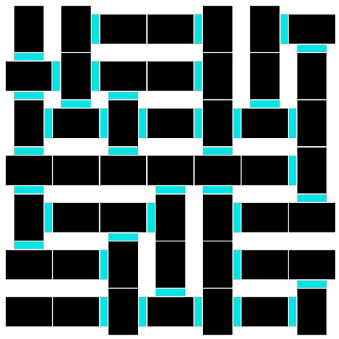
(d) *same colour = different orientation*



Continue until you have a square of 7x7 cards *(fig. e)*.

(e)





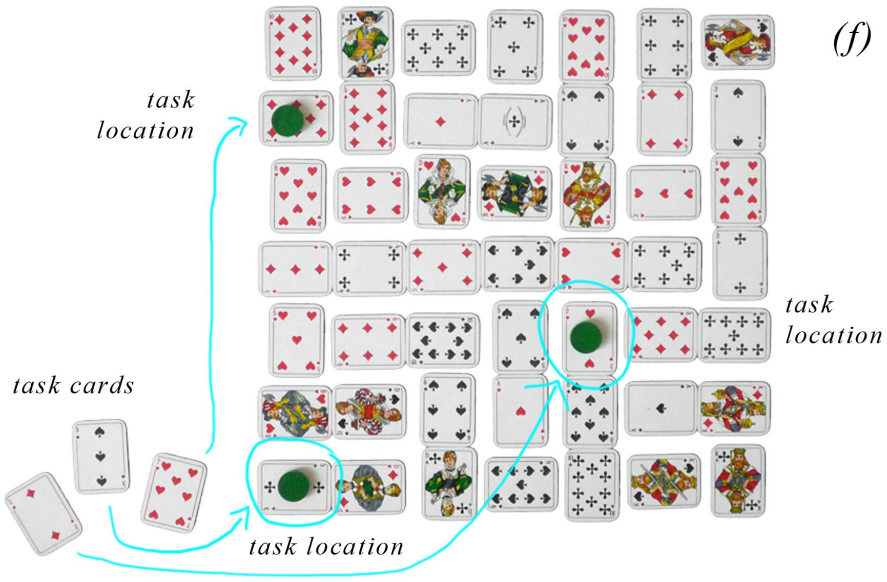
Should the maze be divided into two or even more not connected parts (very unlikely), rotate as few cards as possible of your choice by 90 degrees until the separate parts link up.

The maze:

Each card is considered as one space.
Several cards joining at their narrow sides form a room (dark blue in the topological diagram of *(fig. e)*).
Where a narrow side meets the long side of another card there is a (open) door between these rooms (light blue in the topological diagram of *(fig. e)*).
A single card that is only connected to other cards by doors is also a (small) room.
Where a long side meets another long side there is a wall between those two rooms.

Your goal:

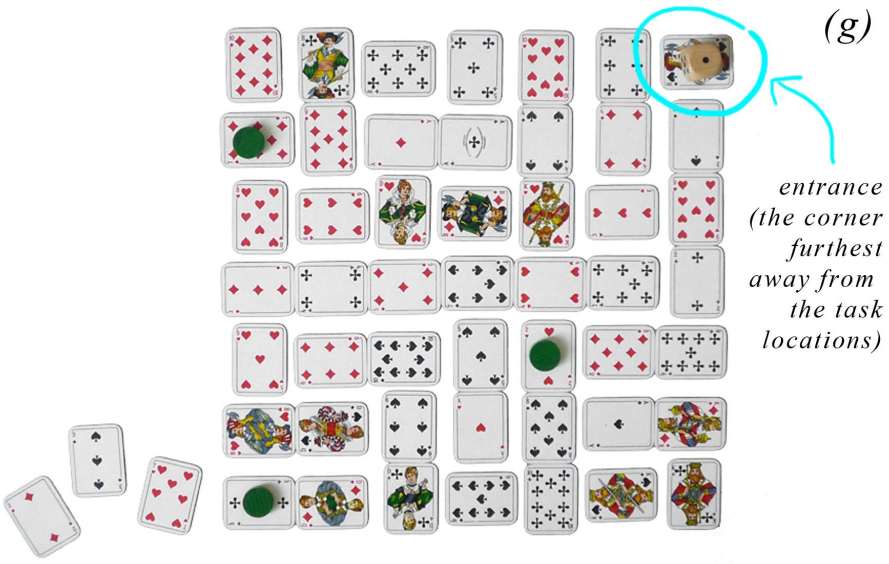
You have to go into the maze, fulfil three tasks and escape before your pursuers get you.
Your task cards define your tasks´ locations: Each task takes place on the card in the maze which corresponds to one of the task cards by possessing the same number and colour (black or red) as the matching task card.
If you have for example the task card ♣7, your task takes place on ♠7.
Find the three locations in the maze and place one token on each location *(fig. f)*.



You can choose the order of your tasks as you like.
To fulfil a task you have to end your move on one of the task´s locations.
Take the token and place it onto the corresponding task card to signify success.
That task is now completed. Simple.

Entrance to the maze:

Find out which corner of the maze is furthest away from your task´s locations (take all of them into account).
That corner card is the entrance to the maze. In case two or more corners are equidistant you can choose.
Put the die onto the entrance showing the number one *(fig g)*.
This is you, still without a trace of fatigue..



Exit of the maze:

When you have fulfilled your three tasks you have to get out.

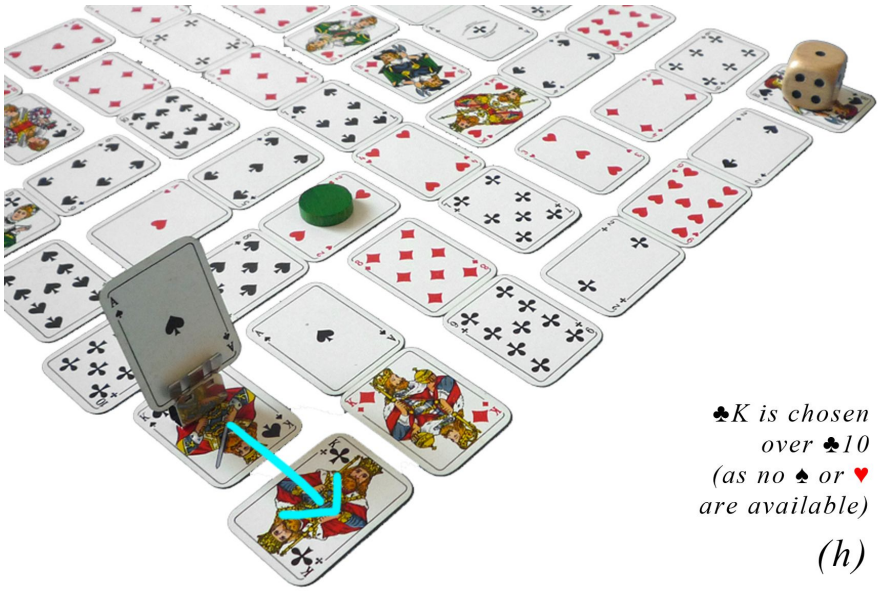
The maze´s exit is on the corner card which is furthest away from your last task. So chose the order of your tasks well as it determines where you have to leave! Again if several corners are equidistant from your last task location you can choose between them
To escape you have to end your move on the exit card and then make one more move to really get out.

Deck two – movement cards:

Take out the 4 Aces and convert them into meeples by using the card stands
(or bent paper clips if you don´t have any).
These are your pursuers.

The first pursuer is already out to get you: Place ♠A onto ♠K. Face him in such a way that

1. he faces a space he can move to and
2. he faces the card that suits his preference best: His highest preference (see the preliminaries above) is determined by his own suit (♠ in this case).
   If several cards of the same suit are available he chooses the highest rank *(fig h:* ♣K is chosen over ♣8).



♣K is chosen over ♣10 (as no ♠ or ♥ are available)

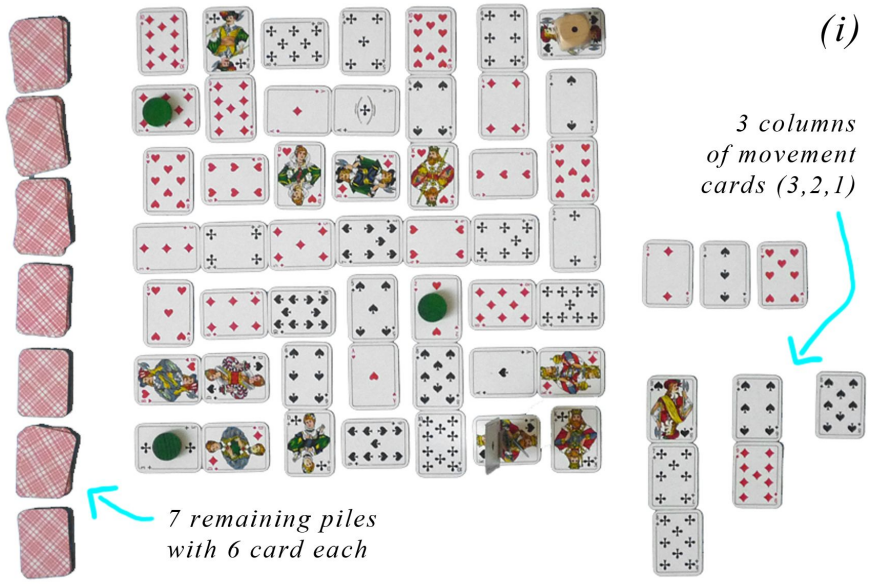
(h)

Each time you fulfil a task another pursuer enters the maze: First ♥A, then ♣A. ♦A is last.

When that happens put the new pursuer onto the corresponding King and orient him according to the rules above.

But now shuffle the remaining 48 cards of the second deck and deal them face down into 8 piles of 6 cards each.
Place those piles in a continuous row next to the maze.
Take the first pile and deal yourself three columns of face up cards.
Place 3 cards into the first column, 2 in the second and 1 in the third.

These are the movement cards (*fig i)*.



Now you are ready to start!

The game:

Movement:

Each turn either you can move or your pursuers will. It´s up to you to decide whose turn it is.
Moving makes you tired.
Each time you move rotate your die to the next higher number: Your level of fatigue rises.
Each time your pursuers move you can rest: Rotate your die one point down again (cannot go lower than 1).
If the die shows a 6 you are too tired to move. All you can do is watch as your pursuers come closer..

Movement is resolved with the help of movement cards.
Each of the 3 laid out columns represents one turn.
In the first turn you can choose between 3 cards, in the second turn there are 2 cards to choose from, in the third turn you have to take what is there.
After 3 turns you discard the face up movement cards and the next pile of 6 cards is dealt out in the same fashion.

Your turn:

Generally you have to use the bottom card of the current movement card column.
You can move as far as you want but you have to stop when you step on a card whose value is equal to or higher than the movement card you are using.
(Remember: J, Q and K are for this purpose considered to be of equal value (s. above).)

Example: If you are using a 5, you can move as long you are moving across Aces, 2s, 3s and 4s.
As soon as you step on a 5 or higher you have to stop.

If you want to use a movement card that is not on the bottom of its column you can do that but it makes you even more tired:
Add one or two extra points of fatigue to your die, depending on the position of the desired card.

Regardless of which card you chose only one card per column can be used.
You cannot step on or move through a space (= card) that is already occupied.
If you reach a task location or the exit you have to stop.
From the exit space you can escape with any movement card (unless your die shows a “6”...).

The pursuers´ turn:

On the pursuer´s turn all present pursuers will move in the order of their appearance.
All of them use the same movement card. It is always the one with the lowest rank of the current column.
Should there be more than one of the same value, take the one in the bottom most position.
Each pursuer continues moving until

1. he reaches a space whose value is as low or lower than the current movement card.
2. he reaches a space he has already stepped on once before in this turn.
3. he reaches a dead end. There he stops and turns around 180° so that he can move again next turn.

Pursuers can have two different modes of movement, patrol mode and alert mode:

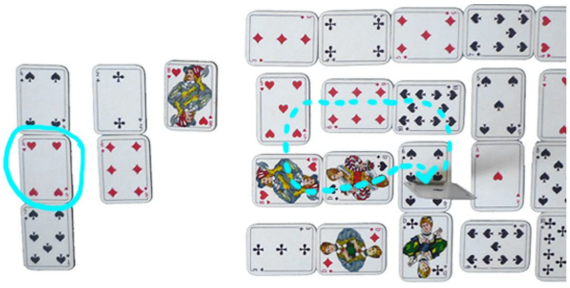
If the pursuer cannot see anything unusual (i.e. you) he moves around in patrol mode, following his own preferences.
If the pursuer did see you though, he changes into alert mode and runs after you!

Pursuers in patrol mode:

Pursuers always go step by step.
The first step is always straight ahead.
If that is not possible or if they have arrived at a junction from which different directions are possible they decide according to their preference.
Highest preference is determined by the current movement card´s suit. If the pursuer has several cards of the same suit to choose from he always chooses the highest rank.

When a pursuer reaches the last space of his move and faces a wall he turns so that he can move straight ahead in the next move.
If he ends his move at a junction from where different spaces can be reached he orients himself according to the rules above.

Here are three movement examples *(fig. j)*:



Turn 1:

- *straight ahead*
- *♠10: turn left towards ♦6 as no ♥ or ♣ is available*
- *♥5: turn towards ♥*
- *♠6: stop here since you have already been on this space.*
  Finally turn towards ♣



Turn 2:

- *straight ahead*
- *♣Q: as no ♣ is available turn towards ♦*
- *♣3: stop here since you have reached a dead end.*
  Turn around 180°

(j)



Turn 3:



final positon

- *straight ahead*
- *♦Q: stop here*
  Note that even if you had a King as movement card, you would not be able to move ahead as in this situation all picture cards are considered equal

(j)

There can be any number of pursuers on each space.
If a pursuer end his move on an already occupied space and is facing in the same direction as another occupant, he keeps rotating in clockwise order until he faces a possible direction of movement nobody else faces (=teamwork!).

Note that these movement rules are only valid as long as your pursuers cannot see you!

At the very moment a pursuer spots you he is put on alert: turn his card 90° in his stand to make this visible.
Now his mind is set on following you, at least until he cannot see you anymore.

What a pursuer can see:

front:	he can see through any door that is in front of him
left / right:	in patrol mode he can see into the next room which means through one door. In alert mode he is more attentive and can see through two doors.
back:	no eyes at the back. He only notices you when you pass through the same room (note: room not space, you of course cannot pass through an occupied space).

If a pursuer spots you he turns to look at you directly any time at once.

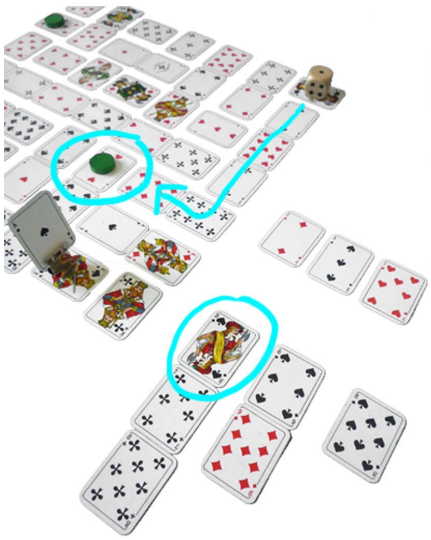
Pursuers in alert mode:

1. if he still can see you, he comes in your direction
2. if he cannot see you any longer (even if he cannot see you at the beginning of his turn after having seen you passing through during yours), he continues to run towards where he last saw you and turns into the direction in which you vanished.
3. now he moves straight ahead as far as possible or until he sees you again.
4. If he cannot go straight ahead any longer and he did not find you he reverts back to patrol mode (put the his meeple card back upright and follow the patrol movement rules again). If he has to end his turn and did not find you he reverts back to patrol mode as well.

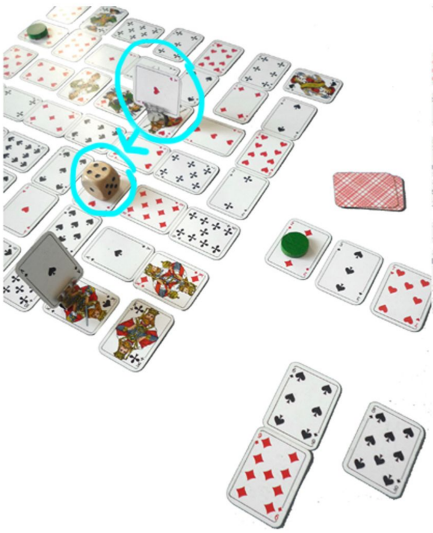
A pursuer in alert mode can walk only as far as the movement card allows him to.
If at the end of his turn he cannot see you any longer he still turns towards the direction in which he saw you vanish
After that he assumes that one of his colleagues took over and reverts back to patrol mode (adjust position of his meeple card to upright).

Should any pursuer reach your space you are lost of course!
Should the time run out (movement cards) all lights go out and you are lost of course!

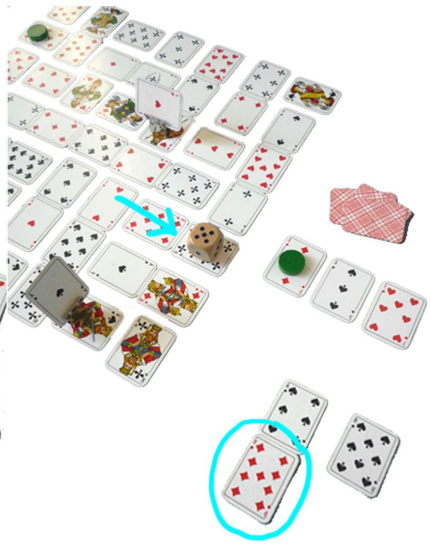
(k) sample game:



Turn 1:
a quick start:
by using ♠J it is possible to move across ♥9 and ♣9 and reach the first task location ♥2.



this means 3 points of fatigue though - ♠J is the top most movement card.
The second pursuer enters the maze: As he can see you from his starting position he switches to alert mode immediately!



Turn 2:
better head off before they come..
movement card ♦9 lets you reach ♣9 where nobody can see you (+1 fatigue).



Turn 3:
Now it´s time to rest, which means that the pursuers move:
♠A gets stopped by ♠A.
♥A only moves one space in the direction where he used to see you (in patrol mode he would now have turned towards ♠7), and reverts back to normal als he cannot see you anymore.



You can remove one point of fatigue.



The next 6 movement cards are dealt into three columns and the game can continue..

Advanced set up rules:

Variant 1 – automatic set up that creates a more even maze:

When you played the game a few times you will notice that depending on the way the maze turns out some games are really easy to win if you can spot the right path to victory and some games may not be won at all.

For those who don´t like this unevenness here is a set up method that produces more comparable mazes:

If you use this set up I would propose to use the Aces as starting points for the pursuers.

Divide the maze deck into two stacks: Aces, Jacks, Queens and Kings on one side, all the number cards on the other.
Shuffle the number stack and draw three task cards.
Add 8 number cards to the picture stack and shuffle as well.

When setting up the maze take the first card from the number deck, the second from the picture deck and so on.
This maze building version will spread out the picture cards more evenly by that preventing you from being able to make very long moves which can make the game too easy.

Variant 2 – bingo like set up that lets you have some influence over how the maze turns out:

If you want to make set up a little more interesting (and don´t mind to invest a little more time if you can think about something) try the following set up:

Follow the rules above until you have two stacks of cards in front of you and put down the fist card (signifying the top left corner of the maze and placed in vertical orientation as always).

Keep picking up cards from the stacks alternately like above and put them down according to these rules:

- A card has to be placed next to another card (being neighbours orthogonally).

- Always follow the orientation rule (in all directions):
  Same colour – different orientation, different colour – same orientation.

- A number card you can put down anywhere you like (if you follow the rules above).

- A picture card or Ace has to be put in such a way that it touches as many number cards as possible. If that leaves you several possible positions you can choose between them as you like.

Continue until you have finished the 7 by 7 square of the maze.

If they still manage to get you – blame it on yourself!

Good luck!