

Old Town Robbery

*A story telling- memory game for 2 to 7 players aged 8 years old and above.
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Overview

The deputy is doing his rounds through the village. He visits the citizens of Old Town: Grandma is sitting in the casino; Dynamite Joe is trying his luck with the vault in the bank...

At the end of his round there is a robbery. The victim names a witness. The witness saw the bandit run to another place and names a new witness.

The players help the deputy find the witnesses and catch the bandit. Who has the best memory? The unfolding story will help the players remember the whereabouts of the citizens of Old Town!

Material

- **1 Deputy**
- **18 Buildings**
- **50 chips:** 20 yellow chips with the value 1, 20 red chips with the value 3, 10 green chips with the value 5
- **1 Dice**
- **1 Hat card**
- **34 Citizen cards:** 2 sets of 17 cards
- **1 Robbery card**
- **7 Yes-/No-Cards**

Set up

The buildings are arranged in a circle. The deputy will be placed in the Sheriff's Office. The first set of citizen cards will be shuffled and put face down in the middle of the circle. On top of the deck you put the robbery card. Then you shuffle the second set of citizen cards and put it face down on top of the deck. The chips will be placed in reach of the players. Every player gets a Yes/No card.

Flow of the game

1. Part: The deputy is doing his rounds

The players play in clockwise order. The starting player gets the dice and the Hat card. He rolls the dice and moves the deputy as many buildings in clockwise direction. He then takes the top card of the deck and places it face up besides the building (outer circle). He then says one sentence where he combines the card with the building. Examples: "Dynamite Joe is dancing in the saloon" or "The shooting of Revolver Jenny is making the horses in the stable very nervous."

Then he gives the dice to the next player.

This player turns the last card face down and rolls the dice, moves the deputy, puts the new card, tells a new sentence etc.

Important: Buildings with a card are not counted! This means the deputy is finishing his rounds faster and faster and there are never two cards at the same building.

The citizens are taking a walk

Every time the deputy passes by the Sheriff Office, one citizen changes his position:

After the active player finished his turn the player with the Hat card takes one face down citizen card from a building and places it besides a different free building without looking at it. Again he

constructs a sentence with the two buildings and the citizen he moves. Example: Dynamite Joe is leaving the saloon and checks in the hotel”.

For advanced players:

The player with the Hat card does not just move one person, but two persons!.

Now there are two possibilities:

1. No player doubts that the player really named the correct person. Nothing happens.
2. At least one player doubts the identity of the moved person. In this case all the players use their Yes/No-cards to guess if the turn player was right.

In case 2 the player hold their cards in a way the other players don't see them. They put their thumb on top of the wrong answer and then reveal the cards simultaneously.

Showing **Yes** means the player thinks the right citizen was named.

Showing **No** means the wrong citizen was named.

The player with the hat card is allowed to vote for No, but then he has to be able to say where the citizen he named is located. If he cannot do this, he has to return a chip to the pool.

If all players voted for the same answer (i.e. **Yes** or **No**), nothing happens.

If there are different answers than the persons who were right receive one chip from the pool.

Afterwards the player with the hat cards gives the card to the player on his left.

Play continues with the next turn player (rolling the dice, moving deputy...)

2. Part: The deputy investigates

The second part starts as soon as a player draws the robbery card. He puts this card face down on the last building without a card.

The dice, the hat card and the Yes/NO-Cards are no longer used and may be put aside.

The victim of the robbery did not recognize the masked bandit. But he did see which other person was passed by the bandit. This person did see where the bandit ran afterwards and name another witness who, in turn, saw the bandit running and names another person etc.

This continues after all witnesses have been questioned and the bandit is the last person in the deck. In other words: The order of the cards in the deck indicates the route the bandit has taken.

The same player draws the top card of the deck and places it face open besides it. This citizen is the first witness. All the players at the same time try to remember in which building this person is located. The players who think they know lift their fingers. Once all players are ready one player says “aaaaaand... Bang!” and with the “Bang” all players point to the building where they think they will find the witness.

All the citizens that are indicated by at least one player are turned face up. Every player who pointed at the correct building receives one grey chip. If there are not enough grey chips all players exchange 5 of their grey chips to one yellow chip.

All the citizen cards at the buildings will be turned face down again. The witness card will be discarded. Then the next card of the citizen deck will be turned around, the players try to find the witness again etc.

Winning the game

The last card to be turned around always shows the bandit. Everybody can be the bandit, even the Sheriff, Grandma or the friendly cactus from next door. Again every player points at the building where they think the bandit is hiding. This time every player who guessed correct gets **two** grey chips from the pool.

The winner is the player with the highest value of chips.

What happens, if...

... a player points at the building that has the robbery card?

This player clearly did not paid attention at all and has to give two grey chips back to the pool.

... nobody guessed right?

You are a disgrace! In this case the bandit has won and all of you have lost!

But, OK, you can agree to try again a second time. But this time you better find the witness...

... the pool runs out of coins?

Wow, you are good! This should not happen, because there should be enough chips for everyone.

But if it does, everyone returns the same amount of chips to the pool.

... not all players are pointing at the card at the same time?

To give equal chances to everybody please allow enough time for everybody to think (about 1 minute). An additional minute may be given on top of this then give the command. We never needed a watch, but you may use one anyway.

Please do react immediately to the “aaaand Bang!” There will be always players who are slightly slower or faster than the rest and that is OK. What is not OK is to deliberately wait till everyone points at something and then follow the pack. That’s just plain cheating.