

Schinderhannes: Learner Game

This **learner game for 3 players** should help you to get to know the game of 'Schinderhannes'. Before continuing beyond the sample turns, please read the rule 'Two locations – two delicts' on page 33 of the rules. If you are not sure whether a card is playable, you can look this up on pages 38 and 39. Page references for rules described in the learner game are noted in brackets (e.g. ↑ p.32). The normal preparation for games is on page 29.

The aim: Each of the 16 locations should have exactly 1 of the 16 delicts pinpointed to it. The players use their cards to bring up to 5 clues into play for each delict. Players score points when they can remove these clues by playing other cards. When a delict has just 1 clue for it remaining on the board, the delict has been pinpointed to that location. Once all the delicts have been pinpointed, the winner is the player with the most points.

Each of you should adopt the role of one of these three players: **Steve, Julie, Chris**. One of you should read these rules aloud to the others. When your 'player' takes a turn, carry it out as instructed by these rules.

Each player receives **one** of the 'Remove one marker' cards. **Steve** takes the **blue figure** and takes **these cards: 1, 5, 64, 33**. **Julie** takes the **green figure** and takes **these cards: 4, 29, 66, 15**. **Chris** takes the **red figure** and takes **these cards: 40, 8, 16, 67**

The card number is shown at the bottom of the card



The remaining cards are **prepared as follows**: Cards **73-76** are **removed** (those with 'S' on the back) as they are only used in the solo game. Shuffle the cards that have **location names** on their backs and make them into **2 equal sized piles**. Sort the cards with **symbols** on their backs **according to the color of the symbol** (= delict group), so that you make **4 piles** (one for each color). With the cards that have 2 different colored symbols, it is the **color of the larger symbol** that is relevant. For each of these 4 piles, shuffle the **cards with only 1 symbol** on the back **with any 4 other cards** from that pile and then place them **on top of** the other cards of that pile.



There are now **6 piles of cards** next to the board: 2 x location pile, 4 x delict piles (blue, orange, yellow, green). All 6 piles are draw-piles.

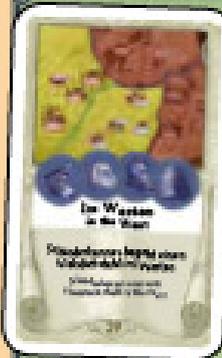
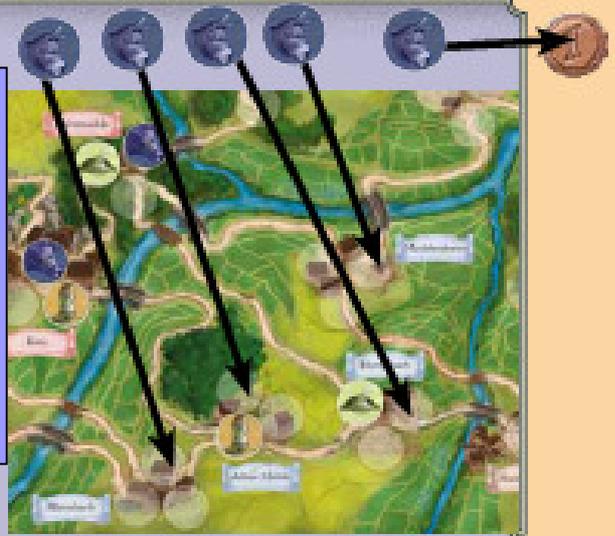
Place the players' **3 score figures** on **space '0'** of the score track.



Sort the **80 clue markers** (small) **according to their symbols** and place them on the matching **16 crime-scene tiles** (large).



Steve has his next turn and plays **card No. 1**. He takes **all the clue markers** for the donkey theft and **places them** in Antes Mühle, Bärenbach, Hundsbach and Meddersheim. He scores **1 point** for the **fifth marker**. **Steve** does not discard a card, and puts the played card back in the box. He draws 1 card from one of the draw-piles.



Julie has her next turn and plays **card No. 29**. For the 'livestock theft in the West', she must choose **1 of the 4 delicts**. She cannot choose the beehives theft or the sheep theft as they would both require more than 5 markers to be placed (each has 8 possible locations ↑ p.38). The donkey theft would not provide any new information (all its markers are already in the West). She therefore chooses the horse theft. This delict has clue markers in Boos, Hahnmühle, Kirn and Trifthütte. Since Boos and Trifthütte are **not in the West, but are in the East, Julie** removes these **2 markers**, puts them with the coin face-up in front of her and scores **2 points**. She does not discard a card, and puts the played card back in the box. She draws 1 card from one of the draw-piles.



dediebstahl": Zu den Ortschaften Boos und Trifthütte nicht. Julia diese 2 Marker ausgespielte Karte

unkte. Sie wirft keine Karte zusätzlich ab, die von einem beliebigen Stapel nach.



Chris has his next turn and plays **card No. 8**. He takes **all the clue markers** for the arrest and **places them** in Boos, Bärenbach, Hundsbach and Kirn. He scores **1 point** for the **fifth marker**. Hundsbach and Kirn both now have 3 markers and so these locations are 'full'. Any card that would require a further marker to be placed in Hundsbach or Kirn cannot be played for the moment (↑ p.39). **Chris** does not discard a card, and puts the played card back in the box. He draws 1 card from one of the draw-piles.



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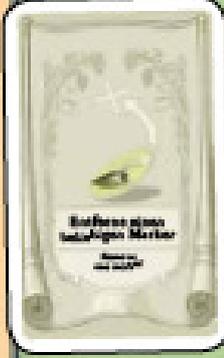
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Steve takes his turn. He plays **card No. 64**. According to the card, **no other delict** apart from selling stolen goods, sheep theft, murder or the arrest, could have taken place in Kirn. Therefore neither the horse theft nor the imprisonment could have been here. He **removes these 2 markers** and places them in front of him coin-side up (↑ p.35). There is now **only 1 marker** for the horse theft on the board (in Hahnmühle). This means that the horse theft must have taken place in Hahnmühle. He **removes the final marker** and **replaces it with the horse theft crime-scene tile** (↑ p.36). Now the robbers' ball cannot have taken place in Hahnmühle, and so **Steve removes** this marker as well. From now on, markers that would have to have been placed in Hahnmühle will not be used and score as points (↑ p.32). For the 4 markers in front of him, **Steve advances his figure 4 points** on the score track. He does not discard a card, and puts the played card back in the box. He draws 1 card from one of the draw-piles.

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Julie takes her turn. She plays her 'Remove one marker' card and chooses the robbers' ball marker in Griebelschied. She **removes** the marker and places it, turned over, in front of her (↑ p.35). There is now **only 1 marker** for the robbers' ball on the board (in Hundsbach). This means that the robbers' ball must have taken place in Hundsbach. **Julie removes the final marker** for the robbers' ball and places the robbers' ball **crime-scene tile** in Hundsbach. She also **removes** the donkey theft and arrest markers from Hundsbach (these delicts can no longer have taken place there). For the **4 markers**, that she has placed in front of her, **Julie scores 4 points** on the score track. Because the delict for Hahnmühle has now been clearly identified, card No. 66 (Hahnmühle) is of no further use. She uses the optional additional action of **discarding one card** and puts both card No. 66 and the played card back in the box. She then draws **2 cards** from any of the draw-piles.



Now read rule 3 on p.33 and continue to play in clockwise order. The start player takes on the role of the **game co-ordinator**. During the game he checks the cards on the top of the draw-piles to see if they are now forever **unplayable cards** (identified locations or delicts) and if so removes them (and puts them back in the box)

The **game ends** when there is **1 crime-scene tile (large) on every location** or when **all the draw-piles have been used up** and none of the players have any more playable cards. In either case the winner is the player with the **most points**.

Have fun!