

Ostfriesenlauf

Gothom Race

Author: Stephan Riedel
Graphics: Halali

Number of players: 1 Age: +10 years



In 12th Century England, King John was approaching Gotham. The route he took would become a public road paid for by the villagers. So the wise men of Gotham pretended to be mad. As madness was known to be highly contagious, the King altered his route and the villagers avoided the taxes.

The villagers of Gotham were only remembered for their foolishness, and having no road, now just run round in circles. But being wise they realise that on a race track you can run in either direction. That's why it certainly astonishes everyone when a runner, after a sudden spurt, lets himself fall back again to last position in order to come through the finish the wrong way.

The game

The runners are moved with the help of the action cards, the instructions on which relate to the position of the figure in the race. The positions of the runners can change according to the instructions. The winner is the first to move his figure across the finish line.

Look at the table „puzzles“ and chose the cards that you need for this puzzle. Try to find out which card you have to play first and which second and so on. At the end of the race the runners must be in the right order (finish order).

The winner (bold name in the table “puzzle”) must be one space behind the finish line.

You have to play all cards.

Tip: The winner moves eleven spaces.
The solution is always unique.

The cards (see the numbers)

No.	The 1st	No.	The 2nd
1	... moves five spaces forwards	11	... moves six spaces forwards
2	... moves four spaces forwards	12	... moves five spaces forwards
3	... moves three spaces forwards	13	... moves four spaces forwards
4	... moves two spaces forwards	14	... moves three spaces forwards
5	... moves two spaces back	15	... moves two spaces forwards
6	... swaps places with the 2nd	16	... moves two spaces back
7	... moves five spaces in front of the 2nd	17	... moves one space behind the 1st
8	... moves one space behind the 2nd	18	... swaps places with the 3rd
9	... moves three spaces in front the 3rd	19	... moves three spaces behind the 3rd
10	... moves six spaces behind the 4th	20	... moves "back" to Start

No.	The 3rd	No.	The last
21	... moves seven spaces forwards	32	... moves seven spaces forwards
22	... moves six spaces forwards	33	... moves six spaces forwards
23	... moves five spaces forwards	34	... moves five spaces forwards
24	... moves four spaces forwards	35	... moves four spaces forwards
25	... moves three spaces forwards	36	... moves three spaces forwards
26	... moves two spaces forwards	37	... moves two spaces forwards
27	... moves three spaces back	38	... moves six spaces back
28	... moves four spaces behind the 1st	39	... moves one space in front of the 1st
29	... swaps places with the 2nd	40	... moves swaps places with the 1st
30	... moves one space behind the 2nd	41	... moves five spaces behind the 1st
31	... moves five spaces behind the last	42	... moves two spaces behind the 2nd
		43	... moves four spaces in front of the 3rd

The Race

This is the starting order:

Yellow runner at space **A**, red runner at space **B**, blue runner at space **C** and green runner at space **D**.

The figures are always moved on the lane A. If this lane A is occupied, the figure will be placed on lane B. If lane B is occupied, the figure will be placed on lane C and so on.

If two or more figures are stood on the same location, the figure in front is the one on lane A, the figure on lane B is the second and so on. If the space on the lower lane (e.g. A) becomes free, the figure on the higher lane immediately shifts inwards.

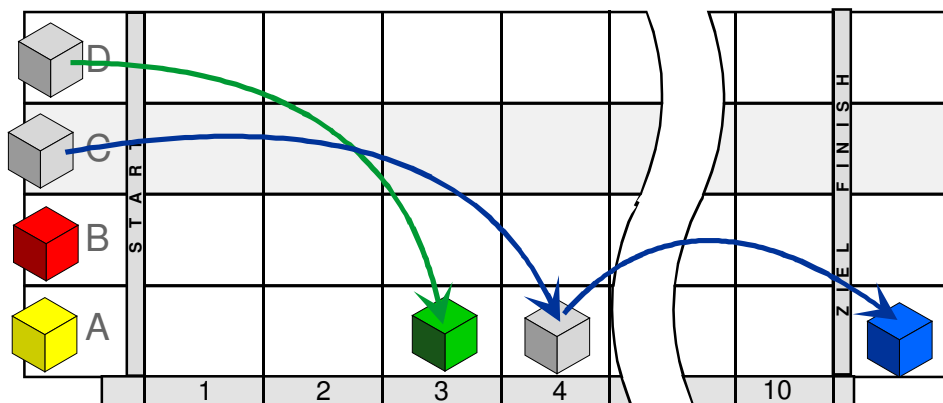
Example

1. card: The last three spaces forward. Move the green runner to space A3.

2. card: The last four spaces forward. Move the blue runner to space A4. Now the blue runner is in first position.

3. card: The 1st seven spaces forward. Move the blue runner to the finish (he is the winner).

The finish order: blue – green - yellow - red



The puzzles

No.	1	2	3	4	5	6	7	8
	easy	easy	easy	medium	medium	difficult	medium	medium
finish order:	3	13	12	2	23	7	3	13
	4	15	13	3	24	33	4	24
	11	32	14	14	32	34	14	32
	13	33	22	25	34	35	32	33
			35	26	37	36	34	34
				34	39	43	37	
				35				
the first in the finish	yellow	blue	yellow	blue	yellow	yellow	blue	blue
the second	red	green	green	red	green	blue	green	red
the third	blue	yellow	red	green	blue	red	yellow	green
the fourth	green	red	blue	yellow	red	green	red	yellow

No.	9	10	11	12	13	14	15	16
	medium	medium	medium	medium	medium	difficult	difficult	difficult
finish order:	4	2	3	1	7	3	2	4
	14	21	12	17	12	4	9	13
	22	23	13	24	18	12	13	17
	32	35	34	30	32	28	23	24
	33	36	43	43	33	34	24	33
	34				42	36	42	35
					39		39	
the first in the finish	green	red	blue	green	yellow	red	red	yellow
the second	blue	blue	yellow	blue	red	yellow	blue	blue
the third	yellow	yellow	green	yellow	green	blue	yellow	green
the fourth	red	green	red	red	blue	green	green	red

The solutions (sometimes there are more than one solutions)

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
3	33	13	14	34	35	3	33	33	2	13	24	7	36	24	24
13	32	35	3	32	33	14	32	32	23	12	1	33	12	13	33
11	15	14	26	37	34	34	34	22	36	34	17	42	4	23	35
4	13	22	25	24	36	37	24	34	35	43	30	32	28	42	13
		12	35	23	43	32	13	14	21	3	43	18	34	9	17
			34	39	7	4		4				12	39	2	4
			2										3		39

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Clicker Spiele - Montforter Str. 10 ~ 67824 Feilbingert ~ Germany ~ info@clicker-spiele.de