

Old Town

Solo

Author: Stephan Riedel
Graphics: Stephan Riedel

Number of players: 1 Age: +10 years



As an archeologist the player tries to reconstruct an old, ghost town that is dilapidated today.

At that time the town existed with different buildings, for example a hotel, a smith, and a saloon. The town plan is divided by a typically American grid of streets, a railroad line and various "scenery elements," for example a buffalo pasture or cemetery.

The player gets information from the cards (for example, "the bank was East of Cavendish St."). With these tips the player must determine how the buildings were laid out.

There are a total of 14 different solitaire plays (see table "the puzzles").

The cards needed for the respective play are selected using the card number and are listed in the following table.

There are three types of cards (noted by the yellow number on the top right). Column three contains the "4" cards, column four the "8" cards and column five shows the "8+8" cards. On the table "the puzzle", some of the "8" and "8+8" cards show a building name next to the card number (e.g. "23 = Hotel"). This means that for the name "my building" the name of the called building must be used.

Examples: In scenario three, card number 37 equals the *Hotel*. The text on card 37 would be read as "the Hotel's entrance faced West or East." In scenario one, card 19 is the *Doc*, thus the card would be read "the *Stage Coach Office* was next to the railway and opposite the *Doc* next to the railway."

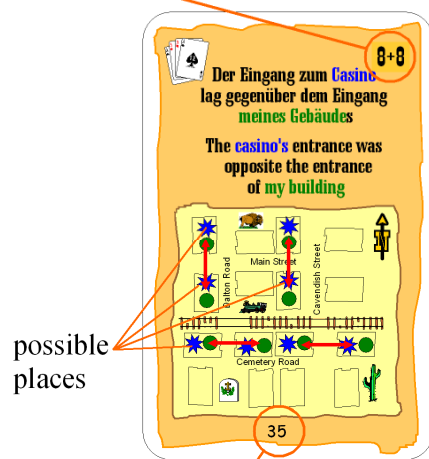
If no building is assigned to an "8" or "8+8" card (e.g. "31 = ?"), you have to find out the building (with this building you're able to solve the puzzle).

With some solitaire plays you find the text "25 = 29 = Church". This means that both cards (the card No. 25 and the card No. 29) for the name "my building" the name of the called building (*Church*) must be used.

The solution is always unique.

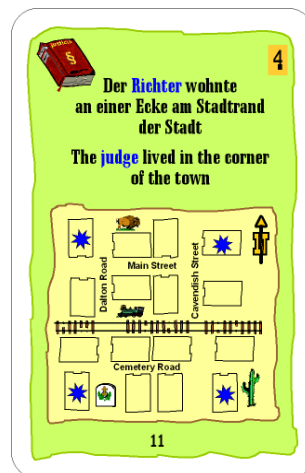
The cards

type of card



number of the card

„8+8“ cards



„4“ cards

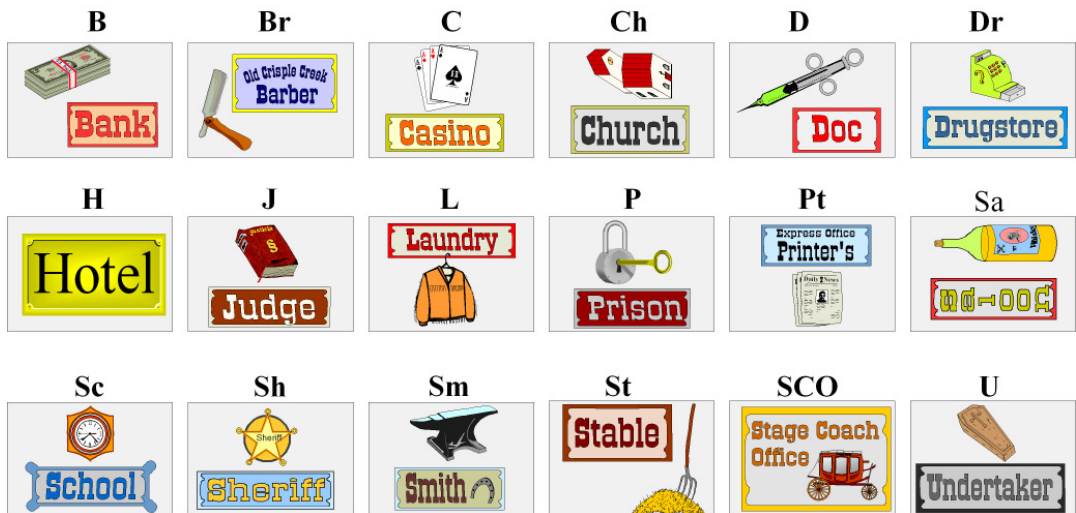


„8“ cards

Use the Solution Paper to solve the puzzles

The buildings

Bank
Barber
Casino
Church
Doc
Drugstore
Hotel
Judge
Laundry
Prison
Printer's
Saloon
School
Sheriff
Smith
Stable
StageCoachOffice
Undertaker

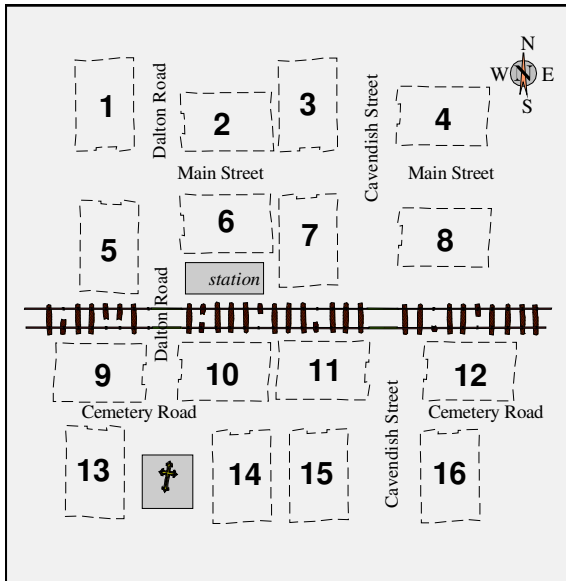


The puzzles

puzzle 1 easy			puzzle 2 easy			puzzle 3 easy			puzzle 4 difficult			puzzle 5 difficult		puzzle 6 medium		puzzle 7 medium		
1	2	4	11	13	14	2	3	4	1	2	3	18	37 = Smith	4	20 = School	2	30 = Bank	
5	7	8	15	17		32 = 49 = Smith			21 = Printer's			19 = Bank		8	26 = Church	4	31 = Saloon	
9	19 = Doc		25 = 29 = Church			5	37 = Hotel		23 = Saloon			21 = Casino		11	28 = Smith		5	33 = ?
20 = Printer's		6				38 = Bank		9	28 = SCO		23 = 27 = Sheriff		15	35 = Hotel		8	34 = Sheriff	
21 = Bank			31 = Sheriff			7	39 = Saloon		12	31 = Smith		24 = SCO		34 = Drugstore		10	11	12
22 = Barber			32 = Smith			8	40 = School		14	32 Staple		25 = Laundry		38 = Undertaker		15	17	18
23 = Hotel			33 = Laundry			10	41 = Doc		18	35 = Prison		29 = Barber		40 = 46 = Bank		35 = Drugstore		
24 = Laundry			34 = Sheriff			12	42 = Sheriff		39 = Stable			33 = Undertaker		42 = Smith		39 = Laundry		
29 = School			35 = Bank			43 = 53 = Judge			44 = Sheriff			39 = Saloon		45 = Laundry		40 = SCO		
31 = Saloon			36 = Hotel			16	45 = SCO		59 = School			41 = Church		50 = Casino		42 = 51 = School		
36 = Church			41 = Bank			46 = 57 = Prison			42 = Prison or Saloon or Undertaker?			43 = Drugstore		55 = Prison	58 = Doc		44 = Prison	
37 = Judge			42 = Saloon			18	49 = Smith					52 = School		Which card do you need: 1, 7, 12 or 13?		45 = (Barber)		
51 = Laundry			43 = Barber			52 = Laundry			53 = Saloon		46 = Stable							
			44 = Doc			55 = Drugstore			59 = Printer's		55 = Church							

puzzle 8 difficult			puzzle 9 medium			puzzle 10 difficult			puzzle 11 difficult			puzzle 12 difficult			puzzle 13 medium			puzzle 14 medium				
1	3	6	2	3	4	1	8	9	1	3	4	1	2	3	2	5	7	1	3	4		
7	9	10	5	8	9	10	11	16	5	6	7	5	8	11	9	10	11	5	6	7		
11	13	14	10	13	16	18	36 = ?		8	9	10	14	15	16	14	15	16	8	9	10		
15	17	18	19 = Laundry			20 = Undertaker			11	12	13	17	37 = Hotel		18			20 = Casino or SCO or Undertaker				
25 = Doc			23 = Smith			21 = 52 = Casino			14	16	17	18	42 = Stable		21 = 35 = Barber or Judge or Doc							
30 = Church			27 = Saloon			22 = 50 = Drugstore			20 = ?			46 = Smith			11			22 = 29 = ?				
33 = Printer's			34 = Judge						24 = 29 = ?			52 = Saloon			22 = 30 = Drugstore			12			25 = ?	
39 = 52 = Sheriff			36 = 39 = SCO			25 = 33 = 34 = ?			54 = Laundry			26 = ?			13			31 = ?				
42 = Judge			37 = Printer's			24 = Church			39 = Smith			55 = 57 = Sheriff			29 = ?			16			39 = Laundry	
44 or 59 = Staple			46 = Judge			25 = Saloon			40 = Church			60 = Doc			33 = 57 = Hotel			17			43 = Casino	
47 = Bank			50 = School			27 = Prison			41 = Hotel			19 = 27 = ?			46 = Casino			48 = Prison				
48 = Smith			55 = Casino			39 = Laundry			43 = Prison			22 = 28 = 31 = ?			51 = Laundry			49 = Printer's				
54 = SCO						42 = Stable			46 = 51 = Doc			20 = 23 = ?			55 = Smith			51 = Undertaker				
56 = Barber						46 = Hotel			58 = Sheriff						60 = Stable			54 = Stable				
60 = Saloon						47 = Smith												60 = SCO				

The map



In the solution the places of the buildings will be shown in this way:

puzzle No.			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

The solutions

No. 1			
Stable	Barber	School	Judge
SCO	Saloon	Drugstore	Smith
Doc	Church	Hotel	Bank
Prison	Laundry	Undertaker	Printer's

No. 2			
SCO	Drugstore	Sheriff	Saloon
Printer's	Smith	Laundry	Stable
Bank	Casino	Hotel	Doc
Barber	School	Church	Judge

No. 3			
Stable	Barber	Sheriff	Drugstore
School	SCO	Laundry	Judge
Smith	Saloon	Hotel	Undertaker
Printer's	Prison	Doc	Bank

No. 4			
Stable	Barber	Hotel	SCO
Printer's	Smith	Drugstore	Laundry
Prison	Casino	Doc	Sheriff
School	Church	Saloon	Bank

No. 5			
Printer's	Church	Sheriff	Saloon
Casino	Smith	Barber	Judge
Bank	SCO	Undertaker	Stable
Drugstore	Laundry	School	Doc

No. 6			
Drugstore	SCO	Casino	Stable
Laundry	Saloon	Hotel	Smith
Doc	Church	Sheriff	Prison
Judge	Undertaker	Bank	School

No. 7			
Laundry	School	Stable	Church
Sheriff	SCO	Bank	Prison
Barber	Saloon	Drugstore	Casino
Judge	Undertaker	Hotel	Doc

No. 8			
SCO	Saloon	Sheriff	Judge
Prison	Laundry	Drugstore	Bank
Church	Smith	Casino	Stable
Barber	School	Doc	Printer's

No. 9			
School	Barber	Judge	Stable
Sheriff	Saloon	Laundry	Bank
Printer's	Casino	SCO	Doc
Prison	Smith	Church	Undertaker

No. 10			
Drugstore	Saloon	School	Stable
Prison	Barber	Sheriff	Smith
Laundry	Hotel	Doc	Casino
Judge	Church	Undertaker	Bank

No. 11			
Sheriff	School	Hotel	Stable
Prison	Doc	Laundry	Drugstore
Casino	Smith	Saloon	Bank
Church	Undertaker	Printer's	Judge
24 = 29 = Printer's ; 25 = 33 = 34 = Hotel; 20 = Judge			

No. 12			
School	Barber	Saloon	Stable
SCO	Drugstore	Laundry	Hotel
Casino	Church	Smith	Bank
Judge	Sheriff	Undertaker	Doc
19 = 27 = Drugstore; 20 = 23 = Smith; 22 = 28 = 31 = Laundry			

No. 13			
Saloon	SCO	School	Judge
Drugstore	Laundry	Sheriff	Smith
Prison	Barber	Casino	Doc
Printer's	Undertaker	Hotel	Stable
21 = 35 = Doc / 26 = Laundry / 29 = School			

No. 14			
Stable	School	Drugstore	Judge
Sheriff	Smith	Saloon	SCO
Prison	Church	Laundry	Casino
Printer's	Undertaker	Hotel	Bank
22 = 29 = SCO / 31 = School / 20 = Casino			