

Old Town - Solitaire

By Stephan Riedel
(Game design, graphics)

English rules translation
by Ben Balanza

For: 1 to 4 players

Age: 10+

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 cards needed for the respective play are selected using the card number and are listed in the following table in columns three to five. 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, some of the "8" and "8+8" cards show a building name next to the card number. This means that for the name "my building" the name of the called building must be used.

Examples: In scenario one, card number 45 equals the bank. The text on card 45 would be read as "the bank was between Main St. and Cemetery Road." In scenario 14, card 19 is the sheriff, thus the card would be read "the stage coach office was next to the railway and opposite the sheriff next to the railway."

If no building is assigned to an "8" or "8+8" card, the building is chosen from the far right column.

Example: In scenario one, the "8+8" cards used are "29 to 31, 35" but none are assigned a building. Since "hotel" is located in the far right column, each of these cards would substitute "hotel" for "my building."

With some solitaire plays several buildings are shown in the far right column. The player must decide which building belongs to which card. Only one solution is right, and it helps to finding it out! The most difficult plays to be solved are the ones where "my building" is not known (plays number 11 and 12).

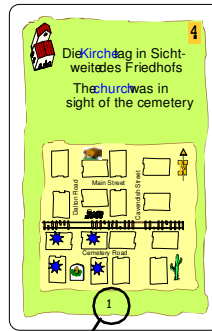
Example: In scenario four, column five shows the figures "19, 26, 30, 32 to 34" and in the far right column the buildings "bank" and "saloon". Card 19 can therefore either be treated as "the stage coach was next to the railroad and opposite the bank" or as "the stage coach was next to the railroad and opposite the saloon" (the player must decide on a definition).

The solution is always unique.

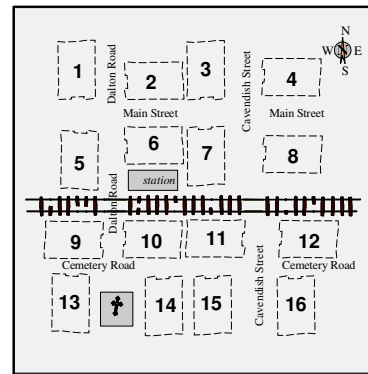
Card Number 1

(a "4" card)

Town plan



card number



The puzzles:

No	Level	Cards required (Indicated by their number)			my builing
		4s	8s	8+8s	
1	easy	2 - 5, 7, 8, 13 - 18	45 = Bank	29 - 31, 35	Hotel
2	easy	1 - 3 5 - 11 14 16 17	39 = Smith, 40 = Bank, 45 = School, 46 = Saloon, 48 = Barber, 51 = Undertaker, 55 = Printers, 57 = Church, 59 = Casino, 60 = StageCoachOffice	21	Bank oder Sheriff ?
3	easy	1 - 4, 6, 8 - 14, 17	41 = Smith, 46 = Church	25, 29, 36	StageCoachOffice
4	medium	1 - 3, 5, 6, 9, 10, 12, 13, 16, 18		19, 26, 30, 32 to 34	Bank, Saloon
5	medium	1 - 3, 5, 8 - 10, 14 - 18		20, 21, 26 - 29, 31	School, Doc
6	medium	1 3 - 13 16 17	38 = Drugstore, 39 = Laundry 43 = Casino, 48 = Prison 49 = Printer's, 51 = Undertaker 60 = StageCoachOffice	20 22 29 31	StageCoachOffice School Casino
7	medium	1	38 = Saloon 42 = Smith 45 = Bank 47 = Smith	19 = Sheriff, 20 = School, 21 = Stable 23 = Barber, 26 = Prison, 28 = Casino, 29 und 31 = Doc, 32 = Drugstore, 35 = Printer's 36 = StageCoachOffice	
8	medium	18	37 = School 38 = StageCoachOffice 40 = Barber, 44 = Casino, 45 = Judge	20 = Hotel, 21 = Stable, 22 = Drugstore 23 = School, 24 = Hotel, 31 = Smith 32 = Saloon, 33 = Laundry, 34 = Stable	
9	medium	1, 2, 6, 9, 15, 17	41 = Laundry, 45 = Hotel, 48 = Judge 55 = Saloon	21 und 24 und 36 = Hotel, 20 = Laundry 26 = Bank, 30 und 32 = Judge	
10	hard	2, 5, 7, 9 - 12 14, 15, 16, 18	57 51 = Laundry	21, 22, 30, 33, 35	Drugstore, Doc
11	hard	1 3 - 14 16, 17	39 = Smith, 40 = Church 41 = Hotel, 43 = Prison 46 and 51 = Doc, 58 = Sheriff	20, 24, 25 29, 33, 34	? ? ?
12	hard	1 - 3, 5, 8 11, 14 - 18	37 = Hotel, 42 = Stable, 46 = Smith 52 = Saloon, 54 = Laundry 55 und 57 = Sheriff, 60 = Doc	19, 20, 22, 23, 27, 28, 31	? ? ?
13	leicht	2 - 9, 12 - 14, 18	53 = Stable	19, 20, 23, 29, 37, 52	Sheriff
14	leicht	2, 4, 6 - 11, 15, 17, 18	35 und 37 und 57 = Bank 44 und 51 = Judge, 23 Casino 47 = Smith, 39 = Barber, 25 = Drugstore 48 und 49 = Undertaker, 19 = Sheriff 53 = Church, 56 = Saloon		

Solution (Stage coach office = SCO)

Nr. 1

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

Nr. 2

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

Nr. 3

Stable	School	SCO	Judge
Sheriff	Laundry	Doc	Drugstore
Barber	Church	Saloon	Casino
Prison	Smith	Hotel	Bank

Nr. 4

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

Nr. 5

Hotel	School	Sheriff	Stable
SCO	Barber	Smith	Laundry
Casino	Drugstore	Doc	Bank
Prison	Church	Judge	Undertaker

Nr. 6

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

Nr. 7

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

Nr. 8

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

Nr. 9

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

Nr. 10

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

Nr. 11 "meine Gebäude" im Fettdruck

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

Nr. 12

School	Barber	Saloon	Stable
SCO	Drugstore	Laundry	Hotel
Casino	Church	Smith	Bank
Judge	Sheriff	Undertaker	Doc

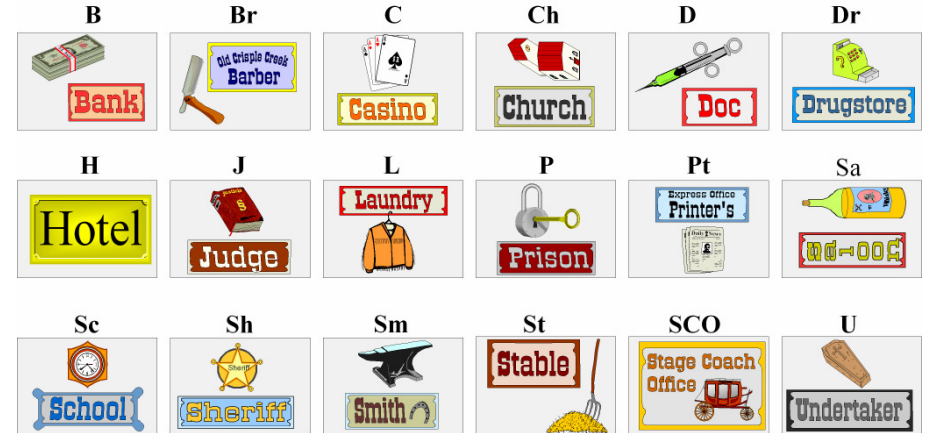
Nr. 13

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

Nr. 14

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

*There are 2 solutions: Saloon and Judge could be "my building"



Matrix (to copy)

