Julchen – Schinderhannes Expansion
(only playable with the main board game)

For 2 Players, + 10 years
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Contents: 16 easy and 16 difficult *mission cards*, 4 clothespins, 16 *clue markers*

The Goal: Players complete to determine which locations Schinderhannes has conducted the various crimes. Players get points during the game by reducing the possible locations where a crime has been committed. In addition, players start the game with *mission cards* that indicate where they want certain crimes to be committed. For each card they are able to satisfy, they receive additional points. When the locations for all of the crimes have been determined, the game ends and the winner is the player with the most points.

Preparation:

Each player should take **2 "remove marker"** cards, **2 clothespins** and **1 score figure.** All of the Information cards are used in the game (including cards with the "S" designation). Shuffle the information cards by type (crime cards, group cards …) and place them face down in to the following 6 piles: All "crime" cards in one pile (1), all "group" cards in one pile (2), all "district" cards in two equal piles (3 & 4), and all "location" cards in two equal piles (5 & 6).

Draw information cards: A randomly determined start player should draw the **top 5 cards from one of the 6 piles and select 1 card to keep**. The remaining 4 cards should be set back onto the pile they were selected from without changing the order of the cards. During this process, players are not allowed to look at the front of the cards. His opponent should now select one card in the same way. This process should be continued until each player has a total of **4 Information cards.**

Draw *mission cards*: The *mission cards* define the location where a particular crime has been committed (the symbol on the card indicates the applicable crime). Shuffle the *mission cards* by type and place them face down in to two piles. Each player should draw **1 easy mission card (green)** – which is kept - and **3 difficult *mission cards* (red)** - of which 1 is kept and 2 are discarded from the game. The 2 cards the player decides to keep must have different crimes depicted. Once both players have selected their two cards, they then show each other the two **crimes** of the *mission cards* they kept and take the associated crime markers and the crime-scene tiles. If the players have a mission card with the same crime depicted, the player with the easy mission card with a matching crime should draw a new mission card of the same type and discard the matching one.

Antes Mühle 2 *Bärenbach 3* *Hundsbach 3* *Meddersheim 4*	Next to each location are the points that the player will receive if the crime is committed in that location and he correctly predicted it.	*Hahnmühle 8 8 Meisenheim* *Herrstein 8 6 Oberhausen* *Boos 6 8 Trifthütte* *Kirn 8 8 Simmern* *Griebelschied 8 10 Thiergarten* *Lettweiler 10 10 Obermoschel*
Easy missions (green cards) contain 4 possible locations where the depicted crime has occurred.		Difficult missions (red cards) contain 12 locations where the depicted crime has occurred.

Changes to the normal game rules: All of the normal rules to the full game of *Schinderhannes* are applied, except for the following two changes:

- Rule 5 (page35): A player is allowed to play a *location* card if one of the four named crimes can be defined exactly. This happens if the locations of the other 3 crimes have already been determined.
- Rule 13 (page 38): there are now 6 *clue markers* per crime instead of 5.

The gameplay:

Players alternate playing 1, 2 or 3 cards during their turn. These can be any combination of *information* cards or "remove marker" cards. When cards are played, the active player should add or remove *clue markers* corresponding to the text on the played card(s) and score points as applicable. During the game, a player is **prohibited** from playing any cards with information relating to the two crimes depicted on the *mission cards* of their opponent.

E.g.: One player has the easy mission card depicting the "Donkey Theft". Therefore, his opponent is not allowed to play any cards with information relating to the donkey theft. However, his opponent is permitted to play a *group* card with the donkey theft crime depicted as long as they choose one of the other three crimes depicted on the card (assuming none of them conflict with the other mission card).

"Locking in" locations on *mission cards*: At the end of a player's turn, if he has scored 5 or more points on the score track, he must "lock in" one location on each of his *mission cards* by placing a clothespin over a single location listed on each. Once selected, the locations on the *mission cards* (a) cannot be changed and (b) are kept secret from the other player.

If, by the end of the game, the crime depicted on the mission card is committed in the location that was designated by the clothespin, the appropriate player receives the corresponding number of points listed next to the location on the mission card. If the crime ends up being committed at a different location, no points are awarded for the mission card.

At the end of a player's turn, they can do each of the following (once) in any order they choose:

(1) Draw 1 card (independent of how many cards played this turn). This is done similarly to setup; the player draws the top 5 cards of a pile (looking just at the backs) and keeps one – placing the remaining 4 cards back onto the same pile they were taken from.
(2) Discard 0, 1 or 2 information cards (of any type) and draw the same number of cards (without preview) from any face down pile(s). Unlike above, only the top card can be selected. Any discards are removed from the game.
(3) Lose one point on the score track and shuffle one of the face down piles of cards.

End of the game:

The game ends once every crime has been narrowed down to one location. Players should then flip over their *mission cards* and receive points any they were able to accomplish. The players add these points to the points on the score track. The player with the most points wins.

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