



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

For 2 to 4 Players, + 10 years

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Contents: 8 "schwarzer Peter" (black Peter) cards

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. When the locations for all of the crimes have been determined, the game ends and the winner is the player with the most points.

The History:

Während Johannes Bückler (1777–1803) alias „Schinderhannes“ heute als berühmtester deutscher Räuber bezeichnet wird, war im 19. Jahrhundert Johann Peter Petri oder auch „(der alte) Schwarze Peter“ genannt, viel populärer.

Peter Petrie wurde am 24. März 1752 in Burgen bei Veldenz im Moselgebiet geboren. Er arbeitete etwa ein halbes Jahr lang als Holzfäller bis sich im Sommer/Frühherbst 1797 der damals 19-jährige Johannes Bückler alias „Schinderhannes“ für mehrere Wochen bei der Familie des „alte Schwarze Peter“ auf dem Hühnerhof bei Lauschied unweit von Kirn einquartierte

Im Spätsommer 1797 begehen der „alte Schwarze Peter“, der „Schinderhannes“, Jakob Fink („Roter Fink“) aus Weiler bei Bingen und der Holzfäller Johann Georg Reidenbach („Lauschieder Hans-jörg“) aus Lauschied bei Kirn einen nächtlichen Einbruch in ein Haus in Bärenbach bei Kirn. Dort entwendeten sie Bettzeug, einige Säcke voller Wolle und Leinentücher.

Dieser Einbruch ist die erste schwere Tat, die „Schinderhannes“ verübte. Nach den damals im Hunsrück gültigen Gesetzen der Französischen Republik handelte es sich um ein „todeswürdiges Verbrechen“.

Der erste bewaffnete Raubüberfall führte der „alte Schwarzpeter“ zusammen mit dem „Schinderhannes“, dem „junge Schwarzpeter“, Jakob Fink, Johann Georg Reidenbach sowie dem über 70-jährige Landstreicher und Dieb Christian Schuck am späten Abend des 25. Januar 1798 durch. Opfer des nächtlichen Raubüberfalls war der Bürger Johann (Martin) Schmitt in der Nähe von Spall gelegenen Ziegelhütte.

Da sich „Schwarze Peter“ im Frühjahr 1802 im Soonwald aufhielt, entging er im Gegensatz zum „Schinderhannes“ der Verhaftung. Unter dem Falschen Namen „Johann Wild“ hielt sich der „Schwarze Peter“ im Odenwald auf, bis er 1811 verhaftet und an die französischen Behörden in Mainz ausgeliefert und zu einer lebenslangen Zuchthausstrafe verurteilt wurde.

Bis heute ist nicht geklärt, wie das nach dem Räuber benannte Kartenspiel „Schwarzer Peter“ entstanden ist. Gerüchte sagen, dass der „alte Schwarze Peter“ im Gefängnis von Bicêtre bei Paris dieses Spiel erfunden haben soll.

Old maid is a Victorian card game for two to eight players probably deriving from an ancient gambling game in which the loser pays for the drinks. It is known in Germany as Schwarzer Peter, in Sweden as Svarte Petter, in Denmark as Sorteper, in Hungary as Fekete Péter, in Finland as Musta Pekka (all meaning "Black Peter"), in France as le pouilleux ("the lousy/louse-ridden one") or vieux garçon

(literally "old boy", but a de facto pejorative for confirmed bachelor), and in Japan as ババ抜き (Babanuki).

There are retail card decks specifically crafted for playing old maid, but it is just as easy to play with a regular deck of 52 cards. When using a regular deck, a card is either added or removed, resulting in one unmatched card. The most popular choices are to remove the ace of clubs or queen of clubs or to add a single joker.[3] The unmatched card becomes the "old maid," and whoever holds it at the end of the game is the loser. It is possible to discard a single card from the deck face-down; if this is done, players cannot know which card is the old maid.

The dealer deals all of the cards to the players. Some players may have more cards than others; this is acceptable. Players look at their cards and discard any pairs they have (e.g., two kings, two sevens, etc.) face up.[4] Players do not discard three of a kind. In common variants, the suit colors of a discarded pair must match: Spades (♠) with clubs (♣) and diamonds (♦) with hearts (♥). When playing with one card removed, this means one unique card is always the old maid instead of it possibly being any of the three remaining cards of that rank.

Beginning with the dealer, each player takes turns offering his hand face-down to the person on his left. That person selects a card and adds it to his or her hand. This player then sees if the selected card makes a pair with their original cards. If so, the pair is discarded face up as well. The player who just took a card then offers his or her hand to the person to their left and so on. A player is allowed to shuffle his hand before offering it to the player on his left. In some variants, all players discard after the dealer has drawn.

The objective of the game is to continue to take cards, discarding pairs, until all players except one have no cards. That one player will be left with the lone unmatched card; they are "stuck with the old maid" (your chosen card) and lose (source:

[https://en.wikipedia.org/wiki/Old_maid_\(card_game\)\)](https://en.wikipedia.org/wiki/Old_maid_(card_game)))

The Preparation: Each player gets 2 "schwarzer Peter" cards.

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.
- New rule: The players are allowed to play one "schwarzer Peter" card together with an *information* card. But after the turn the player draws only one card.

The "schwarzer Peter" card:



The "Schwarzer Peter" card reverses the information provided by an *information* card.

If, for example, a player plays the card "Schinderhannes commits a crime in the east" and the "Schwarzer Peter" card, then the information becomes "Schinderhannes commits a crime not in the east" (i.e., he commits a crime in the west).

The card „The force“ was next to the „Bee Hives Theft“ not in the same district changes to „The force“ was not next to the „Bee Hives Theft“ in the same district.