

THE FAMOUS DICK TURPIN

The classic game of highway robbery

2-5 Players

Age 7+

20-60 Mins

CONTENTS

5 sets of 'stand & deliver' cards blue, green, purple, red, yellow (each set contains 6 cards)

30 'booty' cards showing 'gold coins' or 'pistols' on their faces.

1 silver token, representing the stagecoach "The Silver Flyer"

1 black token, used as a 'number of passengers' marker

1 game board, showing the journey the "Silver Flyer" must follow

60 gold counters, representing gold sovereigns

Game rule cards

5 extra blank 'stand & deliver' cards – one of each colour

RULES OF THE GAME

1. Object of the game

Each player is a famous highwayman, set to make a fortune robbing the "Silver Flyer" - a stage coach which makes the long & perilous journey from London to Edinburgh, and back again. However, highway robbery is a risky occupation. Even if you choose a good ambush point there is always the danger of getting shot at by the passengers on the "Silver Flyer", or worse, being ambushed yourself by a fellow highwayman who has the same plan in mind, and no intention of sharing the potential booty with anyone else!

2. Game set-up

Place the “Silver Flyer” (silver token) on ‘London’ on the game board. Place the ‘number of passengers’ maker (black token) on the empty space, just below the space marked ‘6’. One player shuffles the Booty cards, another player cuts them, and then places them face down in a pile, within reach of all players. Each player takes one set of 6 ‘stand & deliver’ cards. (each set is a different colour, each set has 6 towns named on the front - Oxford, Bath, Warwick, Lancaster, York & Carlisle.) Players should keep these cards face down until used, so that other players cannot see the names of the towns. Divide the gold equally amongst the players.

3. The Driver

For each journey, one player takes a turn as the Driver, steering the “Silver Flyer” along its route and calling out the name of each town as the coach approaches it. The Driver still continues to play the role of a highwayman throughout the game. (the Driver is simply needed to move the Silver Flyer along a fixed route – the role has no other significance in the game or influence over the outcome of the game).

4. Playing for the first time?

If you are playing the game for the first time, we suggest you play one or two trial journeys to understand the game, and then start over again for real. The game is normally played over 1, 2 or 3 rounds. Each round is divided into 6 journeys for the Silver Flyer – a journey being from London to Edinburgh or back from Edinburgh to London.

5. Playing a ‘stand & deliver’ card

For each journey players secretly choose one of their ‘stand & deliver’ cards which shows where they plan to hold up the Silver Flyer. They place this card face down in front of them where it can be clearly seen by the other players, but so that the name of the town is hidden. When all players have chosen their ‘stand & deliver’ card, the driver steers the coach along the marked route, calling out the name of each town as it is approached, and giving the players enough opportunity to reveal their card as the coach approaches their chosen town. It might seem obvious to choose Oxford because it is the first town approached after the coach leaves London, BUT, if 2 or more highwaymen choose the same town, only one will eventually be allowed to hold up the coach – after fighting a duel to decide who will survive to claim that right! (see 10)

6. Ambushing the Silver Flyer

When a highwayman’s chosen place of ambush is announced by the driver, (even if the driver is also the highwayman) he should reveal his chosen card for that journey and shout ‘stand & deliver!’ When the coach starts its journey it carries 6 wealthy

passengers so, the first time the coach is held up, the successful highwayman must decide how many passengers he dare try to rob – 1,2,3,4,5 or 6. He must try to rob at least 1 passenger, but can decide to stop or continue after turning over the top card of the Booty pack. If the card reveals one or more gold sovereigns he may continue by turning over another card (a max of 1 card per passenger robbed) or he may decide to take what he's got and run! If he stops he can claim as his prize the total number of gold shown on the faces of the drawn Booty cards.

7. Claiming the Booty

He takes this total sum from the other players in as equal portions as possible. For example, if he gets 14 gold and there are 3 other players, he takes 4 gold from 2 players and then 3 gold from the other 2 – making a total of 14. If any player has no gold left, the highwayman must be given the required amount from the remaining players, again in as equal portions as possible.

8. How many passengers remain?

The black token is then moved to show how many passengers remain who can be robbed as the coach continues its journey. For example, if the highwayman has stopped robbing after successfully drawing two cards, the black token is moved 2 spaces up to below the space marked '4', reminding everyone that now only 4 passengers may be robbed in future on this journey.

9. Turning over a pistol card

However, beware – highway robbery is very dangerous! If a pistol card is turned over at any time, then he has been shot at by one of the passengers and scared away and he gets nothing at all from that attempted hold up. So, be careful – don't be too greedy! All Booty cards turned over are left in a pile by the side of the pack until the end of the journey, when they must be shuffled and cut as before, and replaced within reach of all players before the start of the next journey.

10. Fighting a duel

If 2 or more highwaymen attempt to rob the Silver Flyer at the same place, they must duel to decide which of them wins the right to rob the coach. The players take turns to draw a card from the Booty pack. The player nearest to the current Driver in a clockwise direction draws first; if the Driver is also one of the highwaymen he will always draw last. Whichever highwayman first draws a pistol card is scared away, and the remaining highwayman then robs the coach as before. (the cards used to determine the outcome of the duel are left turned over on top of the 'face up' pile, and the successful highwayman draws new cards from the top of the Booty pile to determine the outcome of his attempted robbery). If 3 or more highwaymen have to fight, the first to turn over

a pistol card leaves the others to continue the duel between themselves, and so on, until only one highwayman is left to rob the coach.

11. The journey continues...

After being held up, (successfully or not) the coach continues on its journey with each player revealing his chosen 'stand & deliver' card as before. After a successful robbery the number of cards the next highwayman can draw up to is limited by the number of wealthy passengers remaining on the coach – if there are only 2 left a maximum of 2 Booty cards may be turned. Once all 6 passengers have been robbed, the coach simply moves on to its final destination and any player who has not revealed their chosen ambush place turns over their 'stand & deliver' card.

12. No gold – or all the gold!

A player who loses all of his gold continues to take part in the game. If at any time a player steals all of the gold from the other players the game immediately ends and he is the outright winner – and obviously a very accomplished highwayman worthy of the name Dick Turpin.

13. The Next Journey

For the next journey the Silver Flyer travels back. Reset the passenger marker to show 6 passengers are once again on the coach. Shuffle and cut the Booty cards as before. All players MUST leave the 'Stand & deliver' card that was chosen for the previous journey face up on the table. Players now select a new ambush place from their remaining cards. As the game continues each player's played cards must remain in a pile in front of them with the top card visible for other players to see. However, they may not look at any previously played cards underneath. Every sixth journey, players will have no choice but to play their final 'Stand & deliver' card. After each round of 6 journeys (that's 3 in each direction) each player's set of 6 'Stand & deliver' cards are picked up from the table again, giving the players again a full choice of ambush possibilities, should they wish to play a further 6 journeys.

14. Winning the game

After a pre-agreed number of rounds each highwayman counts up his gold and the player with the most is declared the greatest highwayman in history – Dick Turpin!