

# Killmuckie: The Game

**Equipment:** 1 game board, 4 minutes timers, 1 spinner (or 7 throw sticks), 4 player tokens, Euro notes, 48 board cards, 4 Deano cards.

**Object of the game:** To go to the Garda HQ, collect your reward and get back home within 30 minutes without running out of money

**Set up:** Take the 48 cards and distribute them face up thus:

- 4 Present/reward cards at Mrs Considine's house
- 4 Kitten cards at Dr Voytek Vet's surgery
- 4 Barbers cards at The Barbers
- 12 Solved case cards at Dunmuffin Garda HQ
- 4 Bar bill cards at Bingo's
- 4 Kids Xmas present cards at Community Centre
- 4 Bed cards at Bed Shop
- 4 Withdrawal cards at Bank of Muff
- 2 Snack cards at Royal Supermarket
- 2 Snack cards at Joe's Burgers
- 4 Deano cards with banker
- 4 Throw stick cards (optional if not using spinner)

Each player takes a timer set to zero, a token of the same colour and €20 and a throw stick card (if necessary the card has printed on it the instructions what to do when certain numbers are thrown.)

The remainder of the cash is held beside the board along with the Deano cards by the banker.

**How to play:** Starting at Delaney House you must make your way via any route to Dunmuffin Garda HQ. On the way you **MUST** visit these stops (in any order):

**Mrs Considine's**

**The Barbers**

**Dr Voytek Vet's surgery**

**At each stop:** take the top card and pay the amount on the back (all payments go to the bank, except for rewards and bonuses which go to you.). You can break up a move to stop at a place, for example, you are two squares from the Bed Shop and you throw or spin a 5 you can move two spaces onto the square, take the card, pay or receive the amount then take the remainder of your turn, doubling back on yourself if you wish.

**Moving:** spin the hand on the spinner, if it lands on a number,

move the appropriate number of squares. You can either move forwards or backwards, this is useful to avoid a coloured penalty square. Don't do it more than twice at a time though. Or use the throw sticks. More below in the other sections.

**Pink square:** you must proceed to the hospital for treatment before your next stop and move your timer +5 minutes when you get there.

**Yellow square:** pay the parking fine of €1

**Landing on squares marked +1 +2 +3:** or -1 move your timer forward or backwards the number of minutes marked

**Blue Squares:** You are just visiting, move your timer forwards 3 minutes.

**Other squares,** follow the instructions

**Spinner:** *Bonus* – take €1 from bank, *clock back* – put the clock back one minute (if you haven't started yet the clock goes into the spare minutes), *Deano* – take a Deano card, pay €3 to the bank and move on 3 squares. Don't take a Deano card on your very first spin, just move 3 squares. If you already have a Deano card (active or discarded), again move 3 squares.

**Throw sticks:** Count white sides up:

- 0 Get €1 bonus pay

- 1 Get a Deano Card
- 2 Move 2 spaces
- 3 Move 3 spaces
- 4 Move 4 spaces
- 5 Move 5 spaces
- 6 Move 6 spaces
- 7 Put your clock back one minute.

**Deano card:** When you have a Deano card, everything doubles. So you add +2, +4 or +6 minutes instead of 1, 2 or 3 to your timer, pay double the fines and double all costs but, you also receive double of any bonuses and rewards. When you land at your next stop, do what's necessary then turn the Deano card over and discard it. Two squares allow you to ditch Deano.

**Dunmuffin Garda HQ:** When you reach there, take the top card and the bank will issue the appropriate reward (if you have Deano, it doubles, afterwards, discard Deano).

**Return** back home calling at – in any order:

**Community Centre**

**Bingo's**

**Bed shop**

Stop for a snack at **Royal Supermarket** or **Joe's Burgers**

Then back to Delaney House

**Joe's Burgers / Royal Supermarket:** Take one of the two cards and pay. If there are no cards, go to the other place for your snack.

**Running out of money:** If you run out of cash, you can go to the Bank of Muff and make a withdrawal of €10. You can only do that once and if you incur fines on your way to the bank, you are automatically out of the game.

If you run out of money again, have one last spin, then drop out of the game if necessary.

**Running out of time:** If a player gets to 30 minutes, keep playing. If you reach 31 minutes you are out of the game.

**Reaching home.** Spin the exact number needed to land on it. It's permissible to either not go or to overshoot. If you are just one square from home you need to overshoot as moving just one square isn't possible

**The winner** is the first player home with 30 minutes or less and some money

If nobody gets home because they ran out of time, the person with the most money left is the winner.