

Wacky wacky West

Drunter und drüber

by Klaus Teuber, published by Hans im Glück 1991.

Game idea

The people of Schilda are building a new city. Up to now they've only completed the wacky buildings, with which they thought they would become famous. Still missing are the city walls, the streets and the river.

Each player takes on the role of a Schilda citizen and receives one of the 6 building types. Every building type is found 5 x times on the game board. The closer a building type is to the center, the more valuable it is.

During the course of the game, city walls, streets and river tiles will be placed on board. By doing this, some of the depicted buildings might be covered.

Every player tries to keep the 5 buildings of his assigned building type from being covered up by city walls, streets or rivers. To achieve this, every player has a set of Schilda people cards which he will use to influence the decision.

Game contents

- 1 game board
- 6 building cards (Another 6 cards and 4 special cards with yellow backside are used for the variant)
- 4 construction tokens
- 60 tiles with city walls, streets or rivers (of which 24 are single tiles, 24 are double tiles and 12 are triple tiles)
- 32 Schilda people cards
- 1 Rulebook

Game preparation

1. The 6 building type cards (Backside: question mark) are well shuffled and each player is dealt one face down card. This card must be kept secret until the end of the game. The remaining building cards will not be used for this game and are returned back into the box unseen.
2. Each player gets a set of 8 different Schilda people cards (with matching backsides). When playing with only 2 or 3 players, the remaining sets of cards will not be used and are put back into the box.
3. A construction token is placed onto each of the 4 corner spaces on the board. The corner space with the coaching inn is the starting place for the streets. The two corner spaces with the cannon watchtowers are the starting places for the city walls and the one with the waterworks is the start for the river.
4. All of the street, river and city-wall tiles are shuffled face down. Then, each player draws from the face down tiles the following numbers:
 - a. With 2 players: 6 x triple, 12 x double and 12 x single tiles
 - b. With 3 players: 4 x triple, 8 x double and 8 x single tiles
 - c. With 4 players: 3 x triple tiles, 6 x double and 6 x single tiles
5. After the players have drawn their tiles, they flip them face up in front of them (It is recommended to sort the types of tiles by city-walls, streets and rivers).
6. Chose a starting player.

The tiles

The tiles are of different length and will cover either one, two or three spaces on the board.

- Single tiles consist of just 1 space. This space is at the same time docking field and end-field.
- Doubles have two ends. One end is the docking field for one of the 3 types of tiles (guard, coach or boat). The other end is the end-field.
- Triple tiles have three parts. In the middle, between the docking field and the end-field, there is also a bridge-field.

Game play

A) Building city walls, streets and rivers

- The player in turn places one of his tiles adjacent to a space occupied by a construction token. He can choose freely whether to play a single, double or triple tile. The tile must cover exactly 1, 2 or 3 spaces according to its size. After placing the tile, the player moves the construction token to the end-field of that newly placed tile.
- Then it's the next player's turn in clockwise direction. This player may now either place another tile to the previously placed tile or to any other space occupied by a construction token. Placing a tile is mandatory. In the event that a player cannot lay a fitting tile, he will pass his turn and the next player turn order continues.
- By doing so, four stretches, independent of each other will grow on the board: 2 city wall stretches, a river stretch and a street stretch.
- The buildings depicted on the board may be covered by these stretches, but the toilet spaces constitute obstacles. Their role will be explained further under section B.
- A tile can only be placed adjacent to another tile of the same type (a city wall to a city wall, a street to a street and a river to a river).
- A tile can only be placed adjacent to another tile which is occupied by a construction token (i.e. at the end of the stretch). At the beginning of the game, the construction tokens are standing on the corner spaces, so the first tiles are placed adjacent to either of their two sides.
- Single tiles can be placed in any orientation. Double and triple tiles, must always touch with their docking field (i.e. the end with the guard, coach or boat).
- No tile may be laid so as to cover part or all of another tile. Also, tiles may not be laid in a way that protrudes outside of the playing area.
- As soon as a new tile is placed, the construction token is moved onto the end-field of the new tile. Further tiles are placed adjacent to the space where the construction token is now standing.
- If the construction token reaches an end-field, where all 3 sides are adjacent to tiles or limited by the game border, then that construction token is removed from the board, since that particular stretch cannot be extended any further.
- City walls, rivers or streets continue from under a bridge to the other side. If the end-field of a tile is placed next to a bridge field, it is allowed to continue placing tiles on the other side of the bridge, as long as the construction token is standing on that end-field. Provided of course, the other side of the bridge field is free.
- The 4 corner spaces can never be covered with tiles.

B) Voting about the toilets

- When a player covers a space with a toilet, all players must immediately vote whether or not this tile can stay there or not. Each player plays one or more Schilda people cards face-down in front of him. The player who covered the toilet space starts the voting.
- Players, who want the toilet to be covered, vote with "Yes" cards.
- Players who don't want it to be covered, vote with "No" cards.
- Those who are indifferent may vote with the card that says neither "Yes" nor "No".
- All players simultaneously flip their vote cards and count the number of "Yes" and "No" votes:
 - A loud "Yees" (Jaaa) or "Nooo" (Neee) counts as a triple vote.
 - A middle "Yees" (Jaa) or "Noo" (Nee) counts as a double vote.
 - A low "Yes" (Ja) or "No" (Ne) counts as a single vote.
 - The card that says "Yeesnoo" (Jeeliin) is a wild card and counts double. Whether it is counted as a "Yes" or "No" vote is decided by the player who played it after all other cards have been revealed.
 - The card that says neither "Yes" nor "No" doesn't count.
- If there are more or equal "Yes" than "No" votes, then the tile stays on the toilet.
- If there are more "No" votes then the tile must be removed and the player takes it back. His turn is now over and the next player resumes the play.
- If another player later builds over the same toilet, the voting process is repeated.
- Schilda people cards used in a vote are removed from the game and put back in the box (except for the card that says neither "Yes" nor "No". This one goes back to the player)

Voting example: In a vote, the first player plays 2 cards (one saying "Yees" and another "Yeees"). The next player plays a "Noo" card, the third a "Nooo" card and the fourth a "Yeesnoo", which he chooses to be a "No". The result of the vote is that "No" wins over "Yes" in a 7:5 quota. The tile cannot stay!

End of game

- When no more tiles can be placed the game ends.
- All players now reveal their secret building cards. Each player now counts up the points of each building not covered by tiles.
- The player with the highest score is the winner.
- If tied, the player with the most remaining Schilda people cards among the tied wins.

Tactical hints

- Leave your opponents in the dark for as long as possible about your kind of secret building type. It is allowed to bluff. It may be a smart move to cover even a low valued building of your own, but don't try to be too obvious.
- Don't show your intentions during the voting about the toilets. Don't vote too obvious either.
- Try to preserve at least one tile from each of the types (street, river and city wall) in order to be able to influence the course of a route later in the game.
- See that a route of which you own a lot of tiles doesn't end abruptly. Otherwise you'll be stuck with a lot of unused tiles in the end.

Variants

1. Use the other set of cards with the 6 building cards and the 4 special cards.
2. All tile placement rules remain the same, as well as the initial distribution of the tiles.
3. In the beginning, the 10 building cards are shuffled and each player is dealt face down 2 cards. The remaining cards are placed back in the box, unseen.
4. During the game, as soon as one of the stretches comes to an end (either one of the city walls, a street or a river) and cannot be extended any further, each player must decide, which of his 2 targets he wants to pursue. He puts the chosen card face down on top of the other card. This order may not change during the remaining game.
5. At the end of the game each player uncovers his topmost card and the winner will be calculated as usual.
6. In case of a tie, the second target will be uncovered and calculated.
7. The winner is the one who's made more points.

Meanings of the special cards

- "Alle 3er Gebäude" = All (uncovered) buildings with a value of 3 are scored.
- "Alle 4er Gebäude" = All (uncovered) buildings with a value of 4 are scored.
- "Von jedem Typ das Gebäude mit dem niedrigsten Wert" = of each type, the (uncovered) building with lowest value is scored. If a type is covered up, then it doesn't score at all.
- „Alle stehengebliebenen Gebäude zählen 1 Punkt" = Each (uncovered) building regardless of type scores 1 point.