BONNIE AND CLYDE

Welcome to the 5th in a series of Mystery Rummy games,
all created by Mike Fitzgerald!

Players: 2-4 · Ages: 8 to adult · Playing Time: 45 minutes

ABOUT THE CASE

Bonnie Parker and Clyde Barrow were notorious outlaws who robbed banks throughout the central United States between 1931 and 1935. Their exploits and charisma made them famous, and their story has been made into books and movies. Ted Hinton was the FBI agent charged with capturing them.

ABOUT THE GAME

You are an FBI agent competing against other agents to see who can catch Bonnie and Clyde. The object of the game is to be the first to score 100 or more points.

SUMMARY OF PLAY

There are two types of cards used in this game: Evidence (Location) cards and the Ted Hinton card. The game is played like the classic Rummy card game, with players playing melds and layoffs of Evidence cards to score points. The Ted Hinton card adds a strategic element to the game not found in traditional Rummy. After each hand, you total your points, and if no one has 100 or more points, you play another hand.

CONTENTS

Crime Spree figure



Bonnie Parker Card (1)



Clyde Barrow Card (1)



Ted Hinton Cards (15)



Evidence Cards (60)



Gameboard



SETUP AND THE DEAL

1. Place the game board in between the players. Note it has 10 Locations on it, from *Kaufman Texas* to *Gibson Louisiana*.
2. Put the Crime Spree car figure on Location 1, *Kaufman Texas*.
3. Take 8 cards at random from the deck (without looking at them) along with the *Bonnie* and *Clyde* cards. Shuffle these 10 cards together, then place one face down under each of the 10 Locations depicted on the board. You can slide them halfway under the board, or put them slightly overlapping their spots on the board, etc.
4. Choose a dealer randomly. The dealer shuffles the deck and allows the player on their right to cut the deck. If two people are playing, deal 10 cards face down to each. If three are playing, deal 9 cards each, and if four are playing, deal 8 cards each.
5. Place the rest of the deck face down in between the players. This is the **Case File** (draw pile). Turn over the top card from the Case File and place it face up to the right of the Case File. This is the **FBI Files** (discard pile). The top card is the only card that should be visible in the discard pile. Players are not allowed to look through the discard pile unless a card they are playing allows them to do so.

THE TURN

Play proceeds clockwise, starting with the player to the dealer's left. Each player completes the following steps, in order, before the next player's turn begins.

- DRAW (Mandatory)
- PLAY (Optional)
- DISCARD (Mandatory)

Each step of the turn is described in detail below:

DRAW (Mandatory)
Draw 1 card from the top of the Case File, or take the top card from the discard pile. Put this card in your hand.

PLAY (Optional)
You may play Ted Hinton or Evidence in any order:
Ted Hinton: You may play at most *one* Ted Hinton card per turn. This card allows you to do your choice of any one of 3 things.

- You may draw 2 cards from the Case File.
- You may take any one card from the FBI Files without showing anyone else.
- You may look at the card under any Location and take it or leave it. (If the card is *Bonnie* or *Clyde*, you must leave it)

When you are done doing the action you have chosen, put the Ted Hinton card in the discard pile. This is not the discard that ends your turn.

Evidence Cards: You may place Evidence cards in front of you as melds or as layoffs. A **meld** is three or more Evidence cards of the same Location, so if you have a meld in your hand you may play it face up in front of you.

You can play Evidence cards by themselves if they match a meld that is already face up in front of any player (including you). This is called a **layoff**. For instance, if any player has a *Joplin Missouri* meld in play, you can play (layoff) a *Joplin Missouri* Evidence card in front of you. If you have two of the same Location card, you can lay them off one at a time (which counts as two layoffs), or both at once (which counts as one layoff) – your choice. If you layoff two different Locations in a single turn, each one counts as a separate layoff.

Playing a meld or layoff of the Location the Crime Spree Car is on.
Once you have placed the meld or layoff, you must do both of the following:

1. If the Crime Spree Car is at a Location matching the cards you have just played, put your meld or layoff in front of you sideways. If there is a card on the board at that Location, look at that card without showing anyone else. If this card is *Bonnie* or *Clyde*, you must take it and play it face up in front of you. If this card is any other card, you may put the card in your hand or leave the card where it is.
2. If you played a meld, move the Crime Spree Car up 1 Location (towards *Gibson Louisiana*). If you played a layoff, move the Car up or down 1 Location. Do not move the Car off the board!

Playing a meld or layoff of a Location the Crime Spree Car is not on:
Once you have placed the meld or layoff, you must do both of the following:

1. If the Crime Spree Car is not at a Location matching the cards you have just played, put your meld or layoff in front of you normally (not sideways). Look at the card under the location you are playing, if there is one, without showing anyone else. If this card is *Bonnie* or *Clyde* you must leave it there. If this card is any other card, you may put the card in your hand or leave the card where it is.
2. If you played a meld, move the Crime Spree Car up 1 Location (towards *Gibson Louisiana*). If you played a layoff, move the Car up or down 1 Location. Do not move the Car off the board!

DISCARD (Mandatory)
After you have played all the cards you want to, you must discard any one card face up on the top of the FBI Files. This ends your turn.

ENDING A HAND

Play continues in a clockwise direction around the table until the hand ends. A hand can end in one of two ways: when any player discards their last card, or when the last card of the **Case File** is drawn. In the latter case, the player whose turn it is finishes playing any cards they can, discarding normally, and then the hand ends. The hand is then scored.

SCORING

Cards left in your hand when the hand ends are ignored (that is, they don't count against you). Each Evidence card played sideways in front of you is worth 4 points; all other Evidence cards in front of you are worth 2 points each. The *Bonnie* and *Clyde* cards are worth 10 points each.

BONUS: The player who ends the hand earns bonus points equal to the position where the Crime Spree Car is when the hand ends. For example, if the Crime Spree Car is on *Sherman Texas*, that player gets 2 extra points, but if the Crime Spree Car is on *Grapevine Texas*, that player gets 9 extra points. If the hand ended because the last card was drawn from the Case File, no bonus is awarded.

Shut Out: If you ended the hand and you have both *Bonnie* and *Clyde* cards in front of you, you have captured them! Congratulations, you score normally, but all other players score 0 points for that hand.

The game ends when one or more players have scored a total of 100 points or more. The winner is the player with the most points. If players tie with the most points, play another hand. Also play another hand if no player has 100 points or more. Begin each new hand with a new Setup. Do not forget to shuffle in all the unrevealed Locations on the board from the previous hand, and to reposition the Crime Spree Car on *Kaufman, Texas*.

VARIANT

For a longer game, play until one player has scored over 200 points.

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If you have any comments, questions, or suggestions, please write to us at:

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