

Outside These City Walls

... is a short story in puzzle form.

Amy-Bax and Zeke are jewel thieves fleeing to safety beyond the city walls, out of the reach of the Council Guard.

Amy-Bax loves Zeke, but Zeke intends to ask for the hand of Malissa, the Silk Lord's only daughter.

The simple silver ring they have stolen is worth a third of the Council's Treasury, and should Malissa accept his proposal, Zeke will quickly surpass his status as a street-bound nightrunner and become one of the most influential men in Wheatfield.

Unbeknownst to the other, each thief secretly performs a minor ritual as they flee: Amy-Bax steals rings from the lost and sleeping to power a sea-witch's love cantrip, while Zeke drops coins on street corners, an old nightrunner tradition said to help a close friend overcome the troubles of their past.

Credits

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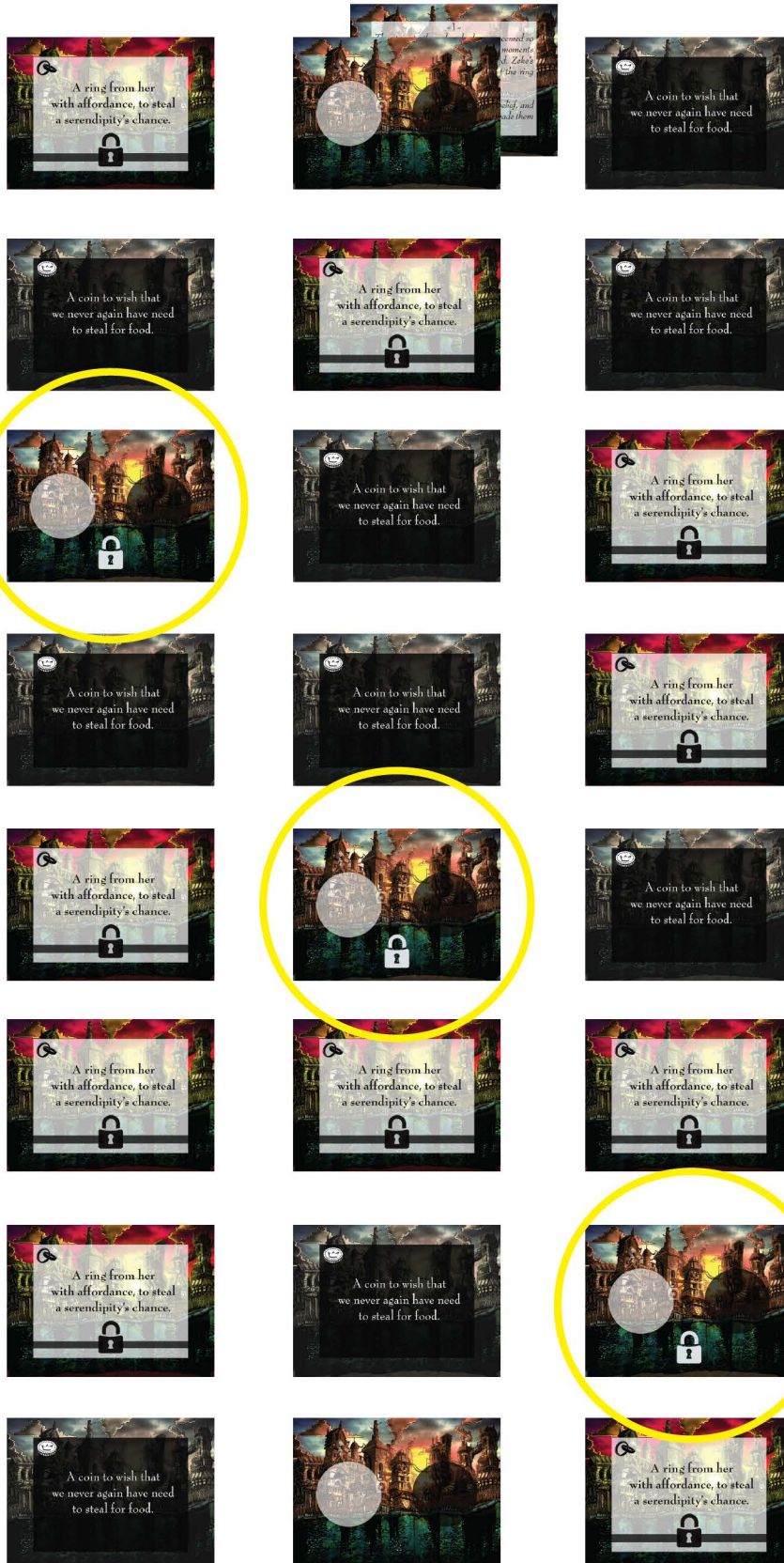
Rules Proofreaders: Thomas Elliot (Sixpence Games), Alex Wynnter (Lab Blue Room), Simon Leggett (Sinocono Games), Paul Whitaker, Dalias Tucker, David Brain, Jeremiah Lee - thanks folks!

Any and all mistakes remaining are my own.

Setup

1. Place End Wall at top centre of play area.

2. Place Ending cards under the End Wall.



3. Remove the Start Wall card and shuffle the remaining deck. Create three columns of eight City cards.

Card Back Key

(1)

(2)

(4)

(5)

5. Place Start Wall and pawns at bottom centre of play area.

4. Make sure all three checkpoints are lock side up.

What else you will need

Two pawns, one black and one white.
Two six-sided die.

How to play

You must get both of your thieves from one end of the city to the other. Both thieves (pawns) start at the bottom Wall card, and the puzzle is completed when both pawns reach the top Wall card.

Pawns are moved by rolling both dice and assigning one result to each pawn; that pawn can then move up to that many spaces. Pawns cannot move diagonally, and can only move onto a Checkpoint card or City card of their colour. (The white pawn moves onto City cards with white dialogue boxes; the black pawn onto City cards with black dialogue boxes.)

When a pawn leaves a card, flip the card. If a card shows a lock, it does not flip when the pawn leaves.

There are three checkpoint cards. All three checkpoints must be completed before the thieves can leave the city. To complete a checkpoint, both thieves must be on the card at the same time, at which point it is flipped over.

When a pawn leaves a card with a ring or coin in the top left corner, collect that card to help power Zeke's nightrunner cantrip or Amy-Bax's love charm. (This rule is optional on a first play-through.)

When both thieves reach the End Wall card, they have escaped the City Watch and successfully fled the city of Wheatfield. Count the number of ring cards and coin cards collected. Refer to the back of the End Wall card to determine your ending according to whether you collected more ring cards or coin cards, then read the corresponding Ending card to conclude your story.

If at any time there is no legal move available, or one Pawn is completely blocked from progressing, Zeke and Amy-Bax have been caught and the game is lost.

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