

Heimlich & Co.

A game for 2 to 7 players by Wolfgang Kramer.

Condensed rules for advanced option by Eric Postpischil, <https://edp.org>.

Introduction

There are 12 positions on the board: houses valued 1-10, the ruin (value -3), and the church (value 0).
Players may take notes during play. Dossier sheets are provided for this.

Setup

For 2/3/4/5/6/7 players, put any 4/5/6/7/7/7 agents (large figures) on the church.

Put the matching small figures at the start of the score track.

Select the matching agent identification cards. Shuffle. Deal 1 facedown to each player. Put rest aside facedown.

- Each player may look at their card.
- Put the black super-secret file in house 7.
-

Play

Take turns clockwise. On each turn:

- Roll the die.
- Move any agent(s) clockwise in any combination of moves summing to the die roll (neither more nor less).
- If 1 or more agents moved into the building with the super-secret file, perform a tally:
 - Award each agent points equal to the value of their location, but do not move them back before score 0.
 - The player who caused the tally may move the secret file to any building, occupied or not, or may leave it.

Challenge

When any agent reaches or exceeds 29 points, all players write down their guesses about which agents belong to which players or are unaffiliated.

Game End

The game ends when an agent reaches or passes the end of the score track (42).

All players reveal their cards.

Each player is awarded 5 points for each correct guess, other than their own agent.

The player whose agent has the most points wins. (An unaffiliated agent may win.)