

CASE NAME: CHUCK GOES FIRST
ATTENDING OFFICER(S): JEFF FORD
SEATTLE POLICE DEPARTMENT
CRIME LOCATION: CONVENTION CENTER



We know how to catch a thief. Just ask Chuck Norris to do it for us. Unfortunately he's taking a holiday at a game convention. But at least you can be grateful you don't have to play against him. He takes some liberties with the rules.

1. When Chuck freezes the discard pile his opponent also freezes.
2. Chuck doesn't bother using his insects to surround the opponent's queen bee. He just roundhouse kicks it to its death.
3. It's unwise to play "Draw Two" on Chuck unless you want to see the business end of two pistols.
4. It's a much better idea to say, "Chuck, sir, don't forget to peg these points", than it is to say "Muggins".
5. If Chuck ends the game with a carrot, it is automatically the magic carrot.
6. Chuck always plays white, and his pieces aren't black on the other side either. It took him less than a minute to learn *and* to master.
7. Chuck removes as many tokens as he wants from as many piles as he wants.
8. It's not a good idea to take the Thief or Assassin role unless you want a roundhouse kick from Chuck.
9. Once Chuck places a scout on an island it kicks the ass of all the other scouts. You'll need a settlement or base to regain control.
10. When Chuck tells you which table to sit at, you listen, gender or nationality be damned.
11. Chuck doesn't need any military strength to conquer alien planets during the settle phase. Even aliens flee in terror.
12. Chuck doesn't see much point playing a Norse god's messenger. He'd rather find a game where he can be the Norse god.
13. When Chuck says three of the twelve cards go together it isn't wise to argue.
14. Playing the robber on a hex supplying Chuck's city is pointless since Chuck just roundhouse kicks it across the island.
15. Chuck doesn't need Medicine for Pestilence to have no effect. No germ could possibly kick his ass.
16. Chuck's amoebas poop such awesome poop that your amoeba needs only eat one to be full. (And for some reason Chuck only plays this one and the next one in the original German.)
17. Chuck never runs out of fuel for his garbage plants since the world is full of human garbage.
18. Chuck prefers the Zombie version, because quite frankly, a zombie invasion would be a new kind of ass to kick. And there's no way he's playing the Eco version.
19. When you place a log in the path of Chuck's dragon, pig, or cloud, he just roundhouse kicks it out of the way.
20. Chuck prefers to play with Thieves, Spies, and Witches, and then builds his Provinces without using any of them.
21. Ironically Chuck never wins this game because he channels his inner calm to collect all the Buddhas and ignores the high hats and rice paddies.
22. When playing with Chuck the jacks are the "Right Chuck" and the "Left Chuck" because nobody wants a reminder of that pansy 24 guy.

23. Chuck starts with so many Fame points that it doesn't really matter how good a casino he builds.
24. Chuck believes in democracy not kings, so he puts his caballeros in whichever part of Spain he wants to.
25. When Chuck plays as the Corporation it's a **really** bad idea to get caught stealing an agenda.
26. Chuck always collects rubium ore for the humans so that he can kick alien ass.
27. In Chuck's copy of this storytelling game "stepmother" and "crown" are replaced by "pistol" and "roundhouse kick". "Death" gets to stay though.
28. It might be internal, and it might be external, but every tile Chuck plays starts a conflict.
29. Frankly Chuck was a lot more interested in this game when he thought it involved fighting instead of playing Oh Hell. Worst of all, one of the six suits is *yellow*.
30. When Chuck wants a share of the eponymous train company he doesn't need to turn in any of his shares.
31. When Chuck plays he always gets the horse. And his set doesn't include an iron.
32. Whenever Chuck builds a new building any colonists in San Juan start working immediately for fear of being roundhouse kicked.