

## OBJECT

You and your opponents are licensed private detectives, assigned to track and arrest a notorious thief. The detective who makes the arrest will earn a reward of at least \$800.

The thief, however, is unlike any you've ever pursued: he's computer controlled and completely invisible.

But you can hear him! Each time the thief makes a move on the board, he triggers a sound on the ELECTRONIC CRIME SCANNER. This remarkable device follows every move that the thief makes on the board. With the ELECTRONIC CRIME SCANNER you can hear the thief in the very act of committing a crime. You can hear him, too, as he crosses a squeaking floor; opens a creaking door; breaks the glass in a window; runs along the street; or tries to escape on the subway.

Each sound you hear on the ELECTRONIC CRIME SCANNER provides you with a clue to the thief's location on the board. By carefully using these sound clues, you can track down the thief and close in for an arrest. You then use the ELECTRONIC CRIME SCANNER to call the cops and direct them to where you think the thief is on the board. With a little luck, the cops will arrest the thief and cart him off to the station for booking.

After this thief is arrested, other thieves will also steal. Each thief works alone; each is invisible: each carries a reward.

Your challenge: to be the first detective to earn \$2,500 in Reward Money.

## THE BOARD

As you can see, the board is a city block of buildings, streets and subway stations. Within this scene are 19 locations - marked in red - where a thief can commit a crime. Of these possible crime locations only the NEWSSTAND is outdoors. The rest are in the various buildings: FURS - Building 1; JEWELRY - Building 2; ANTIQUES - Building 3; and the BANK - Building 4.

When the game begins, a thief is in the act of committing a crime at one of these 19 locations. To earn a reward, you must arrest him before one of the other detectives does. But first you have to track him down using the sound clues you hear on the ELECTRONIC CRIME SCANNER.

## THE ELECTRONIC CRIME SCANNER

### **Sample Sequence of Sounds**

During a regular game, each sound clue relates directly to a thief's exact location on the board. Now, however, listen to the sound clues just to become familiar with them.

Each of the sound clues is different. To hear what they sound like, first press the ON button. **Press it once, quickly and lightly; do not hold it down.** Three dashes ( - - - ) should appear on the Display. If so, continue. If not, press OFF, **then press ON. If three dashes do not yet appear, press OFF, wait about 20 seconds,** then press ON.

**Clue.** Now press the CLUE button and you'll hear a thief committing a crime. On the Display you'll see the number of the Building (1,2,3,4) or Street (5,6,7,8) where the Crime ( C.- ) is taking place.

To hear the rest of the sample sound clues,

Mouvement du voleur	Affichage
The thief crosses a FLOOR	FLOOR
The thief opens a DOOR	DOOR
The thief breaks the GLASS in a window	WINDOWS
The thief runs along the STREET	STREET
The thief rides on the SUBWAY, then returns to the STREET	SUBWAY
the thief doesn't move	- - -

During a regular game, the thief will do whatever he can to throw you off his trail. So sometimes he doesn't move at all when you press CLUE. If he doesn't move, you won't hear a sound clue. Instead you'll hear only a yawn sound and will see “---“ on the Display.

**Tip.** Once in a while - thanks to a Sleuth Card - you won't have to rely completely on sound clues to track the thief. Instead you'll be able to call the Tipster. The Tipster is in cahoots with the thief and therefore always knows exactly where the thief is hiding. To get this information from the Tipster, you'll probably have to pay him some cash; but you'll find that it's usually worth the expense in order to stay a step ahead of the other detectives.

**Press TIP :** The Tipster squeals on the thief and shows you - on the Display - the thief's exact location. Just remember. a tip is secret information, be sure to hide the Display when the tip appears. Remember, too, to hold the TIP button down; as soon as you lift your finger, the tip will disappear from the Display.

**Arrest.** You also use the ELECTRONIC CRIME SCANNER to try to make an arrest. As you'll discover, an arrest can be successful, unsuccessful or false.

To hear the different arrest sounds,

**Press ARREST:** The cops come by running the siren, take shots of summons and arrest the thief. Cops carry the thief to jail. **It is a successful arrest.**

**Press ARREST:** The cops come by running the siren but they cannot find anyone on the alleged crime scene. You hear a radio exchange between the police and the police station. **This is a false**

### **arrest**

**Press ARREST:** The cops come by running the siren, pull shots summation. The thief deceives the police and escapes by mocking them with a "NA-na-na-na-Nerrre". **This is a missed arrest.**



**Press icon :** , and you can review the 10 last moves of the thief. Clicking on a move plays the associated sound.

## **BEFORE STARTING : SET UP THE GAME**

1. Each player takes a Detective License. There are four Licenses for male detectives and four for female detectives.
2. Each detective chooses a playing piece and places it onto the ACME DETECTIVE AGENCY.
3. Shuffle the Sleuth Cards and deal 3, face down, to each detective Place the rest of the cards - the *draw pile* - face down next to the board. During the game, each detective may look only at his or her own cards.
4. Choose a detective to be the Banker.
  - a) The banker separates the money by denomination into different piles. These piles form the Bank. During the game, the Banker must be careful not to mix his or her money with the Bank's money.
  - b) The Banker shuffles the WANTED Posters and places them, face down, next to the Bank money. He or she then turns over the top WANTED Poster (the first thief), covers it with the appropriate amount of Reward Money and places it next to the board.
  - C) The Banker hands \$300 to each detective - 2 \$100 bills and 2 \$50 bills.
5. Each detective rolls the dice. The one who rolls the highest number goes first; play then proceeds, in turn, to that detective's left.

6. Press the ON button twice and you'll hear a thief committing a crime. Look at the display to see the number of the building or street where the crime is taking place.

## PLAYING

Before you play, please read all of the following information very carefully.

### ON YOUR TURN:

1. Press the CLUE button *once*. Listen for a sound clue and watch the Display.
2. Roll the dice.
3. Based on the sound clue you just heard - and any others that preceded it - move your playing piece. Move it, according to your roll, toward where you think the thief is on the board.
4. If you can, try to make an arrest.

### SLEUTH CARDS.

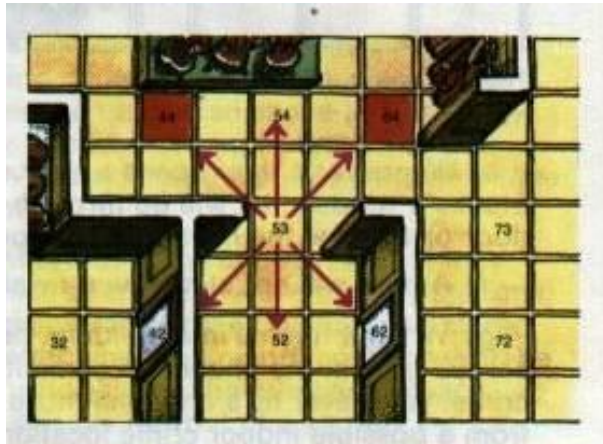
At any time during your turn - either before or after rolling the dice - you may, if you wish, play one of your Sleuth Cards. You may play whichever one you wish, but may play *only one* card on a turn. As soon as you've played a card, return it, face down, to the bottom of the draw pile. Then *replace* it with the draw pile's top card.

### How a Thief Moves

A thief moves only in certain ways. By knowing how he moves, you can track him more easily and try to arrest him more quickly.

a) There are only two times when a thief will move. He *usually* moves when a detective presses CLUE. He *always* moves to escape from the cops after an unsuccessful arrest.

- 1.

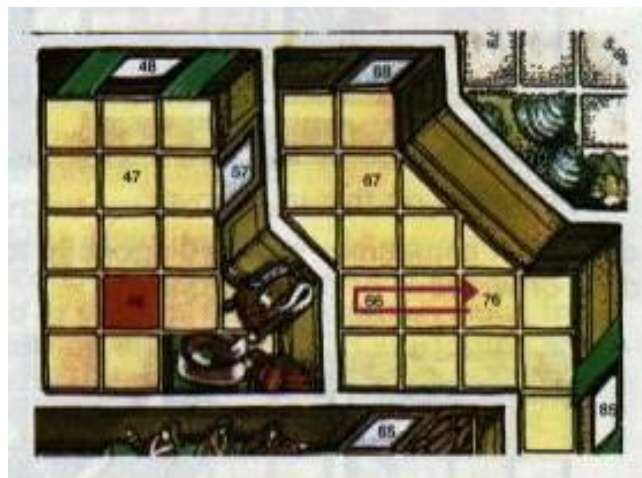


From space #53, the thief might move to any of these numbered spaces.

b) A thief might move in any direction - horizontally, vertically-or diagonally. But he will move only *two* board spaces at a time and only from one numbered space to another.

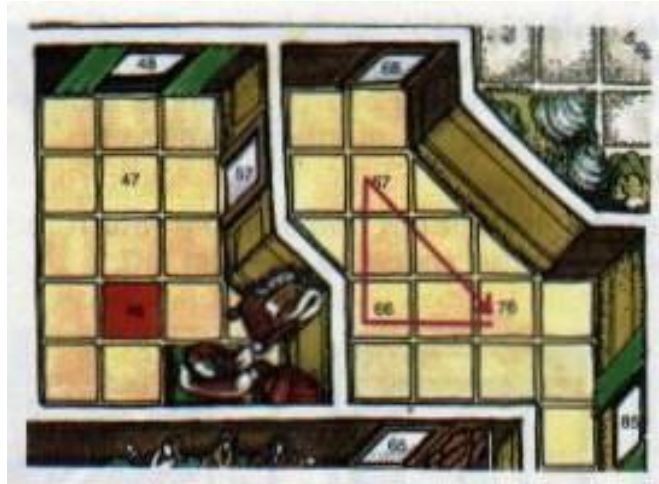
c) A thief will not immediately return to the numbered space he has just left.

2.



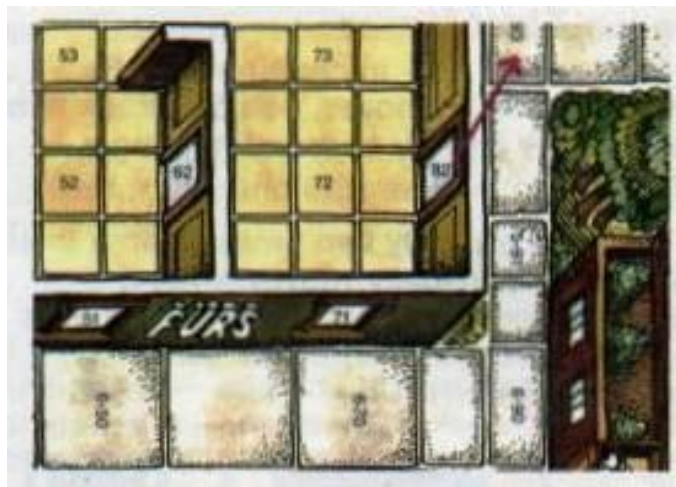
He will *never* do this in 2 moves.

3.



He *might* do this in 3 moves

4.



d) A thief sometimes moves diagonally to a door or window, or through one.

e) Whenever a thief opens a door or breaks a window, he will go *through* that door or window the next time he moves.

f) A thief will not climb over a wall.

g) When a thief *is in a building*, he will *always* grab at the chance to commit a crime. Whenever he's only one move away from a possible indoor crime location, he will commit that crime the *next time* he moves.

h) After a thief Commits a crime in a building, that particular crime location will register (on the ELECTRONIC CRIME SCANNER) as a FLOOR space *until the thief leaves that building*. After

all, no item can be stolen twice; it has to be replaced by its owner - the jeweler, antique dealer, etc.

In large cities, outdoor businesses are easy targets for crime. Therefore, if a thief robs the NEWSSTAND, it will close down and register as a STREET space *until that thief is arrested*. Only a new thief will be able to rob it again.

i) Every thief knows the advantages of escaping on the subway. Whenever a thief reaches the numbered space in front of a *corner* subway station, he will enter that station and ride on the subway the *next time* he moves.

j) After riding the subway, a thief may resurface at *any* of the five subway stations- perhaps even at the one he just entered. No matter where he resurfaces. however, he will always exit on the numbered space that's directly in front of a station.

k) If a thief escapes from the cops, he won't stop moving until he has moved *either 5 or 6 numbered spaces* away from them. So listen carefully for the sequence of five or six sound clues after an *unsuccessful arrest*.

## TrackIng a Thief

Tracking a thief is a process of deduction that requires logic and common sense. As you know, at any given moment the thief might be at any one of several different locations. To determine his possible *current* locations, you must keep in mind his possible *previous* locations. In other words, *where he might be now depends on where he might just have been*.

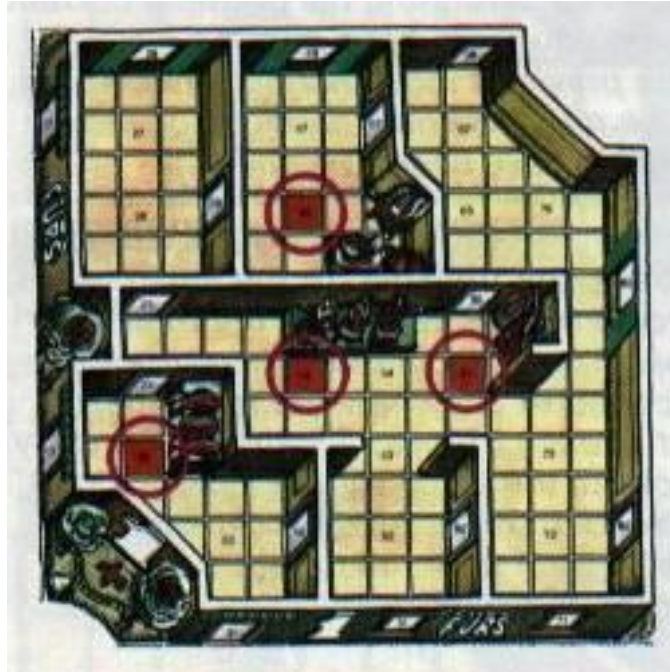
The following sequence of sound clues will help to explain tracking. In the illustrations, *the circled spaces represent the thief's possible current locations. The arrows are color-coded to show how he might have arrived at each of these locations*. Don't try to follow all the arrows in an illustration at once. You'll find it easier to follow the arrows of each particular color from one illustration to the next.

In this example, the sound clues and Display readout are only *imaginary*; so *do not* use the ELECTRONIC CRIME SCANNER. In a regular game, each detective, in turn, uses the CRIME SCANNER to get a sound clue, while all the other detectives *also* listen.

### a) 1st SOUND CLUE: a CRIME ALARM.

Building 1 appears on the Display. At this moment. the thief must be at one of the four possible crime locations in this building. (Figure 6)

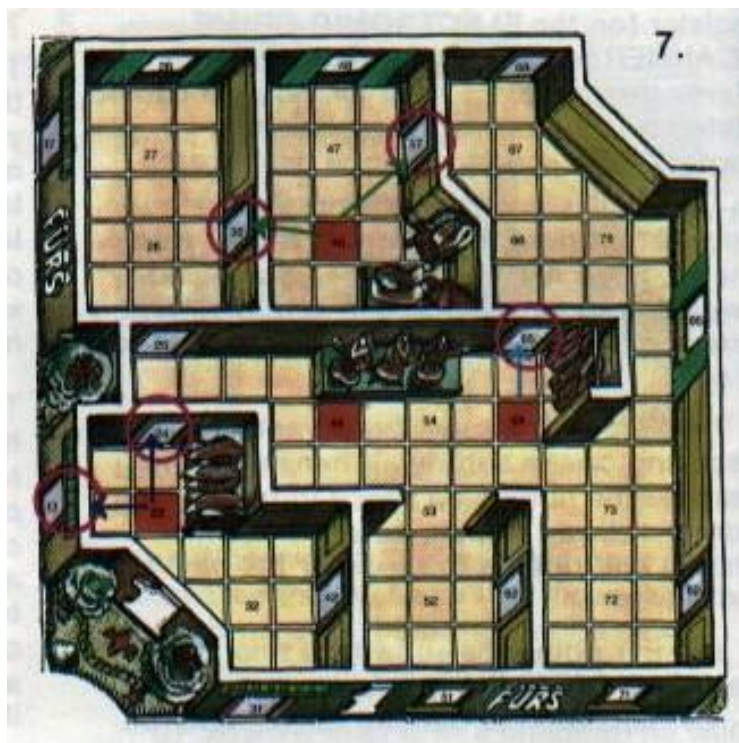




**b) 2nd SOUND CLUE: the thief opens a DOOR.**

Look for every DOOR that lies exactly two spaces away from a possible crime location. (Figure 7)

7.

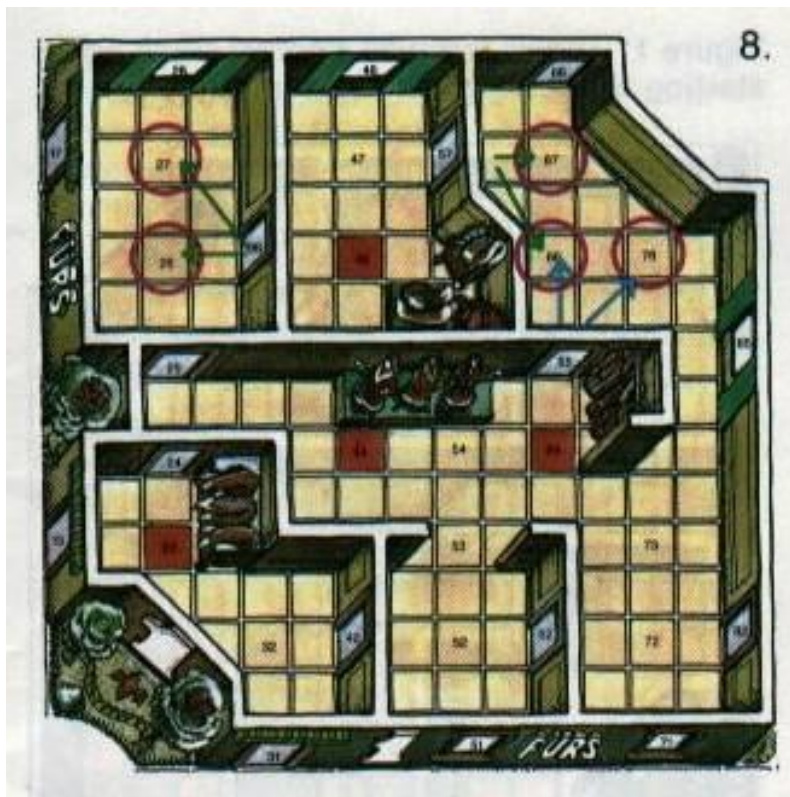




**c) 3rd SOUND CLUE: the thief walks across the FLOOR.**

Look for every FLOOR space that lies exactly two spaces away from a DOOR where he might just have been. (Figure 8)

8.

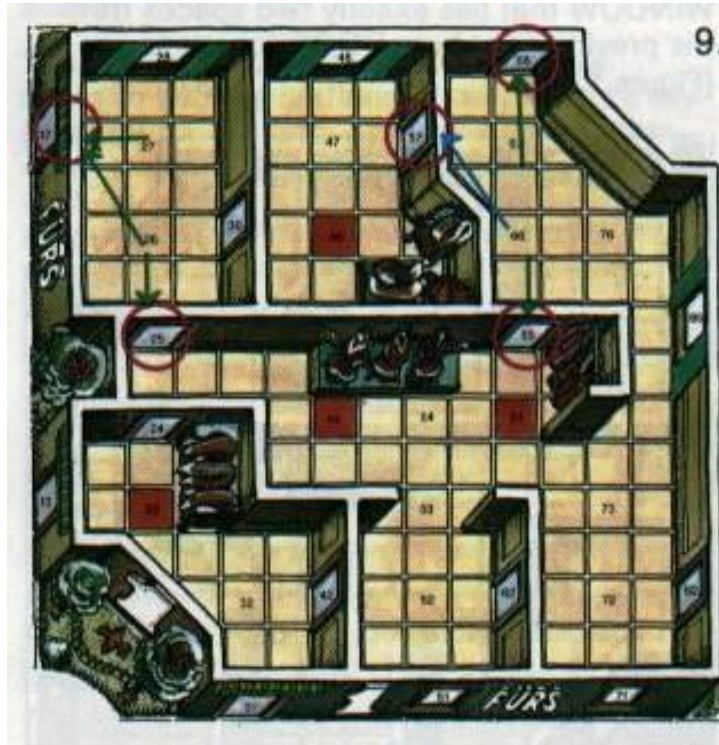


Notice in Figure 8 that FLOOR spaces 47 and 54 are not among his possible current locations Why? Because a thief always goes *through* a DOOR that he opened)

**d) 4th SOUND CLUE: the thief opens another DOOR.**

Look for every DOOR that lies exactly two spaces away from the FLOOR spaces where he might just have moved from (Figure 9).

9.



Notice in Figure 9 that DOOR 36 is not among his possible current locations. A thief will not immediately return to a space where he might just have moved from.

**e) 5th SOUND CLUE: the thief breaks a WINDOW.**

As you can see, there's only one WINDOW that lies exactly two spaces from his previous possible DOOR locations.(Figure 10)

10.

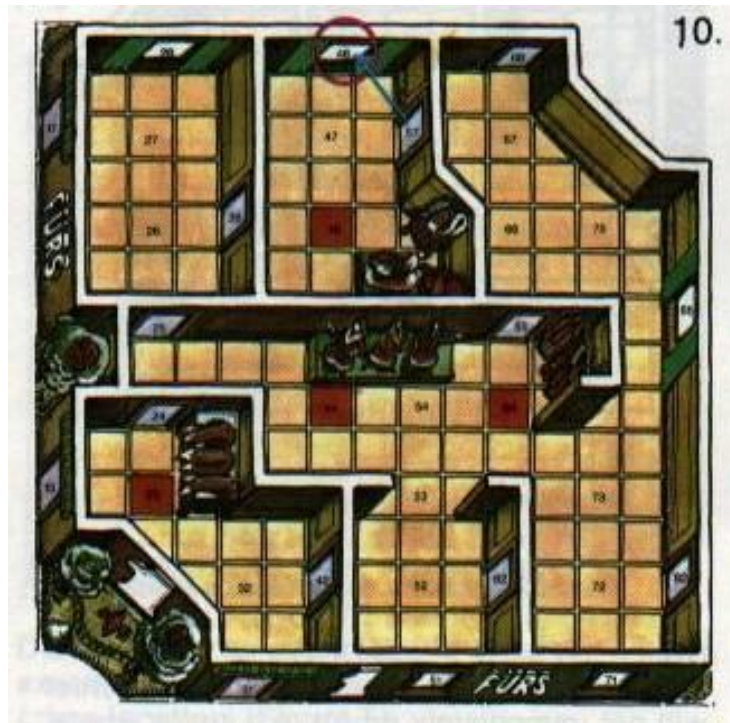
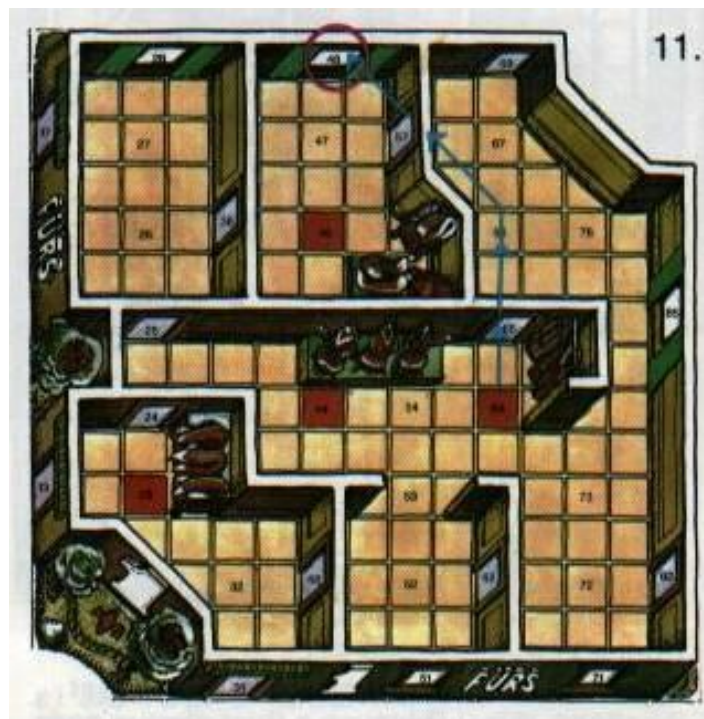


Figure 11 shows the thief's actual route - starting at the scene of the crime. Now that you know exactly where he is, will you be able to move in close enough to try an arrest?

11.



## How a Detective Moves

As you know, a thief moves only from one *numbered* space to another. A detective, however, moves on *every* space - whether it's numbered or not.

- a) You may move in any direction (horizontally, vertically or diagonally) and may, on a single turn, change directions as often as you wish.
- b) You do not have to move the full count of your roll. *Example:* If you roll a 7, you may move as many as 7 spaces or as few as 0.
- c) If your roll would land you *by exact count* on a space that's already occupied by another detective, move immediately to *any* space that's *directly next* to the space you would have landed on.
- d) Like a thief, you can move through a door, but *not* over a wall.
- e) Even though a thief can move through a window, you *can not*.
- f) If you *start* your turn on a subway station, you may - either before or after rolling - move to any other station. You may then move from the new station up to the limit of your roll.

If you *end* your move on a subway station, you may immediately move to any other station.

*You may not, however, split your move between subway stations. Example:* Let's say that you roll a 6 and, after moving 3 spaces, enter a subway station. -You may, if you wish, move to any other subway station. But if you do, you *must* stop moving there; you may not move the remaining 3 spaces of your roll.

## Arresting a Thief

You may try an arrest if you're *on or directly next* to the thief's exact location; *or* if you're on or directly next to where you *think* his exact location is.

To try an arrest, first press ARREST to notify the cops. Then use the numbered buttons to direct the cops to the thief.

To attempt an arrest, first press ARREST to inform the cops. Enter the number of the box that is supposed to find the thief (without the “- “ Example: 234, 690 ...).

## WINNING

If the thief is *on the street*, first press ARREST; then press the *three* numbers that show his exact location on the street.

a) If your arrest is *successful*, take the WANTED Poster and all the Reward Money that goes with it.

b) If your arrest is *unsuccessful*, listen carefully for the sequence of five or six sound clues as the thief escapes from the cops.

c) In the example under **Tracking a Thief**, you learn *exactly* where the thief is hiding (Building 1, Window 48). Therefore, if you were able to try an arrest, you'd know that you were sending the cops to the correct location. Sometimes, however, you only *think* you know where the thief is hiding; or you might even want to take a wild guess. In either case, if you send the cops to the wrong location, you're guilty of a *false arrest*.

When this happens, you immediately lose your Detective License. First turn it over and end your turn. Then, on your *next turn*, get your License back by paying the Bank a \$100 fine. (If you have only \$50, pay that. If you have no money at all, you don't have to pay anything.) As soon as you get your License back, your turn ends.

*Remember When a thief first commits a crime, he's worth the face value of his WANTED Poster. However, if you or your opponents fail to arrest this thief before he robs again, the Banker adds \$100 to the Reward Money for each additional crime.*

## **A New Thief**

After a successful arrest, each detective leaves his or her playing piece where it is on the board. The detective who made the arrest turns over the top WANTED Poster and covers it with the appropriate amount of Reward Money from the Bank. He or she then presses the ON button *once*, thus causing a new thief to commit a crime. The player to that detective's left now takes his or her regular turn.

The winner is the first detective to earn \$2,500 in Reward Money.