

Inspector Higgins

Can he catch the thieves red-handed?

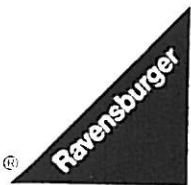
Age 8 - 99
2 - 6 Players

Based on an idea by Manfred Ludwig

Contents: 1 playing board
6 wooden figures (1 inspector, 5 thieves)
9 houses
3 dice (blue, green, red)
1 perforated card (with 9 house cards)
1 set of rules

History

Many years ago a gang of thieves were the bane of a certain small town. Just before the clever Inspector Higgins was able to put them behind bars they managed to conceal their stolen loot in a small house somewhere in the town. Now, many years later, the thieves have served their sentences and have been set free. However, the town has changed a great deal while they have been 'inside' and the thieves are unable to identify which house they had hidden the stolen treasure in. Watch out though! Inspector Higgins is still around too. He has heard that the gang is back. The chase is on!



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| For 2 players | Thieves use the blue die
Inspector uses the green die |
| For 3 players | Thieves use the blue die
Inspector uses the blue die |
| For 4 players | Thieves use the green die
Inspector uses the red die |
| For 5 or 6 players | Thieves use the green die
Inspector uses the red and
blue dice |

(In this case, the inspector decides after every throw whether he/she wants to add two dice scores together to move or only move the score on one die.)

Turns are taken in a clockwise direction. Who-ever is sitting on the left of Inspector Higgins always begins.

How do the thieves move?

Before you can break into any of the houses, all 5 thieves must leave their hide-out. After that, players on the side of the thieves can move whichever thief they choose. No-one is restricted to moving any particular thief.

No-one has the right to jump over any other figure, whether he is a thief or the inspector. This means that you can use figures to block roads, hinder pursuit, etc.

If your throw lets you land a thief exactly on one of the white circles outside a house, you can search the house and then announce to the other players whether the treasure is hidden in the house or not. If it is not, the house is returned to its side and the thieves move on to the next likely house.

Aim

If you are playing the Inspector, your aim is to catch the thief with the treasure and as many of his gang as possible.

If you are playing a thief then your need to hunt out the treasure and return it safely to your hide-out.

Preparation

Before you play for the first time, remove the 9 house cards from the perforated card (eight of the cards are red, the ninth has the stolen treasure depicted on it). Press the treasure card into the bottom of one of the houses, with the picture side showing; press the red cards into the bottom of the other houses. From now the cards remain underneath the houses (they are not removed at the end of the play). Mix the houses around so that no-one knows where the treasure is and then set them on the white squares in the town. Place the five thieves on the tree stumps outside their cottage hide-away and set Inspector Higgins on the large black circle outside the town jail.

Decide or throw the dice to see who will be Inspector Higgins for the game. All five thieves are active in every game so, irrespective of how many of you are playing, the rest of you move all five thieves.

Rules

Depending on the number of players, you use the dice as outlined below:

How does Inspector Higgins move?

If you are Inspector Higgins, you begin ~~the game~~ on the square outside the town jail. Using the appropriate die/dice for the number playing, you move the number you throw.

If you land directly on a square occupied by a thief, you send the thief to prison. The figure is removed from play for the rest of the game.

If you come to a white circle in front of a house, you do not look under the house. That's only for thieves. But by staying there until your next move you can prevent the thieves from searching the house. You, too, are not allowed to jump over other figures.

The stolen treasure is found!

All the thieves do their best to find the treasure. If one of you moves a thief to a house where the treasure is then found, everyone playing against the Inspector tries to help this thief return safely to the hide-out with the loot.

If, on the other hand, you are the Inspector, you must try to catch the thief before he/she reaches the hide-out and try to catch as many of the rest of the gang as possible, too.

End of Game

The game ends and the thieves win when the thief who found the treasure reaches the hide-out with a direct throw. It also ends, and the Inspector wins, if the Inspector
TOT.

(inspector)

He catches the thief who found the treasure or, alternatively, catches all five thieves.

Good Luck!

Tips on Strategy

For the "thieves"

As soon as one of the thieves finds the treasure, the other thieves can be used to block Inspector Higgins' path and thus slow him down.

It is a good idea, therefore, to discuss each move beforehand with the rest of the gang.

For "Inspector Higgins"

You play an important and honourable role in the game; after all, your aim is to free the town of these thieves. It makes sense, therefore, to try to catch as many of them as you can. The more thieves behind lock and key, the fewer are left to look for the treasure or help carry it off to the hide-out.

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