

Arrêter le Voleur ! / Stop Thief!

Game Instructions

Game Includes:

- Stop Thief Game Board
- Stop Thief Game Cards
- Game Instructions
- Evidence Tally Sheets

You Will Also Need:

- a game marker for each player
- a pencil for each player

Object of the Game:

To be the first to discover...

- 1) What the thief stole
- 2) What room he/she is in now
- 3) Where he/she is hiding

Set up:

- Place the game board in the middle of the table.
- Divide game cards into three piles of item/furnishing cards, room cards and hiding place cards. Mix up each pile face down and have someone choose a card at random from each. These three cards will be set aside face down in a pile. These cards become the answer key at the end of the game. Be sure no one has seen these three cards.
- Put the rest of the cards back together into one pile and shuffle them. These may now be dealt evenly and facedown to all players. If there is an uneven number of cards, place the extra card(s) face up beside the game board so all can see it.
- Give each player an Evidence Tally sheet and a pencil. Players mark their Evidence Tally Sheet with checkmarks for all cards they hold in their hand and any extra cards that are face up. This is done secretly.

- Each player places their game marker on any room in the house.

Game Play:

- The player who has the closest birthday goes first. Play continues clockwise around the table.
- On your turn:
 - 1) Move to a room which borders the room you're in or stay in the room you're in. Movement can also be made from the attic to the garage or vice versa.
 - 2) Make a guess of what the thief stole, what room he/she is in now and where he/she is hiding. Ask if you are wrong, "Est-ce que je me trompe?"
 - 3) The person to your left looks in their cards to see if they can prove that you are wrong. If they can, they secretly show you a card that proves your guess is wrong. You mark this card on your Evidence Tally sheet and that is the end of your turn.
 - 4) If the person to your left can not prove you wrong then the next person has a chance to prove you wrong and so on around the table. As soon as someone can prove you wrong, they show you a card, you mark it on your sheet and that is the end of your turn. If no one can prove you wrong but you can prove yourself wrong then you say that you can prove yourself wrong and that is the end of your turn.

Winning the Game:

If no one can prove you wrong and you can not prove yourself wrong on your turn, then you turn over the three cards that were put aside at the beginning of the game. If the cards match your guess then you are the winner! Congratulations! You caught the thief!