

**STOP
THIEF!**

UNSORTED PAPERS

RULE BOOK



An alert pops up on your phone...

A crime has just been committed! Grab your investigator's ID and hunt down the thief. But they're nowhere to be seen! You'll need to listen up in order to bring them to justice.

OVERVIEW

In **Stop Thief!**, players play private investigators trying to catch thieves moving around the board. The thieves do not physically appear on the board - the app keeps track of where they move, playing sounds to give clues about their location. Use the sound clues to figure out where the thieves are, move in to make the arrest, and earn your reward!

HOW TO USE THIS RULE BOOK

Stop Thief! may be played competitively or cooperatively. Many of the rules between the two main modes of play are largely the same. As you read through this rule book, note the following:

Rules that are specific to **competitive** mode will be shown in a tan box like this.

Rules that are specific to **cooperative** mode will be shown in a maroon box like this.

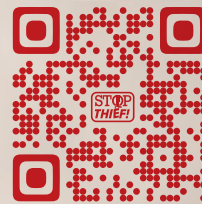


Don't forget to download the free app!

(You'll need it in order to start catching thieves.)

Search for
**RESTORATION
GAMES**

or just scan
the QR code.



available at
amazon appstore

(Only one player needs to have the app installed.)

COMPONENTS

- 1 Game board
- 6 Investigator meeples
- 6 Investigator ID cards
- 36 Investigator movement cards
- 12 Competitive thief cards
- 10 Cooperative thief cards
- 42 Money cards

OBJECT OF THE GAME

COMPETITIVE MODE

Be the first player to collect enough cash to retire. The amount needed changes based on the number of players.

COOPERATIVE MODE

Catch the notorious thief Debbie Atlantic and the rest of her gang (the "Atlantic Seven") before they steal all the loot.

When setting up the game, the same components will be used with the following exception:

Use the 12 tan thief cards for the **competitive** mode:

Use the 10 maroon thief cards for the **cooperative** mode and its variants:



COMPETITIVE MODE



SET-UP

1. Place the game board on the table and the money to the side to create a bank.
2. Shuffle the **competitive** thief cards and place them face down next to the bank. Reveal the top card.
3. Each player takes an investigator meeple, the matching ID card, and the 6 matching movement cards. These movement cards make up a player's hand.
4. Place the investigator meeples on the subway space labeled **500** (the center of the board).
5. Each player takes **\$3,000** from the bank (unless playing the advanced difficulty, see pages 14-15).
6. Launch the app - it will tell you who goes first.

Note: The first time you use the app, it defaults to **standard** difficulty. If you change the difficulty, the app will save that setting for the next time you play competitive mode.

PLAYING THE GAME

Players take turns clockwise around the table. On your turn, do the following three steps in order:

1. GET A CLUE
2. PLAY A CARD
3. ATTEMPT AN ARREST (OPTIONAL)

1. GET A CLUE:

Select **GET CLUE** on the app to get a clue about where the thief is.

The app will play a sound for everyone to hear – a clue to the thief's location. It will also display the building or street where the thief is located. The clue is not secret, so if someone missed it, you can replay the clue with the **REPLAY CLUE** button.

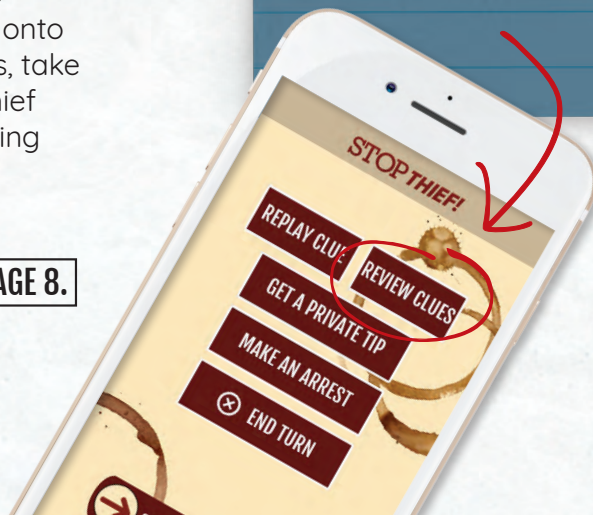


CRIME SPREE!

Sometimes, the sound clue reveals that the thief committed a new robbery by moving onto another crime scene space. If that happens, take \$1,000 from the bank and place it on the thief card. This is an additional reward for catching such a dastardly criminal!

CONTINUE READING ON PAGE 8.

You can retrace more of the thief's steps by tapping the **REVIEW CLUES** button. The app will show you all of the clues to the thief's movement, and you may replay as many clues as you'd like from previous turns.



COOPERATIVE MODE



SET-UP

1. Place the game board on the table.
2. Take the “Debbie Atlantic” **cooperative** thief card and put it face up on the table next to the board. Shuffle the remaining cooperative thief cards, draw **six** of them, and place them face down on top of the Debbie Atlantic card. These are the Atlantic Seven, also known as the “Pack”. Put the remaining cooperative thief cards back in the box without looking at them.
3. Each player takes an investigator meeple, the matching ID card, and the 6 matching movement cards. These movement cards make up a player’s hand.
4. Place the investigator meeples on the subway space labeled **500** (the center of the board).
5. Create a stack of **\$50,000** and set it next to the Pack. This is the “Loot”. Put the rest of the money cards back in the box.
6. Launch the app - it will tell you who goes first.

COOPERATIVE VARIANTS

These rules are for **cooperative** mode. Rules for **one vs. many** and **solo** modes appear on page 15.

PLAYING THE GAME

Players take turns clockwise around the table. On your turn, do the following three steps in order:

1. GET A CLUE
2. PLAY A CARD
3. ATTEMPT AN ARREST (OPTIONAL)

1. GET A CLUE:

Select **GET CLUE** on the app to get a clue about where the Pack is.

On the first turn, the app will display the building the Pack is in and will play a sound for everyone to hear – a clue to the Pack’s location. After the first turn, the app will only play the sound clue. If someone missed the clue, you can replay it by selecting **REPLAY CLUE** on the app.



CRIME SPREE!

Each time the Pack robs a crime scene, take \$5,000 from the Loot and return it to the box.



HOW MOVEMENT WORKS

THIEF MOVEMENT

- Thieves **always** move from one numbered space to the next numbered space (including doors and windows) connected by a footprint path. (The thieves can move in either direction on the paths, regardless of the direction of the footprints.)
- Thieves **always** move on spaces with a number.
- Thieves **never** move on unnumbered circles.
- Thieves **never** return to the space they just moved from the turn before.
- Thieves will **never** stay in the same space two turns in a row.

In addition:

COMPETITIVE MODE (STANDARD DIFFICULTY)

- Thieves **always** start on a crime scene space.
- Thieves will **always** move through a door or window to the other side.
- Thieves will **never** take the subway (though they may move into a subway space).

Note: For thief movement rules in other difficulty settings, see pages 14-15.

COOPERATIVE MODE

- The Pack **always** moves together.
- The Pack **always** starts on a space inside a building.
- The Pack will **often** move through a door or window but **may** return to a space in the room or on the street they came from (but not the exact same space).
- The Pack will **always** move to a new subway space if they enter a subway space, and they **never** take the subway two turns in a row.
- The Pack **may** return to a crime scene they previously robbed, but they can only rob each crime scene once. If they return to a previously robbed space, the app will play footsteps.

Thief Movement Clues

The sound you hear tells you the new space that the thief went to:

475

Crime Scene
sound: an alarm



Door
sound: a creaky door

225

Inside a building
sound: footsteps



Window
sound: breaking glass

705

Outside a building
sound: hubbub



Subway
sound: train moving

- If you hear hold music, it means the thief did not move.
- If you hear laughter, (cooperative mode only), it means the Pack moved secretly and you don't get a specific sound clue.

Thief Abilities

Every thief has a special ability that can change the game. There are two types:

While at Large: This ability is in effect as long as this thief's card is face-up. This ability will no longer be in effect after this thief is arrested.

When Captured: The effect happens when the thief is arrested. The investigator making the arrest makes any decisions about the effect.

INVESTIGATOR MOVEMENT

- Investigators must travel along the footprint paths using all the spaces, including the unnumbered circles. (Investigators can move in either direction on the paths, regardless of the direction of the footprints.)
- Investigators may not move onto or through a window space unless there is an effect that specifically lets them do so.
- Investigators may move through a space occupied by another investigator, but they may not end their movement on a space with another investigator. Exception: Any number of investigators can be on the subway spaces.
- Investigators on a subway space may move to any other subway space on the board for free even if they have no movement left. After moving to the new space, they must immediately stop moving. If the movement card has an effect, they may still resolve the effect (even if that effect lets them move additional spaces).
- The thief's ability might change the rules for how investigators move.

2. PLAY A CARD:

Play a card from your hand onto the table. You may move a number of spaces up to the amount shown on the card. You do **not** need to move the full number of spaces on the card. Some cards have a special effect on them that will let you do something before, during, or after your move. You do **not** have to do the special effect.

Once you play a card from your hand, it stays on the table. You may not pick up and reuse your movement cards until an effect lets you do so, usually from your lowest movement card.

INVESTIGATOR CARD EFFECTS

Some of the investigator cards have special effects. Each investigator has these same two cards:

- **At the end of your turn, pick up all your movement cards:** At the end of the turn you play this card, pick up all your movement cards (including this one) and return them to your hand.
- **Before moving, get a private tip:**

COMPETITIVE MODE

This is secret information for your eyes only!

When your movement card tells you that you can get a private tip, you may select **GET A PRIVATE TIP** on the app.

The app will tell you the thief's current location. Because you are competing against each other, you should keep this information secret from the other investigators.

Remember the location, then select **GO BACK** and complete your turn.

COOPERATIVE MODE

When your movement card tells you that you can get a private tip, you may select **GET A PRIVATE TIP** on the app. If you do, you must take \$1,000 from the Loot and return it to the box.

When you get a private tip, the app will tell you the first digit of the current space the Pack is in. Because you are working together, you should share this information with the other investigators. Select **GO BACK** and complete your turn.

Some investigator cards have special effects that are unique to the investigator:



John "Jimmy" James

- After moving, get a **private tip**: Get a private tip after moving.



Sandra Jones

- During your move, the first 3 spaces you move outside are **free**: This turn, the first three spaces you move outside a building do not count toward the total number of spaces you can move. These spaces can be during any part of your turn and don't need to be in a row. You could move: 1, 2, 3, free, 4, 5, 6, free, free, 7, 8, 9.



Pepper Gonzales

- You may attempt an **arrest on any space up to three spaces away from you**: When attempting an arrest after you play this card, you may pick a space up to three spaces from your current space (counting numbered and unnumbered spaces).



Drake Benedict

- Before moving, you may also **move another investigator 4 spaces**: Move another investigator up to 4 spaces. When you use an effect to move another investigator, you move them following the regular rules. If you move them onto a subway space, they do not move to another subway space.



Vivian Oh

- During your move, you may **move onto or through window spaces**: When you play this card, you may move through windows during this turn.



Tad Magnum

- You don't have any unique special effects, but your movement cards have higher numbers than the other detectives so you can move around the board faster.

3. MAKE AN ARREST (OPTIONAL):

You may make an arrest on the space you are **currently on** or any **adjacent numbered space**. Select **MAKE AN ARREST** on the app. The number of the space where you make the arrest is public. Announce the number and enter it in the app. The app will then tell you if you are right or wrong.

COMPETITIVE MODE

If you are wrong, you've made a false arrest. Pay \$1,000 to the bank, and your turn is over. (If you have no money, pay nothing.)

If you are right, you've captured the thief! Collect the reward money as indicated on the thief card and any additional money if they went on a crime spree. If the thief has a "When Captured" effect, it happens now. The app will ask if you earned enough money to win the game (see **WINNING THE GAME** on the next page). If not, discard the thief you captured and reveal a new one. It is now the next player's turn.



COOPERATIVE MODE

If you are wrong, you've made a false arrest. Take \$1,000 from the Loot and return it to the box. Your turn is over.

If you are right, you've captured one of the Pack! If the thief has a "When Captured" effect, it happens now. Remove the captured thief's card from the Pack and return it to the box. If it was the last card, Debbie Atlantic, you win the game! Otherwise, reveal the next thief in the Pack.

The Pack does not start a new path when a thief is caught. They immediately move two spaces. If they move into a crime scene or subway space, you will hear the regular sound; if they move into any other space, you will hear laughter. It is now the next player's turn. They select **GET CLUE** as normal at the start of their turn, so the Pack will have moved three spaces from where the arrest was made before the next player moves their investigator.



END OF TURN

After you complete all of the steps on your turn, select **END TURN** on the app and pass the device to the player on your left to take their turn.

Play continues until someone earns enough money to win the game.

WINNING THE GAME

The first player to get enough cash to get out of this two-bit job is the winner.

Players	Money needed to win
2	\$40,000
3	\$30,000
4	\$20,000

END OF TURN

After you complete all of the steps on your turn, select **END TURN** on the app and pass the device to the player on your left to take their turn.

WINNING AND LOSING

The players win if they catch Debbie Atlantic before the Loot runs out of money. If the Loot runs out of money before that happens, the players lose.

COMPETITIVE MODE

OTHER DIFFICULTY SETTINGS

The first time you use the app, it defaults to **standard** difficulty. If you change the difficulty, the app will save that setting for the next time you play competitive mode.

Intermediate and **advanced** difficulties use the same rules as **standard** difficulty except as follows:

INTERMEDIATE DIFFICULTY:

1. Thieves will **often** move through a door or window but **may** return to a space in the room or on street they came from (but not the exact same space).
2. Thieves will **always** move to a new subway space if they enter a subway space.
3. Thieves **may** stay in the same space on consecutive turns. (The app will play “hold” music and show clock hands.)
4. When you get a private tip, the app will show you two spaces. The thief is in one of the two spaces.

ADVANCED DIFFICULTY:

1. Money is not used on this setting. Investigators don't start with any money at the beginning of the game. Ignore any effects that cost money (such as making a false arrest).
2. The first detective to catch two thieves wins the game. You do not win the game by earning money.
3. When a new thief appears, the app will play a sound clue indicating that the crime was committed in one of two adjacent buildings:



If you hear construction, a crime occurred in the bank or the electronics store.



If you hear an ice cream truck, a crime occurred in the electronics store or the department store.



If you hear a car crash, a crime occurred in the department store or the museum.



If you hear a jazz musician, a crime occurred in the museum or the bank.

4. When giving clues, the app will not display which building or street the thief is in.
5. Thieves will **often** move through a door or window but **may** return to a space in the room or on the street they came from (but not the exact same space).
6. Thieves will **often** move to a new subway space if they enter a subway space.
7. Thieves **may** stay in the same space on consecutive turns. (The app will play “hold” music and show clock hands.)
8. When you get a private tip, the app will show you two highlighted sections of the board. The thief is in a space in one of those highlighted sections.

CUSTOM DIFFICULTY:

This feature allows you to choose your own settings for the thief’s movement, how private tips are given, how you win the game, and more.



COOPERATIVE MODE

OTHER PLAY VARIANTS

In the **one vs. many** and **solo** modes, the rules are largely the same as the regular cooperative play. Differences are as follows:

In the **one vs. many** mode, one player takes the role of the Pack. Instead of passing the app device around each turn, the Pack player keeps the device throughout the game. The app will show the Pack player which spaces they can move to each turn.

In **solo** mode, when you catch a thief, immediately pick up all of your used movement cards and put them back in your hand.



GAME HISTORY

Stop Thief! was designed by Dr. Robert Doyle and published by Parker Brothers in 1979. Dr. Doyle was an honest-to-goodness rocket scientist. He left NASA to design electronic games and toys, like **Code Name: Sector** and **Electronic Battleship**. He is perhaps best known for the groundbreaking **Merlin**, one of the first handheld electronic game systems, which featured multiple games in one device, variable difficulty levels, and the ability to save games—all in 1979! His influence can be seen today in the recent spate of games merging electronics and tabletop play.

These days, Dr. Doyle lives in Massachusetts, scooping up second-hand copies of his games to give as gifts to his grandchildren. He is thrilled to see a restored version of **Stop Thief!** for a new generation.

CREDITS

Restored from: **Stop Thief**, designed by Dr. Robert Doyle and published by Parker Brothers.

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Thank you so much to everyone who playtested this game!

Special thanks to Walt Mueller for his help on the rulebook.

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