



# Language-learning for Crime Fans

for 2 to 6 players from the  
age of 12 up



INTERPOL ERMITTELT is available in five languages: English, French, German, Italian and Spanish. The game instructions and the crime plots can be downloaded in these languages from: [hueber.de/sprachspiele](http://hueber.de/sprachspiele) or from [grubbeverlag.de/sprachspiele](http://grubbeverlag.de/sprachspiele).

## THE IDEA BEHIND THE GAME

Speaking, understanding, drawing conclusions – that's what this game is all about. One player is the suspect, the others are investigators. The suspect reads a case out loud, and the investigators must try to find out the facts by using Inquiry cards to ask the right questions. If they find out 4 facts and thus collect 4 Inquiry cards, the suspect is declared guilty and the investigators win the game. But if they draw false conclusions, allowing the suspect to collect 4 Inquiry cards first, then the suspect is cleared of any blame and declared the winner.

## CONTENTS

- 30 Plot cards
- 6 Question cards
- 100 Inquiry cards
- Game instructions

## PREPARATION

- Separate the Plot cards and Question cards and put them to one side.
- Divide the Inquiry cards into their 4 categories: Who – How – When & Where – What & Why. Shuffle each category and put the 4 piles face down in the middle of the table.
- Have any dictionaries and/or digital devices ready. Both aids may be used at any time during the game.
- **First-time players** should read the Useful Information on page 4.

## GETTING STARTED

One player draws a Plot card and reads out the **text on the front of the card**. This provides only hints about the crime. The player does not read out the **case facts** at the bottom of the card. These are the details the other players must find out in order to solve the case.

While the investigators swap ideas about this crime and draw their first conclusions – ideally in their target language – the suspect **quietly reads the back of the card**. This text contains all the case details, which the suspect needs to know in order to answer the investigators' questions.

Now, one of the investigators **turns over an Inquiry card from any of the 4 categories**. Each investigator then asks the suspect a question to find out if the words on that Inquiry card are one of the facts needed to solve the case. The investigators may only ask questions about the category shown on the upturned card. If the Inquiry card shows **2 categories**, they are allowed to ask a question in both categories.

**HOW TO ASK QUESTIONS** A basic rule is that questions and answers must be complete sentences. For help and suggestions, the **Question cards** may be consulted at any time during the game. (See also the Useful Information on page 4.)

## THERE ARE THE 3 WAYS THE GAME CAN PROCEED AFTER EACH INVESTIGATOR HAS ASKED A QUESTION

- 1** If the investigators decide that **no case fact** has been discovered, the Inquiry card is put back in the pile.
- 2** If the investigators are sure that the words on the upturned Inquiry card are a case fact, they tell the suspect this. If they are right, they keep the card. If they are wrong, the suspect wins the card.
- 3** If the investigators are not sure that the words on the Inquiry card are real facts, they put that card face up on the table and draw the next Inquiry card. As soon as 3 Inquiry cards from one category are face up, the investigators must pick one of them and tell the suspect that this card is part of the solution. As with option 2, a **correct choice** means they keep the card; a **wrong choice** means the suspect wins the card. The other two cards go back in the pile.

When an Inquiry card has **two categories**, the investigators need to choose only **one of the two suggested solutions** to win the card. On two-category cards, only one of the suggested solutions is correct each time.

**JOKERS** Among the Inquiry cards are two Joker 'suspect' cards and two Joker 'investigator' cards. When a Joker is drawn, it is immediately given either to the suspect or to the investigator. Having a Joker is the same as winning an Inquiry card. It is valid for all categories, not just for the category on the back of the card.

**What happens when** an investigator asks a question about a case fact that is not actually relevant for the solution? – Some plots give no details about the time, location or weapon used. *These circumstances also need to be established. Here, however, the investigators may only choose between options 1 and 2.*

**What happens when** an investigator asks a question for which the crime plot has no answer? *The investigator is allowed ask another question.*

## GAME OVER

As soon as the **investigators have collected 4 Inquiry cards**, they can declare the suspect guilty and **win the game**. But if the suspect is the **first to collect 4 Inquiry cards**, he or she is cleared of any blame and is declared **the winner**. Either way – when the game is over – the suspect reads out his or her 'confession' on the back of the Plot card, so that everyone knows what really happened.

## USEFUL INFORMATION

When **only two people** are playing, the investigator is allowed to ask 2 questions with each Inquiry card.

During questioning, the investigators are allowed to ask the suspect to **repeat** a part – or even all – of the plot on the front of the card.

The questions on the **Question cards** are not the only ones permitted in that category. The investigators are allowed to ask other questions that may also be relevant in solving the case.

Avoid asking questions whose answer would directly name a case fact.

**Fast version:** to speed up the game, use only 1 or 2 categories of Inquiry card. Or use all 4 categories but limit the number of case facts required to solve the crime to two facts, instead of four.