

# BARETTA™

## The Street Detective Game

### SET UP THE GAME:

1. Each player selects an "Accused Criminal" (a "mugshot" of a Killer, Bank Robber, Safecracker or Hijacker), a plastic base and the six plastic markers of the same color. Insert the "mugshot" into the slot in the base to identify your "real criminal" you want Baretta to arrest. Each player's "mugshot" is placed in front of him for all to see and remains there during the game.
  2. Insert the figure of Baretta into the white base and place him in the center of the board marked "Hideout."
  3. Cards:
    - (a.) Give each player the one "Baretta Arrests" card which matches his "criminal." Example: Player who has the "Accused Safecracker" receives the "Baretta Arrests the Real Safecracker" matching card. For a 2 or 3 player game, the "Accused Criminal" matching cards not used are discarded.
    - (b.) Shuffle the remaining (44) cards and place 1 card (face down) on each of the 24 spaces around the outside path of the board. *No cards go in corners or "Hideout."*
    - (c.) Deal out the remaining (20) cards face down to the players. Players cannot look at them. (With four players, each receives 5 cards; with 3 players, each receives 6 cards and 2 are discarded; and with 2 players, each receives 10 cards). Take your cards and, turning the "Baretta Arrests" card over, insert and thoroughly shuffle it into your pile.
    - (d.) Players may elect to "cut" each other's cards.
    - (e.) Now place your cards face down in a pile, in front of you. No player should know where his "Arrest" card is in his pile.
- OBJECT OF THE GAME:**  
To land Baretta on your "Baretta Arrests" card.
- RULES:**
1. Players throw dice. High roller goes first and other players take their turns, clockwise, moving Baretta around the board.
  2. Each turn consists of three parts:
    - A. Throw the dice.
    - B. Move Baretta the same number of spaces as the dice show.
    - C. Have Baretta do what the card directs. *Only the Baretta piece moves.*

3. Each player can move Baretta in any one direction and around corners. He may move onto the center paths or on the outside "card" path.
4. When a player has finished moving Baretta, he may be on one of several kinds of spaces:
  - a.) A space on the outside path with a card face up or face down: After looking at the card, the player does as it instructs. Then he removes this card and discards it from the game. His turn ends.
  - b.) An empty space on the outside path: Player takes the top card from his pile, secretly looks at it, places it face down on the empty square and places a marker of his color on it. His turn is over.
  - c.) "Shortcut" spaces: (spaces leading into the center Hideout) Baretta does nothing.
  - d.) Corner Squares: Player does as directed, if he can. Most of the corner spaces are self explanatory, however, when landing on the "Apartment" the player may remove any marked card from the board and give it back to the owner. The owner then returns it to his card pile and his card pile is shuffled.
  - e.) Center "Hideout" Space: Player does as directed, if he can.

5. The players landing on a space that has a card will do as the card directs. There are several types of cards:
  - a.) "Move . . . . . Spaces": Move the number of spaces indicated in any direction and stop. The original card is now discarded and the player's turn is over, even if Baretta lands on another square with a card up or down. If he was moved and lands on a "center" or on a "corner", Baretta must do as the instructions there indicate (if he can) and then end his turn.
  - b.) "Stay Put — Replace Card From Your Hand" — Take the top card from your pile, secretly look at it, place it face down on the square, and place your chip on it. The first card (the "Stay Put") is discarded from the game. Leave Baretta on that space and your turn is over.
  - c.) "Baretta Wounded" — Turn the top card of your draw pile over for all the players to see. It is left in this position until you can place it on the board.
  - d.) "Go to . . . . . Space" — Move Baretta to the space mentioned, discard and do as directed by the square.
  - e.) "Baretta in Trouble" — Take one of your marked cards (a card with a marker of your color on top) off the board pathway and place it back in your draw pile. *Your cards must be re-shuffled at this time, and any other player may elect to cut them.*

- f.) "Play Your Hunch" — When Baretta moves on to a "Play Your Hunch" card do one of the following:
  1. Do nothing and your turn is over. The "Hunch" card stays face down in the space.
  2. Immediately move Baretta to what you think is an "Arrest" card. If it is, whoever matches his "Accused Criminal" to this "Arrest" card will win. You should "play your hunch", usually only when you know where your own "Arrest" card is. (To place it upon another player's card would cause the other player to win.)If the "Hunch" is wrong and it is not an "Arrest" card, the player making the move is out of the game, and the wrongly guessed card is turned back over on the board. In this case, the "Hunch" card is removed from the game.

- g.) "Baretta Arrests" — Whenever Baretta lands on any one of these four cards, the game is over. The player who has the matching "mugshot" is declared the winner.
6. Play continues as players move Baretta, in turn, around the board. Players should try to get their own "Arrest" card onto the pathway, so that they are able to land Baretta on that card.
7. When cards with markers are turned over, the marker is given back to the original player.
8. Whenever Baretta lands on an "Arrest" card, the game ends and the matching "criminal" player wins. This rule holds true even if Baretta landed there as the second part of his move.

### SOME SUGGESTIONS FOR CLEVER GAME PLAY:

1. Once your opponent's "Arrest" card is known to be on the board, it usually is beneficial to make him put it back into his pile of down cards by landing on the "Apartment" corner.
2. When a player gets a secret "peek" at a card, he doesn't have to reveal its message to others.
3. The paths into the center can be effectively used to keep an opponent away from his "Arrest" card when it is known where it is.
4. Landing on an opponent's marked "down card" can be dangerous as it may be his "Arrest" card.
5. Sometimes it is good strategy for other players to cooperate in keeping Baretta away from an opponent's revealed "Arrest" card.
6. Removing a marker from one of your cards by landing on the center Hideout, may help to conceal your "Arrest" card from other players.