

# Jagdrevier

## Hunting Ground The thrilling hunt for the culprit with Inspector Kluffinger

For 2 to 5 players, 8 years and up

### Mysterious Murder in the Allgäu

Inspector Kluffinger and his colleagues have begun investigations



#### KEMPTEN

„Jesus-Maria-and-Josef!“ With these words, the Kempten Chief Superintendent A.I. Kluffinger commented yesterday on the finding of a corpse in a wooded area on the outskirts of the town.

„It was Monday, and this is the day when Erika always cooks my Kässpätzten [cheese noodles.] And I'm just sitting there, taking a sip from my beer mug, when she puts the dish in front of me – really hot, with lots of onions, just as I like it. The cheese even cascades through the tines of my fork.

And now picture this: At this very moment, the Operations Center calls and tells me about this ominous corpse; so, in this situation, I had no choice, of course. You can imagine what the Kässpätzten looked like by the time I returned“, the inspector described the dramatic situation. In answer to an inquiry, the inspector explained that the consumption of the cold Kässpätzten

had a negative effect on his sleep. Upon further inquiry, he said that the reasons of his sleeplessness might also lie in his having viewed the corpse found in the woods. But „for technical reasons regarding the investigation,“ he didn't want to go into details – also because he just didn't know more.

#### With a team of highly qualified specialists

With a team of highly qualified specialists, the Chief Superintendent has taken on the investigation. This team includes the technical expert and dictation machine fanatic Richard Maier, Dr. Martin Langhammer, and secretary Sandy Henske, who helps out a little while colleague Strobl is on vacation.

Chief of Police Lodenbacher said optimistically it would be just a matter of hours before they got the culprit. Upon further inquiry, however, Inspector Kluffinger admitted that it might take much, much longer – weeks, even months – before they would have any results. If at all...

### Object of the Game

An investigator wins if he identifies the culprit at the latest in the 10th round and correctly names 5 features. But each investigator is allowed only one attempt! The culprit wins if the investigators don't identify him in time.

### Set-up

Before the first game, stick the **labels** onto the **dice**. Each side of a die gets one label; the labels in the blue area belong to the blue die, the red area to the red die, etc.

Lay the gameboard in the middle of the table. Agree on who will play the **culprit** in this round. The other players take on the role of the **investigators**: Inspector Kluffinger, Sandy Henske, Dr. Langhammer, and Richard Maier.

### Culprit

- If you are the culprit, you take **1 pencil**, **1 sheet from the Culprit pad** (this is your Culprit profile), the **3 dice** and **all Clue cards**. There are 3 types of Clue cards: the **Blind Alley** doesn't give the investigators any information; the **Feature** shows the investigators one feature that does not fit the culprit; and the **Profile** shows the investigators 5 features that may apply, depending on the culprit.

### Game Materials

- 1 gameboard (A)
- 4 screens (B)
- 1 Investigator pad (C)
- 60 cards (D)
  - for the basic game: 36 Clue cards
  - in addition, for the Kluffinger variant: 18 Action cards, 2 Culprit cards and 4 Interrogation cards (these cards are not needed in the basic game)
- 1 Culprit pad (E)
- 5 pencils (F)
- 4 time markers (G)
- 4 playing figures (H)
- 3 dice (I)
- 1 sheet with labels



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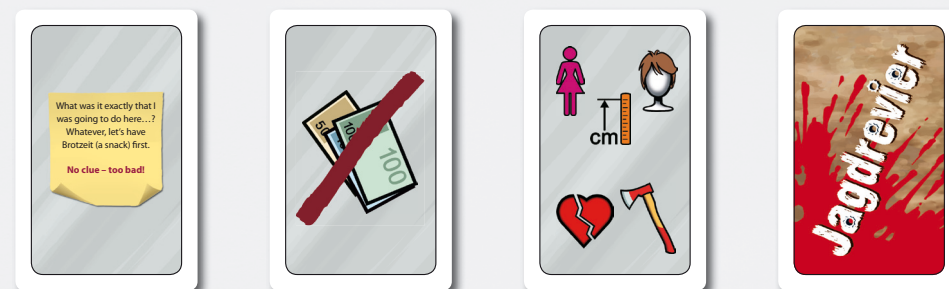
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### The Clue cards:



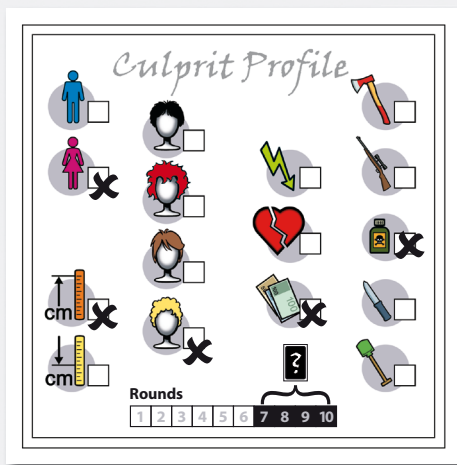
Blind Alley

Feature

Profile

Back

- Pick one „Feature“ Clue card for each feature: gender (male/female), height (tall/short), hair color (black, red, brown, blond), motive (revenge, jealousy, money) and murder weapon (axe, gun, poison, knife, spade). Note down these features on your Culprit profile. After that, put the 5 Clue cards and the Culprit profile to the side, face down. This way, anytime during the game you can check which features are applicable to you as the culprit.



**Example:** The culprit has picked the Clue cards showing female, tall, blond, money and poison and marks these features in his Culprit profile. The round-number bar serves the culprit as an overview of the proceedings of the game. The little black boxes and the question mark are relevant only for the variant.

- Now shuffle the remaining 31 Clue cards and put them down in front of you as a face-down draw pile. Then take the top 4 Clue cards into your hand.
- **Note:** Watch out that the investigators don't see either the front of your hand cards nor your Culprit profile during the game!

## Investigator

- If you are an investigator, you choose one color and take the appropriate **screen, playing figure and time marker** as well as **1 sheet from the Investigator pad** (this is your Investigator sheet) and **1 pencil**. Use this Investigator sheet to write down the clues that you will get during the course of the game.
- Place your playing figure on the **crime scene field** on the gameboard. You will use this playing figure to move along the red connections from one location to another. Put your time marker on the **timetable field** on the bottom left of the gameboard; this is the beginning of the **time track**. Your time marker indicates how many days you still have left for your investigation.
- Set up your screen in front of you and put your Investigator sheet and pencil behind it.
- **Note:** Watch out that neither the other investigators nor the culprit can see your Investigator sheet during the game!

Put the game materials you don't need back in the box.

## Course of the Game

The game plays over a maximum of 10 rounds. Each round proceeds as follows:

1. The culprit leaves evidence
2. The investigators fan out
3. Field exploration
4. Covering your tracks
5. Caught?

### 1. The culprit leaves evidence

- At the beginning of each round, the culprit leaves evidence at different locations. If you are the culprit, you roll the 3 dice. The symbols rolled indicate the 3 locations on the board at each of which you have to discard one of the Clue cards from your hand face down. You can freely choose which of your 4 hand cards you lay down at these 3 locations. That means you always keep 1 Clue card in your hand for the next round.
- If you roll one or more question marks, you can choose any location to place a Clue card.
- **Note:** There may never be more than one Clue card at one location.



**Example:** The culprit has rolled the symbols „Oberstdorf ski flying ramp,” „Wurzacher Marsh” and one question mark. For the question mark, he chooses the „Neukalden Castle Ruins” and lays down one Clue card, face down, at each of these 3 locations.

## 2. The investigators fan out

- Now it is the investigators' turn. The investigator to the left of the culprit moves first; after that, the other investigators follow in turn, clockwise.
- On your turn, you move your playing figure to a location on the gameboard that has a Clue card on it. You can only move from one location to another along the red connections. For each field to which you move your playing figure, you have to advance your time marker one space on the time track.
- **Note:** All in all, you have 20 days available. If your time marker is already standing on the 20, you may no longer move your investigator! Therefore, be careful that you don't always take the longest route.
- **Hint:** There can be several investigators at one location. If there is a Clue card on the location where you started the round, you may remain there, i.e., you don't „use up” any days in this round.



**Example:** Investigator Sandy moves her white playing figure from the crime scene to the Neukalden Castle ruins. Since in doing so she moves across 3 fields, Sandy also has to move her time marker 3 spaces forward on the time track.

### 3. Field exploration

- If you are an investigator and your playing figure is on a location with a Clue card, you may have a look at this card.
- Note:** Watch out carefully that no other investigator can see the front of your Clue card!

#### Now there are 3 possibilities:

- The card is a blind alley**

In this round, you have unfortunately gone down a blind alley and you get no further information about the culprit. Instead, you may choose to:

- move your time marker on the time track one space backward, or
- move another investigator's time marker one space ahead on the time track.

- The card shows a feature**

You find a single clue. The feature that you see on the Clue card does **not** belong to the culprit! Note the clue down on your Investigator sheet.

- The card shows a profile**

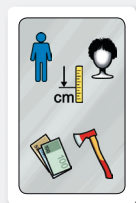
You get a description of the culprit. First note down the 5 features on your Investigator sheet. Then give the Clue card to the culprit. The culprit checks how many features on the Clue card match his Culprit profile. After that, he has to tell you truthfully and clearly how many matches there are: 0, 1, 2, 3, 4 or 5. Now, note down the number of matches on your Investigator sheet.



Blind Alley



Feature



Profile

### 4. Covering your tracks

If you are the culprit, you cover your tracks at all locations and remove the 3 face-down Clue cards on the gameboard from the game. After that, you draw 3 new Clue cards from the draw pile and take them in your hand so that you have 4 hand cards again.

### 5. Caught?

If you are the culprit, you ask the investigators at the end of a round whether anybody wants to try to solve the case.

If you are an investigator, you can **try once in the game** to solve the case.

- If no investigator wants to solve the case, the next round begins immediately.
- If you, as an investigator, want to solve the case, you mark the 5 features on your Investigator sheet that you think match the Culprit profile. Then you show your Investigator sheet to the culprit.

#### Now there are two possibilities:

- The 5 features match the Culprit profile. You have solved the case and identified the culprit. For proof, the culprit shows all investigators his Culprit profile and the 5 Clue cards that he had put aside at the beginning of the game.
- One or more features of your solution do not match the Culprit profile. Unfortunately, you have not solved the case and are immediately eliminated from the game. The other investigators continue playing and try to identify the culprit before the 10th round ends.

### End of the Game

There are two possible ways the game can end:

- Caught:** At the end of a round, one investigator solves the case and identifies the culprit. This investigator wins! If several investigators solve the case in the same round, the investigator who has taken fewer days on the time track to solve the case wins. If there is still a tie, then there is more than one winner.
- Escaped:** If no investigator solves the case by the time the 10th round has ended or all investigators have been eliminated before then, the culprit wins the game.

### Hints for investigators:

Mark the clues you got carefully on your Investigator sheet:

- Enter the clues on a new line in each round.
- Note down in the last column how many clues you have gotten in a round. In doing so, differentiate whether you have found a feature (1), a profile (0-5) or a Blind Alley (X).
- In case of a Blind Alley, cross out the entire line.
- If you have gotten a feature, cross out the respective box in this line and all lines below it. This is not the culprit feature that's wanted!
- If you have gotten a profile, circle each of the potential features in this line. If you make a circle in a box that you have already crossed out – for instance, because you have gotten a feature in a previous round and have crossed out this one for the remaining rounds – this gives you valuable information!
- If you are absolutely sure about a culprit feature in a certain category, cross out all other features of this category in this line and all lines below it as well.

#### Example Investigator sheet:

#### „Profile“ Clue card

**Sandy's Investigator sheet**

Round	Male	Female	cm	cm	Red hair	Jealousy	Poison	Blind Alley	Number of clues
1	X								1
2	X								X
3	X				X				1
4	X	O	O	X			O	O	3
5	X				X				
6	X				X				
7	X				X				
8	X				X				
9	X				X				
10	X				X				

Notes

In the 1st round, Sandy gets the feature „The culprit is not male.“ This makes it clear that the culprit is a woman!

In the 3rd round, Sandy gets the feature „The culprit does not have red hair.“

In the 2nd round, Sandy goes down a blind alley!

In the 4th round, Sandy gets the profile „Female, tall, red hair, jealousy, poison.“ Sandy shows the Clue card to the culprit and learns that 3 features match the Culprit profile!

**By the end of round 4, Sandy knows quite a lot about the culprit. Before then, she had already learned that the culprit is female and doesn't have red hair. Now she has to find out more about the other 3 features of the profile. As for the 5 features on the „Profile“ Clue card, she knows already that the gender fits and the hair color doesn't. Since, overall, 3 features of the profile are correct, 2 of the other features (tall, jealousy, poison) must fit.**

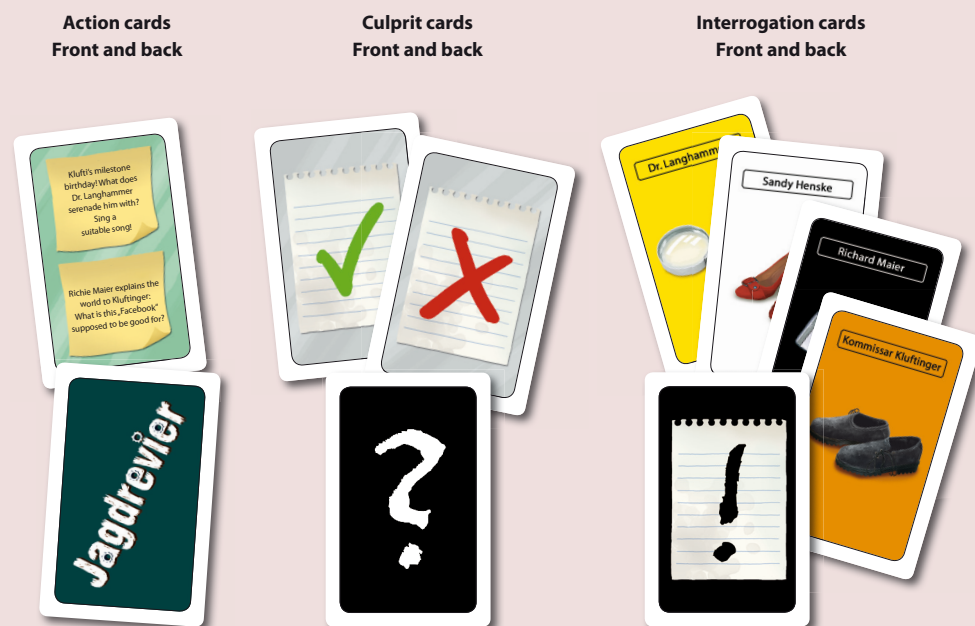
## The Action-packed Variant for Real Kluftinger Fans!

In this variant, the game is easier for the investigators. For the culprit, however, it becomes more difficult to win!

The game proceeds as described above, with the following changes:

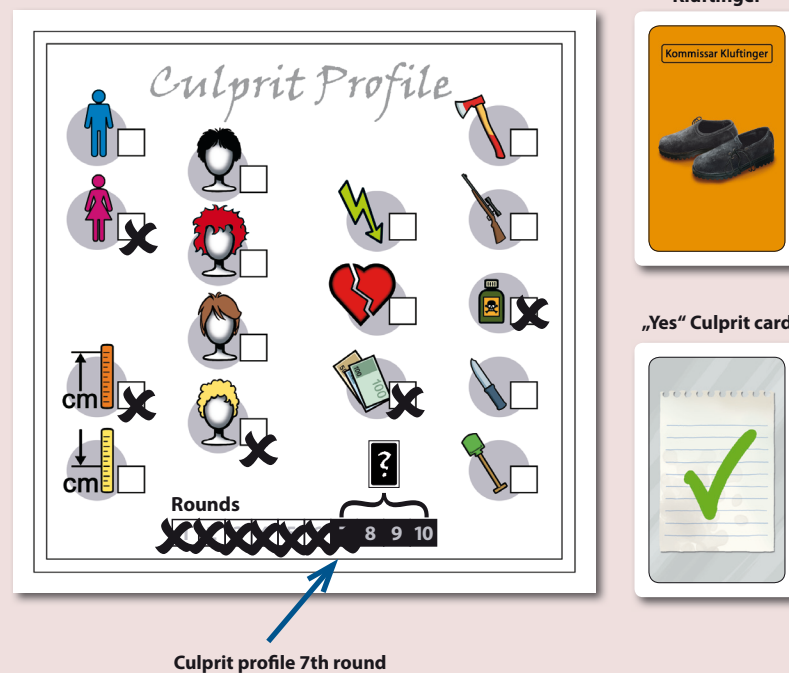
### Set-up

- If you are the culprit, you additionally shuffle all Action cards face down and lay them out ready as a draw pile. You also get the two Culprit cards.
- If you are an investigator, you get one Interrogation card in addition to the materials in the basic game.



### 5. Caught?

- If you are the culprit, you mark the number of rounds on your Culprit profile at the end of each round. From round 7 on, the investigators are allowed to interrogate you!
- If you are an investigator, you give the culprit your Interrogation card. Now you may ask him a question about any one feature. After this, your Interrogation card is removed from the game!
- If you are the culprit, you have to answer the investigator's question truthfully. To this end, take the appropriate Culprit card („Yes“ or „No“) and give it to the investigator, face down.
- **Note:** Watch out that no other investigator can see the front of the Culprit card!



### Course of the Game

The sections „1. The culprit leaves evidence“ and „4. Covering your tracks“ proceed as described above.

### 2. The investigators fan out

- If you, as an investigator, already „used up“ all your days on the time track or don't have enough days left to get to the nearest clue, you can carry out an Action card.
- For this, the culprit draws the top Action card and reads aloud the two actions to you. Choose one of the two actions and execute it.
- After that, you may move your playing figure to the **nearest** location that contains a Clue card.
- **Hint:** If the text reads „Richie Maier explains the world to Kluftinger...“ or „Yumiko needs to know: ...“, you don't need to say the actual meaning. What's important is that it is a funny explanation!

**Curious?** Find the correct answer at [www.kommissar-kluftinger.de](http://www.kommissar-kluftinger.de).

### 3. Field exploration

If you have found a „Blind Alley“ Clue card, you now have two options:

- **Carry out an Action card:** The culprit draws the top Action card and reads the two actions to you aloud. Choose one of the two actions and carry it out. After that, you move your time marker one space backwards on the time track.
- **Do nothing:** You do not carry out an Action card and do not get a day back.
- **Note:** In the variant, you may **not** move another investigator's time marker ahead.

**Example:** At the end of round 7, Inspector Kluftinger plays his Interrogation card and asks the culprit if the weapon is the poison. This is correct! The culprit now shows Kluftinger his „Yes“ Culprit card without revealing it to the others.

- **Hint:** If you run out of Culprit profiles or Investigator sheets, you can get a new supply at [www.huchandfriends.de](http://www.huchandfriends.de).

**Warning:** Not suitable for children under 36 months! Choking hazard! **Achtung!** Nicht geeignet für Kinder unter 3 Jahren: Erstickungsgefahr durch Kleinteile. **Attention!** Ne convient pas aux enfants de moins de 3 ans : risque d'asphyxie à cause de petits éléments. **Attenzione!** Non adatto a bambini di età inferiore a 3 anni per il pericolo di soffocamento che può essere causato da piccole parti.



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