Police Chase Game
For 2 Players

- **Print all the pages on 8½" x 11" paper, heavy paper is recommended.**
- **Color the game board pages if you wish**
- **Tape the two game board pages together trimming one edge away with scissors and overlapping the pages to match at the center as seamlessly as possible; position the pages so that the registration arrows on either side match.**
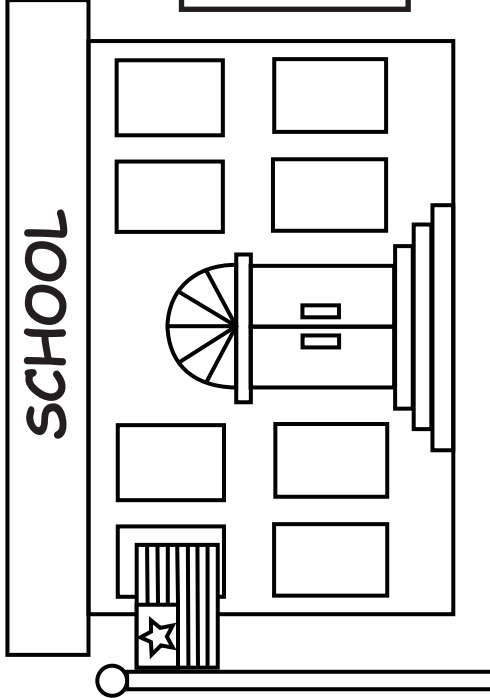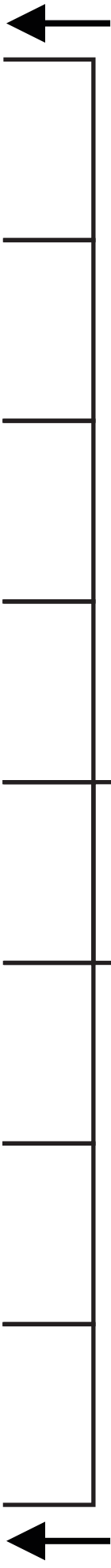- **Follow the rules and play fair**

Rules

- Use one dice and two 'markers' to play the game. The markers can be coins, checkers, chess pawns or pebbles... use different colors to tell who is who.
- The Police player starts inside the Police Station. The Robber player starts inside the bank.
- Players take turns, roll the dice and move the appropriate spaces. The Robber rolls first and gets a head start but may be overtaken by the Police at any point.
- As you move along the game board, follow the directions given on certain spaces only if you land directly on the space. Some of the directions apply only to the police and some only to the robber and are identified as such while others apply to both players.
- You must land right on the Park Entrance space to use the park shortcut to get to the space on other side of the park; if you do, go directly to the space on the other side of the shortcut.

The Police Officer wins if:
1.   He reaches the Hideout first.
2.   He captures the Robber by landing on a square occupied by the Robber.
3.   He ambushes the Robber when the Robber lands on a square occupied by the Officer
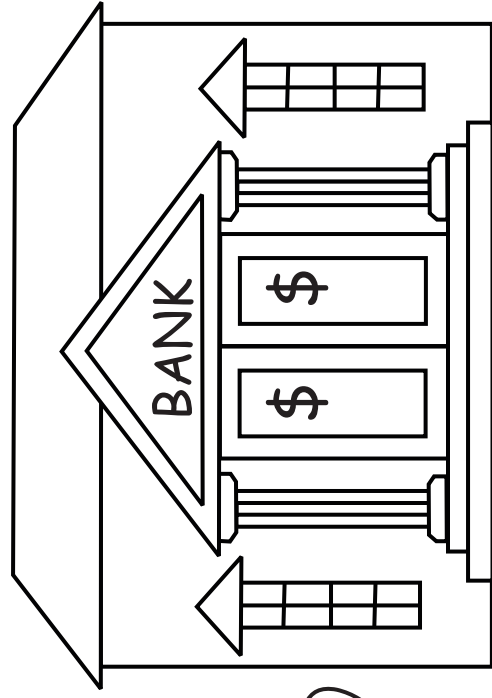4.   He lands on a square that is an automatic win for the Officer.
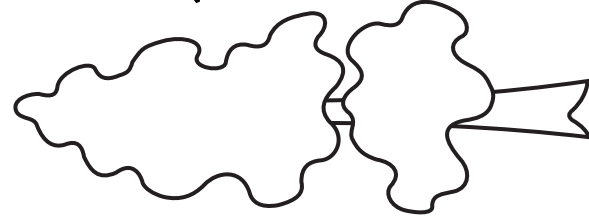
The Robber wins if:
1.   He reaches the Hideout first.
2.   He lands on a square that is an automatic win for the Robber.

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Coloring Activity
Page

Police Chase Game
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HIDEOUT

Joe's Garage

Make up for
lost time
go ahead
5 spaces

Cut along dotted line and tape overlapping page 2

FOREST PARK

Shortcut

Park Entrance
take shortcut

Robber:
A friend
rats you out
You Lose!

Robber:
Drop loot go
back 2 spaces

Red Light
Lose a turn

Flat tire
go to garage

Police:
good tip takes
you to hideout
You Win!

Chased by
dog
go back 3
spaces

INTERNATIONAL
POLICE
MUSEUM
ROCKAWAY BEACH, OR

BANK

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SCHOOL

POLICE

Police:
Stop to interview witness
lose a turn

Robber:
Get away car won't start
lose a turn

Police:
Get a tip - go directly to the Bank

Either Player:
Police stops chase to help a lost child.
Robber wins

Wait for school bus
lose a turn

Green Light
Go ahead 3 spaces

IPM
Coloring Activity Page