Police Chase Game
For 2 Players

- Print all the pages on $8\frac{1}{2}''$ 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.
For 2 Players

Police Chase Game
<table>
<thead>
<tr>
<th>Police: Stop to interview witness lose a turn</th>
</tr>
</thead>
<tbody>
<tr>
<td>Robber: Get away car won't start lose a turn</td>
</tr>
<tr>
<td>Police: Get a tip - go directly to the Bank</td>
</tr>
</tbody>
</table>

**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

**Police:**
- Stop to interview witness lose a turn

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

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