

# POLICE ACADEMY™

THE SERIES.

## RULES

For 2 to 4 players / Ages 5 to 10

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### EQUIPMENT

Game Board ■ 12 Point Badges ■ 4 I.D. Badges ■ 1 Capt. Harris Disk  
 ■ 4 Tokens ■ Die

### OBJECT

To move around the POLICE ACADEMY track under Capt. Harris' watchful eye, collecting badges of varying point values. The winner is the player with the most points at the end of the game.

### SETUP

1. Punch out all the badges and the Capt. Harris disk from the perforated sheet.  
 2. **Badges:** There are two types of badges, the large blue POINT BADGES with the emblem on the front and different point values (stars) on the back; and the four different colored POLICE ACADEMY I.D. BADGES with blank backs. Divide the badges into the two groups.  
 Separate out the two large blue badges that have no points on the back. These are extras; if you should lose any of the 10 marked Point Badges, use these two, and write in whatever number of points you want on the back.

Mix up all the 10 large blue badges with points on the back and place them emblem-side-up on each of the 10 POLICE ACADEMY insignias on the Cadet Ring outer track of the game board, between all the cadets.  
 Each player picks a different color I.D. badge. (The badge reminds you what color you are; it is not used in actual gameplay.)

3. **Capt. Harris disk:** To start, place him face up in the center of the board. Throughout the game, your movements and your ability to collect point-earning badges depend on whether Capt. Harris is face up so he can watch you, or face down so he can't see what's going on!

4. **Tokens:** Give each player a token the same color as his or her POLICE ACADEMY I.D. badge. To start, place your token on any one of the yellow "funny situation" spaces on the inner track.

**Note:** At the start and at any time during the game, more than one player may occupy the same space on the track at the same time.

5. **Play:** Youngest player goes first. Play proceeds clockwise (to the left) around the table and clockwise around the inner track on the board.

### GAMEPLAY

#### On your turn:

1. Roll the die.
2. Move your token that number of spaces to the left on the inner track. Always move the exact number of spaces you rolled, and always move on the inner track.
3. What you do next on your turn depends on two things: The type of space you land on on the track, and whether the Capt. Harris disk is face up or face down.

#### The spaces:

**Orange Capt. Harris Spaces:** If you land on one of these five spaces, flip the Capt. Harris disk at the center of the board over. Your turn ends.

**Yellow "Funny Situation" Spaces:** If you land on one of these five spaces and *Captain Harris is looking* (he's face up), take any one of the POLICE ACADEMY badges from the outer Cadet Ring and, without looking at the back, move it into one of Capt. Harris' four corner offices, located at each of the four corners of the board.

If *Capt. Harris is not looking* (he's face down), take a badge from any one of the corners of the board and place it face up in front of you; you may check out the number of points on the back, if you wish, but don't let your opponents see! If there are no badges in the corners, your turn ends.

**White POLICE ACADEMY Badge Spaces:** If you land here when *Capt. Harris is looking*, your turn ends.

If *Capt. Harris is not looking*, take any badge from the outer Cadet Ring and place it face up in front of you; check the points on the back if you want to.

**Note:** You may only take one badge per turn.

### WINNING THE GAME

When all the badges have been removed from the board — both the inner track and the corners — players turn over the badges they've collected and count up the number of points they've accumulated. The player with the most points wins.

If there's a tie and two players have the same number of points, flip the Capt. Harris disk and call "heads or tails" to decide the winner!

We will be happy to answer your questions or comments on the POLICE ACADEMY — THE SERIES game. Write: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

