

POLICE CHASE™

Game

For 2 to 4 Players/Ages 6 and Up

The rooftop robber has stolen a priceless jewel and hidden it somewhere in the city.

As a police officer, your mission is to gather evidence from the crime scene, get a warrant to arrest the robber, and find the stolen jewel. Then round up the robber himself, to win the game! Get help from your fellow officers along the way - and be careful on those rooftops!

Object

Collect an Evidence token, a Warrant token, and the Jewel token. Then capture the robber to win!

Contents

Gameboard, parts sheet with 5 pawns and 20 tokens, 5 pawn stands, die

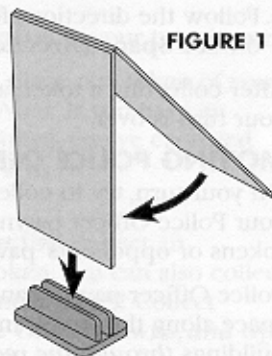
The First Time You Play

Carefully detach the game parts from the cardboard sheet. Discard the waste.

Assemble the pawns: Fold the Robber pawn and the 4 Police Officer pawns along their fold lines, and press each pawn into a plastic stand. See Figure 1.

Get Ready!

1. Choose a Police Officer pawn, and place it on the matching-colored corner space. All players do the same. Place any unused pawns out of the game.
2. Place the Robber pawn on the center gameboard space.
3. Turn the 20 tokens facedown and mix them up. Place one facedown token on each of the building spaces, *except* for the corner spaces where the Police Officer pawns are.



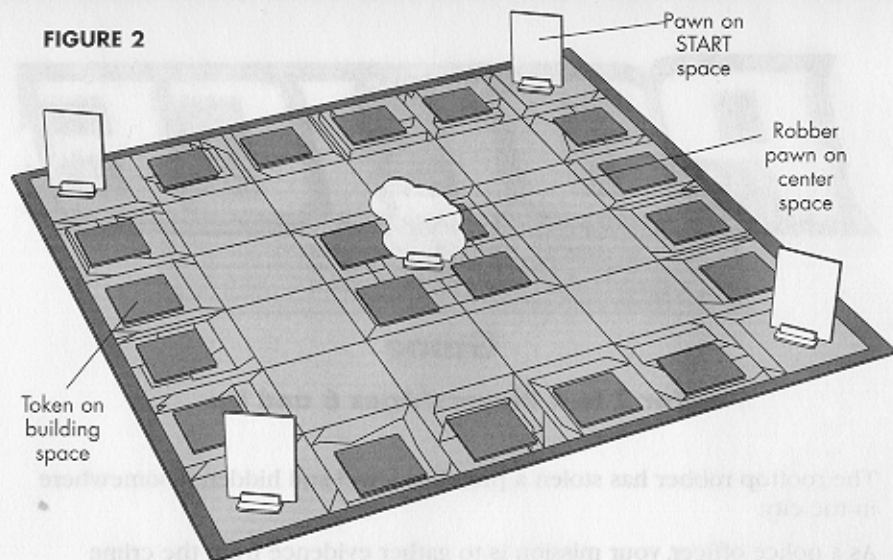


FIGURE 2

Figure 2 shows the game set up for 4 players.

The Chase Begins!

The youngest player goes first. Play then continues clockwise.

ON YOUR TURN

1. Roll the die, then move your Police Officer pawn along the gameboard spaces. See **Moving Police Officer Pawns**.

If you roll a 1 or a 2, you must move the Robber pawn the same number of spaces *after* moving your Police Officer pawn. See **Moving the Robber Pawn**.

2. Follow the directions for the space you land on. See **Space Directions**.

After collecting a token and/or playing a token, your turn is over.

MOVING POLICE OFFICER PAWNS

On your turn, try to collect tokens by moving your Police Officer pawn to spaces that have tokens or opponents' pawns on them.

Police Officer pawns can move from space to space along the street, and into and out of buildings *through the red doorways only*. Police Officer pawns can never move diagonally, and must always move the full count of the die roll. Figure 3 shows an example of moving your Police Officer pawn.

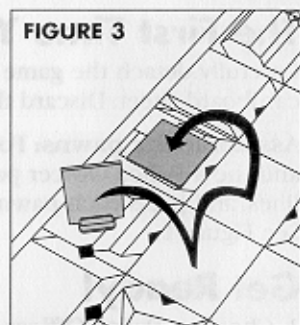


FIGURE 3

On a die roll of 3, you can move your Police Officer pawn from this building to another one through the doorways. Now you can collect the token on the building!

MOVING THE ROBBER PAWN

The Robber pawn can move from one space to *any* adjoining space; it does not have to go through doorways. The Robber pawn can't move diagonally, except from the center space: from there, it can move diagonally to any of the 4 adjoining spaces.

Move the Robber pawn *only* when you roll a 1 or a 2, *or* when you play a Robber token.

If you move the Robber pawn onto a space with an opponent's pawn, that player must place one token of his or her choice facedown on any empty building space.

Figure 4 shows an example of moving the Robber pawn.

SPACE DIRECTIONS

After you move your Police Officer pawn (and the Robber pawn, if you rolled 1 or 2), follow the directions below for the space you landed on. (The Robber pawn does *not* follow these space directions.)

- If you land on a space with a token, follow the directions under **Collecting Tokens**.
- If you land on a space with an opponent's Police Officer pawn, take one token of your choice from that player. If it's a token you need, place it faceup in front of you; if not, place it facedown on any empty building space.
- If you land on a space with a token *and* an opponent's Police Officer pawn, take one token of your choice from the player, *or* take the token from the space.
- If you land on a space without a token *or* a pawn on it, your turn is over.
- If you land on the space with the Robber pawn, place one token of your choice facedown on any empty building space. *Note:* If you have an Evidence token, a Warrant token and the Jewel token, you've captured the robber and you win the game! See **How to Win**.

COLLECTING TOKENS

To capture the robber and win the game, you must first collect an *Evidence* token, a *Warrant* token, and the *Jewel* token. You can also collect tokens that let you do special things (see box on next page)! Collect tokens by landing on spaces with tokens or Police Officer pawns, *and* by sending partners to collect them!

Whenever you look at a token on a space, show it to the other players, too. Then follow the directions depending on what kind of token it is.

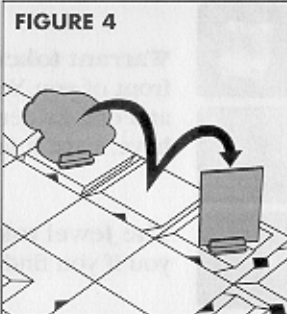


FIGURE 4

On a die roll of 2, you can move the Robber pawn from this building directly to the building with an opponent's Police Officer pawn. Now that player must give up a token!



Warrant token or Evidence token: Place the token faceup in front of you. You can never have more than one Warrant token and one Evidence token, so if you land on a token you already have, leave it facedown on its space.



The Jewel token: There's only one Jewel token, so good for you if you find it! Place the token faceup in front of you.

ROBBER TOKENS AND PARTNER TOKENS

You can play these special tokens as soon as you get them, *or* save them faceup in front of you, and play them on any other turn after following any space directions. There's no limit to the number of Robber tokens and Partner tokens you can have — but you can never play more than one token on a turn.



Robber token: Move the Robber pawn to any space on the gameboard, then place the Robber token out of the game. See **Moving the Robber pawn**, on page 3.



Partner token: Take a token of your choice from any gameboard space or player, then place the Partner token out of the game.

CAPTURING THE ROBBER

After you've collected an Evidence Token, a Warrant token and the Jewel token, try to capture the robber to win!

To capture the robber, move your Police Officer pawn onto the space with the Robber pawn — *or* move the Robber pawn onto the space with your Police Officer pawn.

How to Win

The first player to collect the 3 needed tokens, then capture the Robber, wins the game!

We will be happy to hear your questions and comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec, J4H 3X6.

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