



CITYCHASE

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Cops & Robber



Calling all units! A serious theft has occurred!

The thief is hiding in one of the buildings.
Police helicopters are patrolling between buildings
to track and stop the escape.
Will the police arrest the thief, or will the thief escape?



Objective



Police players must catch the thief's car before the end of round 11 to win.

The thief player must not get caught until the end of round 11 to win.



Components



1. Rulebooks x 2 (EN/KR)



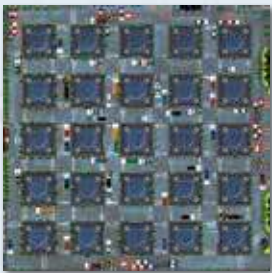
2. Round Board x 1



3. Traces x 11
(Blue x 9, Yellow x 1, Red x 1)



4. Game Board x 1



5. Car x 1



6. Helicopters x 3
(Pink, Yellow, Green)




7. Buildings x 25
(Large x 10, Small x 15)



Setup



1. Pin all Buildings on the Game Board holes. You can do this in any order. **(Image 1)**
2. Select a thief player. All other players are police players.
3. The thief player takes the Car and Round Board then places a Trace on each empty space of the Round Board. The first Trace is yellow and the sixth is red. **(Image 2)**

 *The yellow Trace represents the starting point of the thief player.
The red Trace represents the point where the thief player passed at the midpoint of the game.*

4. All Helicopters must be used regardless of the number of police players. The police players must decide which Helicopter each of them will use. Actions for any remaining Helicopters must be decided each round by the police players.



Image 1

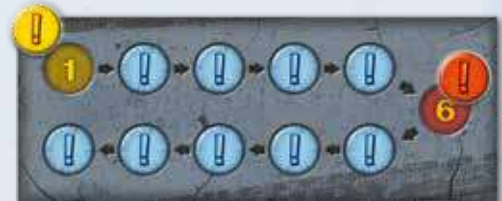



Image 2

5. Police players must choose a starting point for each Helicopter by placing each on an intersection. There can only be 1 Helicopter on an intersection at any given time.

 **An intersection refers to a point where two roads cross on the Game Board.**



Gameplay



There are up to 11 rounds in this game, and each round is comprised in order of a thief phase and a police phase. Both phases are explained below. You can check the current round by referring to the Round Board's number.

Thief Phase - Thief player's turn

All police players must close their eyes and wait until the thief phase ends. The thief player then performs the below steps each round in order except round 1. On round 1, the thief player skips step 1 and proceeds from step 2.

1. Run


Take the Car hidden from the previous round out of the Building without removing the Trace. Pin the Building.


 **Skip this step on round 1.**

2. Building Selection

Select and lift a Building adjacent to the one you hid in the previous round. Selection must follow these rules:

- a. You cannot select a Building diagonal to the previous one.
- b. You cannot select a Building that already has a Trace.

 **If there are no Buildings to select, announce that you are surrounded. (Refer to "Game End" on page 4)**

 **On round 1, to decide a starting point you must select and lift any Building to perform "Hide". (Refer to below)**

3. Hide

Take the Trace for the corresponding round from the Round Board and hide it in the new Building with the Car. The Car should be on top of the Trace.

 **On round 1, you must take the yellow Trace from the Round Board and hide it in the Building with the Car.**

4. End Turn

Pin all Buildings as they were then end your turn. Say "Done!" to end the thief phase and begin the police phase.

Police Phase - Police players' turn

All police players open their eyes and begin their turn. The thief player can observe the police phase and must wait until the police phase ends. Regardless of the number of police players, **each Helicopter must either “Move” or “Search”**. You are free to decide the order of Helicopter turns. If there are multiple police players, you can discuss the turn order among yourselves. Helicopters can perform one of the below actions.

1. Move

Move your Helicopter by 1 space to an adjacent intersection. You cannot move diagonally or go to a space where there is already another Helicopter.

2. Search

Lift one of the 4 Buildings around on your intersection. Results will depend on what you found.

a. Nothing found: Pin the Building back in place and end the turn.

b. Trace found: Pin the Building back and put the discovered Trace on top of the Building to record the thief's route then end turn.

c. Car found: Thief has been arrested. The game ends immediately and all police players win.

Once all Helicopters perform an action, the police phase ends with the round. The next round begins with the thief phase. This process repeats until the game ends.



Game End



The game ends immediately under the following conditions.

- 1. Arrested:** If the police players find the thief player's Car before the end of round 11, all police players win.
- 2. Escaped:** If the thief player is not caught by the end of round 11, the thief player wins.
- 3. Surrounded:** If the thief player cannot move on the thief's turn, the thief player announces the situation and all police players win.



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