

Patrol!

GAME RULES

Story/Intro

The year is 2020. Police agencies everywhere have seen a rise in crime. Especially in the city of Westgrove, where this rise has led to a need for new officers in the Westgrove Police Department. Only the best of the best can earn the right to be fully fledged Westgrove Police Officers.

- *Minimum players required 3. Maximum players required 6. Recommended for 4-6 players. See last page for 3 player rules.*

Component List

- 1 Game Board
- 9 City Area Tiles
- 36 Event Cards (Blue Back)
- 18 Location Cards (Red Back)
- 1 Die
- 12 Player Tokens (Units)
- 1 Assault Crime Token
- 2 Burglary Crime Tokens
- 3 Vandalism Crime Tokens
- 6 Player Mats

Setup

1. Lay out the Game Mat.
2. Shuffle City Area Tiles. Place the City Area Tiles randomly on the Game Mat face up.
3. Separate the Location cards into two decks: Location-Numbered and Location- Lettered.
4. Each Player Chooses a Unit. Place Units on space marked "Police HQ."
5. Provide each player with a player mat.
6. Provide each player with some way to keep track of points (i.e. a piece of paper and a pencil) or elect a scorekeeper to keep track of score for all players.

How to Start

- Oldest Player goes first.
- Play goes clockwise from that player (i.e. the player sitting to the left goes next.)

Turn Sequence

1. Draw an Event Card.
 - a. If the player draws a crime card:
 - i. Draw one card from the Location-Lettered deck and one card from the Location- Numbered deck.
 - ii. Place the corresponding crime token on the space designated by the Location Cards.
 - iii. Return Location Cards to decks and reshuffle.
 - iv. Place the Crime Card face up next to the Game Mat.
2. Play an Action Card. Not Required. One per turn.
3. Player takes their Movement Phase:
 - a. Roll the dice.
 - b. Move Unit in any direction.
4. Play Proceeds to Next Player.

How to Play

- **City Area Tiles:** The area of the city the player is in, will determine crime rate.
 - o Crime rate affects crime point values.
 - Crime Rate bonus is equal to amount of Crime Rate Dots (i.e. 1, 2, or 3.)
 - Point additions are added after crimes have been resolved.

Rounds:

- o Each game consists of 8 rounds. After 8 rounds the game is over.
- o Once all 6 Crime Cards have been drawn and the crimes have been resolved, the round is immediately over.
- o Players return their Units to Police HQ
- o All discarded Event Cards including Crime Cards are reshuffled into the Event Card Deck.

How to Win

- After all 8 rounds are completed, players add up their score from each round.
- The player with the highest point value is the winner.
- In the result of a tie, both players win.

Card Appendix:

- o **Run Code-** Allows player to roll the movement die twice. Can be held for later use. Discard after use.
- o **Mandatory Training-** Forces another player to move their Unit to "Police HQ" and forfeit their next movement phase. Can be held for later use. Discarded after use.
- o **Chief's Commendation-** Drawing player receives 1 point upon drawing this card. Card is then discarded.
- o **Traffic Crash Investigation-** Forces drawing player to skip their movement phase for 1 turn. Card is then discarded.
- o **Crime Card Assault-** Requires 3 players to resolve. Once 3 players arrive to the crime location, the crime is resolved. 1st player on scene receives 6 points, 2nd player on scene receives 3 points. 3rd player on scene receives 1 point. All other players receive 0 points. After the crime is resolved, the card is discarded, and the crime token is removed.
- o **Crime Card Burglary-** Requires 2 players to resolve. Once 2 players arrive to the crime location, the crime is resolved. 1st player on scene receives 3 points. 2nd player on scene receives 1 point. All other players receive 0 points. After the crime is resolved, the card is discarded, and the crime token is removed.
- o **Crime Card Vandalism-** Requires 1 player to resolve. 1st player on scene receives 3 points. Once 1 player arrives to the crime location, the crime is resolved. All other players receive 0 points. After the crime is resolved, the card is discarded, and the crime token is removed.
- o **Field Training Team-** Player is not affected by "Mandatory Training" or "Traffic Crash Investigation" cards. Can be held for later use.
- o **Citizen Complaint-** Player loses 1 point. Discarded immediately.
- o **Body Camera-** Player is not affected by "Citizen Complaint" card. Can be held for later use.
- o **2-Man Unit-** Player chooses 1 additional player to become a Combined Unit with. Both players return to Police HQ. Combined Units act as one Unit. Must move together. Turn order is not affected but only drawing player takes their movement phase. Stack Units to create the Combined Unit. Points earned as a Combined Unit are equal, not split. (i.e. if players earn 3 points, each player in the combined unit earns 3 points.) This only applies to Crime Cards. Combined Units count as 2 Officers. (i.e. if a crime requires 3 officers, 1 Combined Unit counts as 2. Only 1 other officer would be needed to resolve.) This card lasts until the end of the current round. *This card must be removed for 3-player games.*
- o **Officer Down-** Drawing player flips over their Unit. All other players are granted "Run Code" status while active. First player to reach the drawing player's space earns 6 points. All other players receive 0 points. Once the first player arrives to the drawing player's space, this card is resolved, and the drawing player can flip Unit back over. Drawing player cannot use action cards, draw cards, or move while "down". If this card is drawn, the round cannot end until it is resolved. This is not a Crime Card. *This card must be removed for 3-player games.*

Advanced/Optional Rules

- **Additional:**
 - **3-Player Game:**
 - Remove “2-Man Unit” Card from deck.
 - Play only 4 rounds.
- **Traffic Level**
 - Traffic level affects player movement:
 - Traffic level is represented by blue dots on the City Area Tiles.
 - 3 Blue Dots = High traffic level spaces costs 2 movement points to move onto.
 - 2 Blue Dots= Moderate traffic level spaces cost 1 movement point to move onto.
 - 1 Blue Dot =Low traffic level spaces cost ½ of a movement point to move onto.
 - Some areas of the city have higher or lower traffic volumes:
 - The area of the game board the player is in, will determine the cost to move onto each space. Some spaces cost 2 movement “points”, some cost 1 movement, and some cost ½ of a movement point.
 - Movement points are spent when moving onto a space. The player moves until they do not have enough points to move onto the next space.
 - If a player rolls the movement die and cannot move in any direction, that player may move to 1 adjacent tile. This does not apply to players using the “Run Code” card unless both rolls do not allow the player to move.
 - The player can choose to move to any adjacent space as long as they have the appropriate amount of movement points. Example: Player has 1 movement point and the spaces around them cost 2 movement points. The player cannot move.
 - It should be noted players are not required to use all of their movement points on a turn. “Extra” movement points are lost after the player finishes

their current movement phase meaning on that player’s next movement phase, any “leftover” movement points from the previous movement phase are gone.

- Some action cards prevent players from taking their movement phase.

- **Time Progression**

- Adds Seasons to the game. Seasons change after every third round. (i.e. 1-2, 3-4,5-6, and 7-8)
- Seasons have different effects
 - Spring (Rounds 1, 2)- Nothing Changes
 - Summer (Rounds 4, 5)- Crime Rate Point Values are Doubled for each City Area Tile
 - i.e. Downtown has a High crime rate with a point addition of 3. This would change to an addition of 6 points.
 - Fall (Rounds 7, 8)- Movement Point Costs increase by 1 Point for each space.
 - i.e. if a space cost 2 movement points based on the Traffic Level it now costs 3 movement points.
 - Winter (Rounds 10, 11)- Traffic Crash Investigation Cards now last for 2 turns instead of 1 but award 1 point to the drawing player
 - Players still draw an event card and can play an action card on their turn.

END OF RULES