

COPS & ROBBERS

RULES

Protect your money from robbers OR Steal money from the cops

Go on an Offensive against a member of the opposite team. That person must defend themselves or face losing money (if they are a cop) or going to jail (if they are a robber). Help out your team mates so that you get more points together.

Number of Players: 4

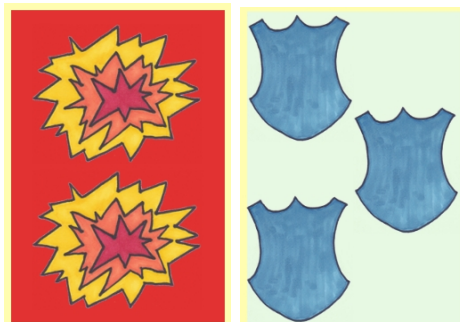
Duration: Approximately 20 minutes per round.

SET UP

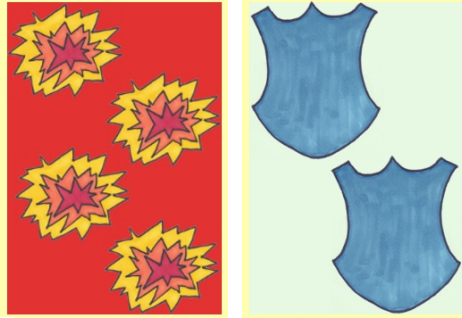
- ★ Each player randomly chooses one of the Cop/Robber cards to determine whether they are a cop or robber. Each player places the card in front of themselves for everyone to see.
- ★ Cops get 12 pieces of money to begin.
- ★ Everyone gets 5 of the Offence/Defence cards.
- ★ The remaining Offence/Defence cards form the pickup pile in the middle of the table.

PLAYING

- ★ Play rotates around the players clockwise, starting with the player to the left of the dealer.
- ★ On your turn:
 - * Pick up a new offence/defence card.
 - * If you are not in jail, start an Offensive (see below).
 - * If you are a robber: Play a defence card on an existing offence in front of you or someone else. This means you can help yourself AND other robbers get out of jail. Once the defence matches or exceeds the offence in front of you, put all the cards in the discard pile and you will be free to start an offensive on your *next* turn.
 - * If you are a cop: you can place a defence card in front of a fellow cop to give them added power for their next battle. You cannot place a defence card in front of yourself.
- ★ Offensives:
 - * Begin with someone placing one of the explosion cards in front of a member of the opposite team. Cops can only play an Offensive against a robber and vice versa. Further, Offensives cannot be played on someone who is in jail.
 - * The targeted player must now defend themselves with a single shield card.
 - * If the targeted player equals or exceeds the offence, then both defence cards are placed in the discard pile. For example:



- * If the targeted player cannot equal the offence then...
 - 🔴 If the target is a cop: they lose money to the value of the defence they cannot provide. For example, an offence of 4 is countered with a defence of 2. The cop must pay the robber 2 pieces of money to the robber.
 - 🔴 If the target is a robber: they go to jail until they (or a fellow robber) add enough defence cards to counter the offence.



FINISHING

- ★ The game finishes when either:
 - * There are no more Offence/Defence cards left to pick up
 - OR
 - * One (any) of the cops runs out of money.
- ★ Count up the pieces of money in front of you.
- ★ Your score is the total number of the money your team has PLUS your personal money count. This means you get both individual and team benefits.
- ★ The winner is the person with the most points, not necessarily the person with the most pieces of money.
- ★ **Extension:** Play the game for 5 rounds, reassigning Cop/Robber cards every time. Add together the scores from each round to find an overall winner.