

work in progress, eh..

Intro

Cops and Crooks is about getting the most money. One of the players controls the law enforcement (Cops) and the rest of the players are thieves (Crooks).

The Crooks get money by robbing banks, post offices etc., while the Cops get money by catching and arresting Crooks. When a Cop arrests a Crook, he receives a share of the Crooks cash.

The winner is the player with the most money when the game ends.

How the Cops move

The player playing as the Cops get to move only one of his or hers pawns each turn, either a policeman or the paddy wagon (which is two tiles big). The pawn can move either vertically or horizontally. The paddy wagons move two steps for every dot on the die, however, it can only move forward. A policeman can go through a building that is open to two direction. The paddy wagon cannot do this, it is limited to driving on the road. The policemen and paddy wagon can pass by each other but not stop on the same tile.

How the Crooks move

The player playing as a Crook move his or her pawn the same as the policeman, either vertically or horizontally. A Crook must always move on his or her turn, they cannot skip it. There can't more than one Crook on a tile at any given moment. Crooks can always pass by each other on the board. A Crook can only pass by a policeman or the paddy wagon if the Crook is not Wanted.

Wanted

A Crook becomes Wanted if he or she:

- robs a Bank, Post office or the Travel agency
- escapes the jail
- collects stolen cash from the hideout

A Crook loses the Wanted status if he or she is arrested and serves their complete prison time.

Robbery

If a Crook stops on a tile that is either a Bank, Post office or a Travel agency they successfully robs the establishment and receives the loot money.

Arrestation

A Crook that is Wanted can be arrested by the Cops. A Crook is arrested if a policeman or the paddy wagon stops on the same tile as the Wanted Crook. The paddy wagon can arrest on both of its tiles, even two Crooks at the same time. When a crook has been arrested four times he is eliminated from the game.

The Cops can also arrest Crooks by stopping on tiles that are right by Banks and Post offices

Escape from jail

To escape from jail a crook has to either wait 3 turns or roll a six. In the latter case the crook can walk these six steps immediately.

Game end

The game ends when all crooks have either been caught four times or successfully fled from the map. When this happens the player with the most money wins. For the crooks only the money on them when they escape count as points, i.e all money in hideouts are discarded.