**“A Night in the Mall”**

**OVERVIEW:**

Three players take on the role of a **Robber**, a **Security Guard**, or the **Cop**. The Robber must find the **Bundle of Cash** with the help of the Security Guard while the cop pursues them. The Robber can only see their immediate surroundings on their map. The Security Guard and the Cop are the only players who can see the full map, and the Security Guard must use this knowledge to help the Robber. In the end, the Robber could escape with either the item they need or get caught and be arrested by the Police.

**MATERIALS:**

|  |  |
| --- | --- |
| **Common:**   * Item Cards * Event Cards * Barrier * Cover-up pieces | **Robber:**   * 4-Sided Dice * Trap Tokens * Notepad and pen * The first part of the Sectioned Map |
| **Security Guard:**   * Note Cards * Complete Map shared with the Police * The rest of the parts of the Sectioned Map | **Police:**   * 6-Sided Dice * Trap Tokens * Complete Map shared with the Security Guard |

**SETUP:**

|  |  |  |
| --- | --- | --- |
| **Police:**   * Shuffle the map cards * Place your starting tile in the **Bottom Right**, and place the Robber’s starting tile in the **Top Left** * The **Security Room** **Tile** should be placed one space up and one space left of your starting point | **Security Guard:**   * Assist the Cop in setting up their map * Place the **Item Decks** for each player close to you near the player they belong to * Place the **Event Deck** in between them * Place your **Notes** wherever convenient for you | **Robber**   * Place your starting tile in the **Top Left**, and place the Cop’s starting tile in the **Bottom Right** |
| * Guard fills out the Cop board with all tiles. Use this layout to fill out the Robber’s board * Cop start: Corner tile closest to security room, Robber: opposite corner tile * When setting up the board, make sure all robber item spaces are able to be accessed by an adjacent tile | | |

**Robber**

**BACKGROUND:**

You’ve found yourself out of cash and without a place to stay. Thankfully, your good friend, a **Security Guard**, tipped you off about a shopping mall that holds a large sum of money in one of the stores. During one of his night shifts, you enter the seemingly empty mall with your Guard friend guiding you. The moment you start your search, you learn that a lone Cop is patrolling the halls. You have to get that cash no matter what it takes!

**GOAL:**

* Find the **Bundle of Cash** from an item space and escape back to your starting tile with it!
* Avoid the cop by any means necessary with the help of the Security Guard! Traps, events, and opening doors will cause noise, tipping the Cop off to your position

**MOVEMENT:**

* You can move vertically and horizontally one D4 Roll +2 spaces
* Using an item does not end your turn, but landing on an Event Tile or Enemy Trap does

**RADIO/GUARD:**

* Throughout your turn, you may ask the Security Guard two Yes/No questions on your Notepad through your trusty radio
  + For example, you may ask “Is going south a good idea?” or “Can you open this door I’m near?” but not “Where is the cop exactly?”
* If you make it to the **Security Room,** you can have the Guard open the doors for you to enter. Once inside, you can **peek over the board** in order to scope out the rest of the mall and the location of the cop.

**ITEMS/TRAPS:**

* Item tiles will hold a random tool or trap for your escape, with one tile specifically holding the **Bundle of Cash!**
* You can hold a maximum of three items, so be careful with what you carry!
  + If you discard an Item, it disappears from the game except the Bundle of Cash.
* You may place a trap or use an item at any point in your turn, including the end.
* Be careful! The Cop can also place traps.

**CHASE:**

* Starts only when you and the **Robber** are in the same tile, with the **Guard** notifying when it starts
* The barrier is removed, showing both of you where the other is alongside their traps.
* The Robber takes the first turn, with you following.
* You must **land on or pass** the same space the Robber is on in order to catch them.
* If the Robber two or more whole tiles away from you, the barrier goes back down and the game returns to its original flow.

**Security Guard**

**BACKGROUND:**

You’ve been working as a Security Guard for the local mall for the last couple of years. You’ve never loved your job, and will do anything to see the place go to ruin. You’ve heard that a store in the mall holds a lofty sum of cash, but you’re not sure which. A close friend of yours, the **Robber,** tells you about their financial misfortune, so you tip them off about the cash. They break into the mall one of the nights you’re working. Radio in hand, you stand in your camera room ready to guide them to the big score. The moment you turn the cameras on, you notice a lone **Cop** wandering the mall.

**GOAL:**

* Assist the **Robber** by answering their questions and opening doors!
* Notify both of the other players when their opponent sets off a sound.
* Manage the movement of item and event cards to the players

**SOUND/TRAPS:**

* During the game, players will be placing a plethora of traps as well as setting off event tiles. You have to manage when these are set off.
  + Watch each player’s movement during their turn and cross reference it with the board of the other player.
  + If a player sets off a trap, interrupt their turn and explain their mistake to the other player. Reference which cardinal direction the sound came from relative to the listening player.
* Example: The Robber sets off the Cop’s Police Tape Trap. You tell the Cop, “you hear the sound of ripping plastic and angered mumbling echoing through the halls. You think it came from a North Easterly direction.”

**RADIO/SECURITY ROOM:**

* Throughout the Robber’s turn, they may ask you two questions on their Notepad through their Radio
  + For example, they may ask “Is going south a good idea?” but not “Where is the cop?”
* You will respond with a premade Note Card.
* If the Robber makes it to the **Security Room,** you can open the doors for them to enter, causing a very loud and distinct noise. Once inside, they can **peek over the board** in order to scope out the rest of the mall and the location of the Cop.
* If the doors are open, the Cop may also use this room, so be careful!

**CHASE:**

* When both players are on the same tile, the barrier goes down and the Chase begins.
* Make sure traps interrupt players’ movement.
* Place the board back when they are two or more tiles apart.

**Cop**

**BACKGROUND:**

You’ve been a part of the force for only a couple weeks. After a grueling time in the traffic division passing out fines and driving a tiny smart car, the Police Chief finally gave you your first big job: patrolling the nearby shopping mall during the night. While the job does seem easy, you can’t help but feel a little apprehensive and nervous about the whole thing. You enter the ominous mall and feel a weight drop in your stomach; you can’t tell why, but you know you’re not alone. You grab your mall-map and set out in search of the mysterious **Robber**.

**GOAL:**

* Patrol the halls and catch the **Robber!** Use every tool at your disposal, including traps the previous Cop left around the mall as well as their coveted **Taser**!
  + Don’t let them find the **Bundle of Cash** somewhere in the mall!
* Be careful! Noise can set the Robber off to your position.

**MOVEMENT:**

* You can move vertically and horizontally one D6 Roll spaces but not through closed doors.
* Using an item or trap does not end your turn, but landing on an Event Tile or Enemy Trap does

**SECURITY ROOM:**

* You have a hunch that the mall’s Security Guard isn’t on your side, as they won’t let you into their camera room. However, if you hear the doors open with their distinct sound, you can enter the room and look into the cameras.
  + This allows you to **peek over the board**, seeing the robber’s position and traps.

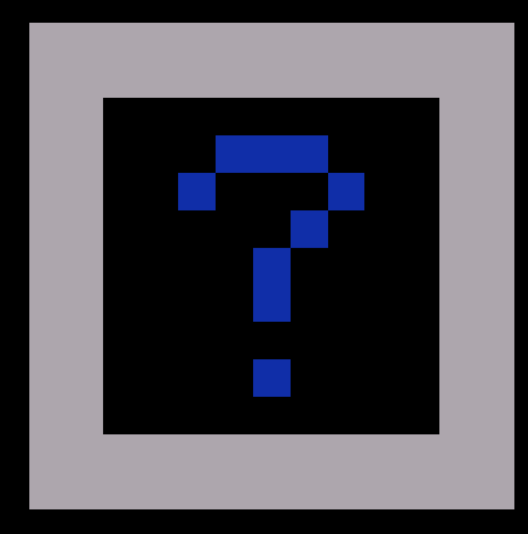
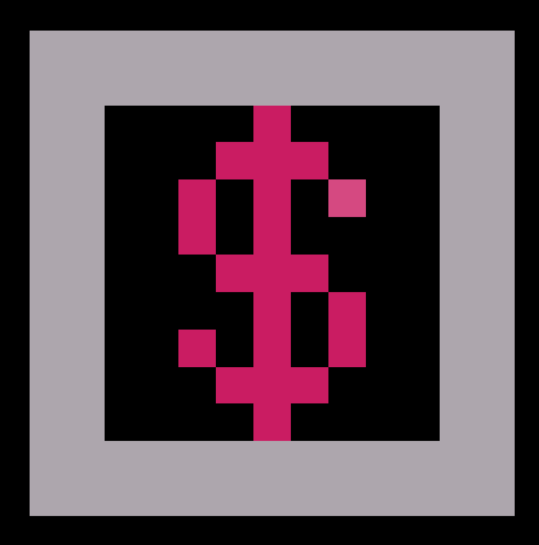
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* Be careful! The Robber can also place traps.

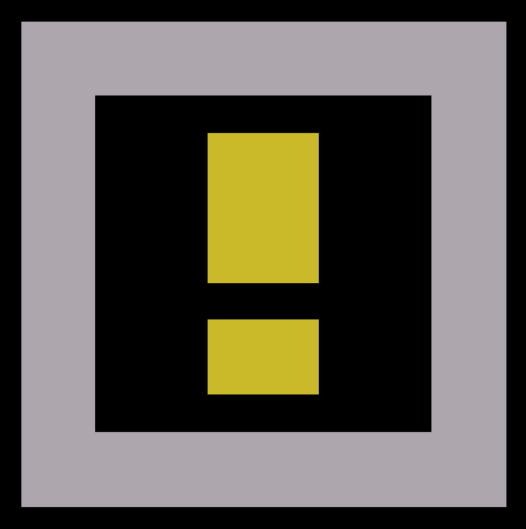
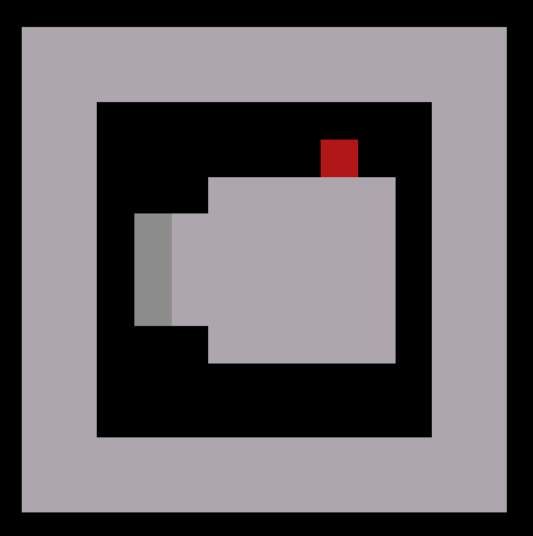
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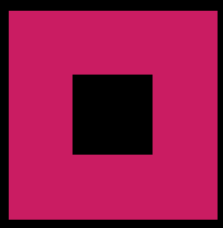
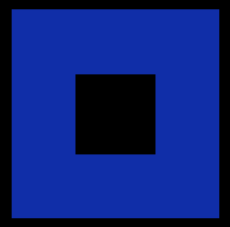
**Map Key - Changed with map aesthetic, uploaded in folder**

Locked door Cop item tile Robber item tile

Event tile Security room

Robber start Cop start