

RULES FOR "SQUAD CAR"

A game of action and suspense
for 2 to 6 players

Somewhere in the Metropolis a bank robbery just occurred. . . a daring cashier set off the alarm. Police Headquarters is alerted and is flashing the alarm to all Squad Cars ordering those patrolling the downtown area to speed to the Bank and arrest the criminals. At the same time, police are erecting roadblocks at likely avenues of escape.

The Game: This is a game for young and old designed to hold the interest of all. The game provides great realism with the detailed layout and traffic pattern showing a section of a city's downtown area. The movement of the cars is regulated by a spinner and also by radio-flashcards sent from Police Headquarters to the Squad Cars. The erecting of roadblocks and changing of them will give added suspense. Because of the observance of actual traffic conditions and laws the game is also a traffic educational aid.

Equipment: The board shows a section of a downtown area of any big city, its office buildings, parks, avenues, and one way streets, etc. In the center is the Metropolis Bank. In front of the bank are three parking lots on which the getaway cars of the bank robbers will be parked.

Vehicles: There are six cars. The bank robbers have three for getaway cars. The police have three Squad Cars.

Roadblocks: The police are using three roadblocks which will be placed at three street exits (streets or avenues leading out of the board).

Dial: There is a dial which regulates the movement and the speed of all cars. Spin the dial, and if the arrow points into the yellow light (waiting signal) then spin the dial again until it points into either the red or green lights. If the arrow points into the red light (stop signal) then you cannot move. If the arrow points into the

green light (go signal) then you can go the authorized squares as shown. If the dial was spun by a player who has a police car and the arrow points into the blue field (flash signal) then the player will pick up one of the radio-flashcards. If a player who has a fugitive car spins the dial and the arrow points into the blue field then he must ignore the flash signal and instead move the authorized number of squares as shown in the green light surrounding this particular flash signal.

2 - 4 - or 6 players may participate divided into the two groups. If two are playing each player will receive either two Squad Cars or two getaway cars. If four or six players participate each player will receive only one car.

The Game Begins. The Vehicles Take Their Positions.

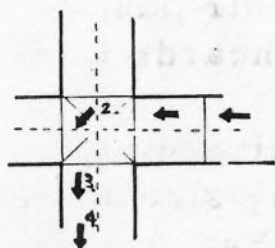
1. The getaway vehicles will be placed at the parking lots in front of the Metropolis Bank.
 2. The Squad Cars take their positions at the designated points. (marked by arrow). If two Squad Cars are used, one will start from the street exit of Main Street and 2nd Avenue (arrow) and one at the street exit of Broad Street and 5th Avenue (arrow), if a third Squad Car is used, it will start at the street exit of Broad Street and 2nd Avenue (arrow).
 3. Police, set your three roadblocks. You do this by placing a roadblock in any of the street exit squares. No getaway car can escape through a street exit that is blocked by a roadblock. If you remove a roadblock then this street exit is open again. A street exit is the 1/2 square that leads out of the game board. There are 19 street exits of which 3 are one way streets and cannot be used to escape through by the getaway cars.
- The bank robbers start to spin the dial first. The dial is spun and the first getaway car moves according to the amount of moves shown on the dial. After the 2 or 3 bank robbers have spun the dial the police spin the dial. It is important that the same sequence is always kept and followed. The getaway cars will try to escape

through one of the many street exits. Only one of them needs to escape to win the game for the bank robbers. The Squad Car is able to maneuver his car into an adjoining square occupied by a getaway car. The getaway car being in the square next to the Squad Car will then be automatically removed from the board. If all getaway cars are captured by the Squad Cars the police have won the game. If one getaway car escapes the bank robbers have won the game.

The Movement of the Vehicles: All vehicles can move the amount shown on the dial (or less) all Squad Cars can also move the amount shown on the flashcards (or less). Cars move forward only. One move means 1 square forward. Example...if the dial says go 2 you can either move 2 squares or 1 square or you do not need to move at all.

Turning of Corners: You turn a corner by moving forward and giving your car a 1/4 turn towards the new direction, then rounding it or moving straight on.

EXAMPLES



Move 1: Vehicle is approaching intersection.

Move 2: Vehicle is in the intersection and made a 1/4 turn towards new direction.

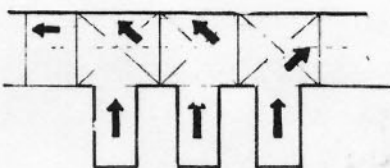
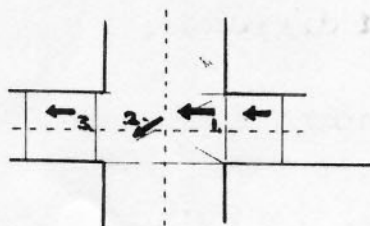
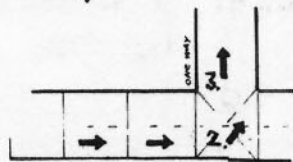
Move 3: It rounded corner, making another 1/4 turn.

Move 4: It continues in new direction.

Vehicle turns into one way street.

Vehicle turns at intersection but decides to continue going straight ahead.

The 3 getaway cars are moving out from the parking lot in front of the bank. The first car has two moves, it makes a left turn, the third car has also one move, it



starts to make a right turn.

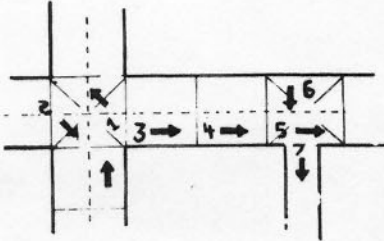
To Make a U-turn you Cannot Move One Square Forward

EXAMPLES



(Move 1) car moved forward, (Move 2) it decided to make a u-turn, it executes a 1/2 turn on same square (Move 3) one more 1/2 turn completes the u-turn (Move 4) car continues in opposite direction.

(Move 1) car entered intersection and made one 1/4 turn as if turning into other street (Move 2) car decided now to go into opposite direction and makes a 1/2 turn in the intersection (Move 3) it makes a 1/4 turn moving forward (Move 4) straight ahead, (Move 5) straight ahead (Move 6) it decided suddenly to move into one way street and executes a 1/2 turn on the same square (Move 7) continues in the one way street.



Remember You Cannot Move Forward Making A 1/2 Turn

RULES TO REMEMBER

1. Street exits are squares at the end of avenues and streets.
2. Roadblocks are placed in the end squares their positions can be changed if the instructions on flashcards warrant their change.
3. If a getaway car is able to reach a street exit not blocked by a roadblock or is the closed end of a one way street it escaped and the game is won by the bank robbers. If a getaway car comes at any time or occupies at any time a square adjoining to a squad car it is captured and has to be removed from the board. This means in the square either to the right or left or top or bottom, but not diagonal.

TRAFFIC RULES

Actual traffic rules apply to this game. Keep in the right lane. You can overtake another car but do not drive alongside. One way streets can only be entered at the authorized side as in actual traffic. Once you have entered a one way street you have to move forward to the next intersection.

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