

## Rules for the POLICE SURGEON GAME

Police Surgeon is a game for 2 to 4 players. The players each take the part of a Police Surgeon and attempt to help people in trouble at various points on the board. Every successful arrival at an emergency earns the Police Surgeon points and the first to accumulate 100 points wins. Game strategy involves gathering the most points while taking into consideration distance to the emergencies, their point value and the likelihood of the Emergency Cards being returned to the deck.

### Beginning the Game

Assemble the 4 part game board. Players roll the dice and the highest begins by placing his token on the appropriate START space (blue token on blue space, etc.). Play passes to the left. Separate and shuffle the **Emergency Cards**. These cards describe different emergencies that are occurring at specific spaces on the board. In a 2 player game, turn the top 3 Emergency Cards face up, and place them in a row, as shown in the sketch below. The **bottom card** of these 3 cards *changes* whenever a player lands on a **red dot**. When any player lands on a red dot, that Emergency Card is returned to the bottom of the deck, before the next player moves. A new card is then drawn from the deck, and is placed at the head of the row. Thus, there are always 3 Emergency Cards showing on the board, but the cards constantly change. When playing with 3 persons, turn 4 cards and keep 4 cards near the board. Similarly, when playing with 4 persons turn 5 cards. Emergency Cards are color-indicated to tie in with the 4 different "neighborhoods" on the board.

### Moving

To obtain points the players move, by the roll of the dice, to any one of the emergencies. Players may move in any direction along the dots on the streets, but they may not cross any obstruction. The dice count need not match exactly the number of dots remaining to reach an emergency. However, left-over dice counts after reaching an emergency are lost.

If a player reaches an emergency before the Emergency Card is returned to the deck, he keeps the card and adds the points to his score. After taking the card the player moves toward another emergency, and does not need to return to Start. (Note: There is only one entrance to each emergency space as shown by the connecting dots.)

If a player lands exactly on a dot occupied by another he leaves his token on the dot and puts the original occupant back to his Start. Otherwise, a player's token may not be passed and an alternate route must be selected. A player may not land on the same dot twice during any one move.

### Fate Cards

Separate and shuffle the **Fate Cards** and place them in a deck on the board. Whenever a player lands on a **green Fate space**, he takes the top Fate card and carries out the instructions. Many of these cards are marked "Use when you choose" and allow the player to hold them and play the card when it is to his best advantage. Instructions on all other Fate cards must be carried out at once and the card is then returned to the bottom of the deck.

### Winning the Game

The first player to accumulate 100 points is declared the winner. A different version is to set a time limit. Or, a specific number of Emergency Cards may be set as the goal rather than points.

**Note** — Apply the bonus "Police Surgeon Emergency Information" sticker to your telephone, wall, or medicine cabinet after inserting important telephone numbers.

