

Rules for Playing **Calling All Cars**

(TRADE MARK)



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The object of this game, which may be played by 2 to 5 players, is to move your piece, which represents a Police Car, from your starting space at the corner of the board to the Police Station in the center, moving as directed by the spin of the two indicators.

TO START, you select a playing piece and place it on one of the corners, marked Car #1 (or 2 or 3 or 4) Start Here.

All players in turn first spin the large indicator. The one spinning the highest number starts first by spinning both indicators at the same time. When the arrows stop, the player whose car is indicated on the smaller spinner (**regardless of who spun**) should advance, remain, or go back the number of spaces designated by the space on the large indicator on which the arrow stops.

Should the arrow on the smaller indicator stop on the space marked "Calling all Cars", **all players** move their pieces in accordance with the instructions indicated on the larger indicator.

The player who has just moved may spin the indicator for the next move or one player may be selected to do this throughout the game. Should five play, one player is the announcer and spins and announces the play throughout the game. In this case, the winner of one game becomes the announcer for the next one.

The player who first reaches the Central Police Station, (he does not have to do this by exact spin) **WINS THE GAME.**