

THE THRILLING LEGO CRIME GAME

CTIN-488

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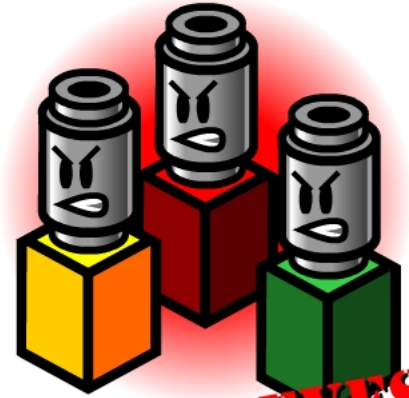
JOE ROTHENBERG

FOR 2-4 PLAYERS

COP BLOCK IS FOR 2-4 PLAYERS.

THE STORY

IT'S THE 100TH ANNUAL JEWEL CONVENTION IN LEGO CITY, AND 3 MUSEUMS HAVE AGREED TO HOLD ROOFTOP EXHIBITIONS OF THEIR FINEST LEGO JEWELS! LEGO CITY'S MOST DASTARDLY **THIEVES** ARE PLANNING THE HEIST OF THEIR LIVES.



THE THIEVES

BUT WATCH OUT! A **COP** IS HOT ON THEIR TAIL! WILL THE THIEVES BECOME THE GREATEST CRIMINALS OF OUR GENERATION, OR WILL THEY GET **COP BLOCK'D**?



THE COP

OBJECTIVE

'THIEVES' OBJECTIVE

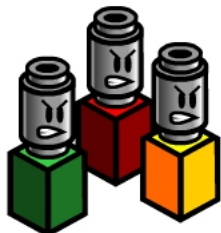
STEAL THE JEWELS FROM ALL 3 MUSEUMS!

COP'S OBJECTIVE

CAPTURE ALL 3 THIEVES BEFORE THEY STEAL THE JEWELS!



EQUIPMENT



3 THIEF MARKERS



3 JEWELS



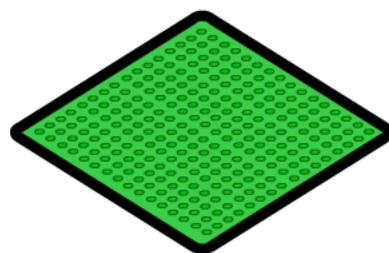
COP MARKER



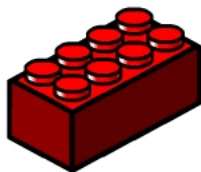
2 SIX-SIDED DICE



TIMER



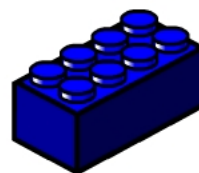
16x16 GAME BOARD



RED THIEF BRICKS



WHITE MUSEUM BRICKS

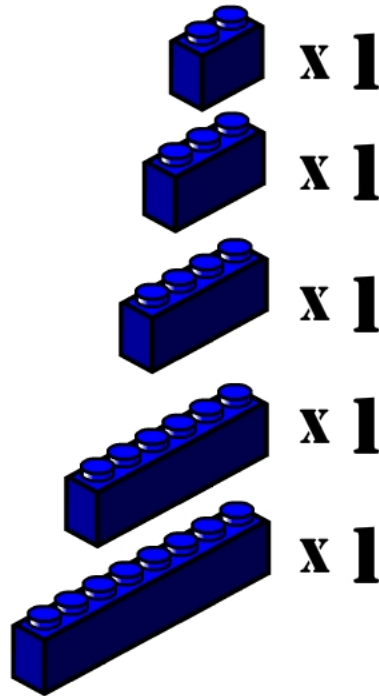
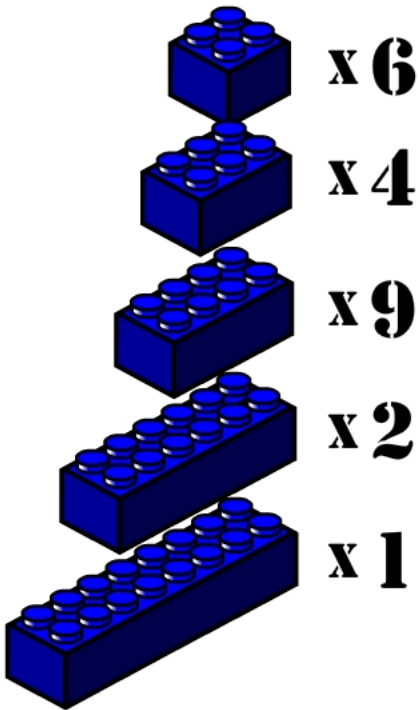
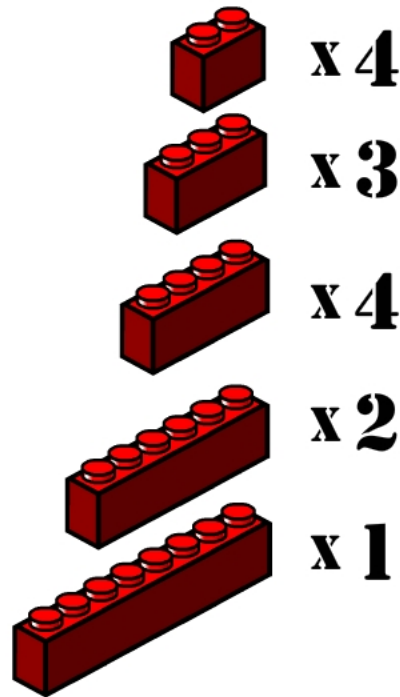
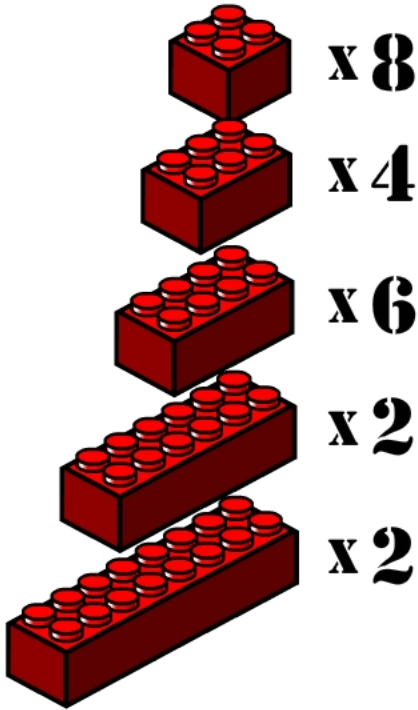


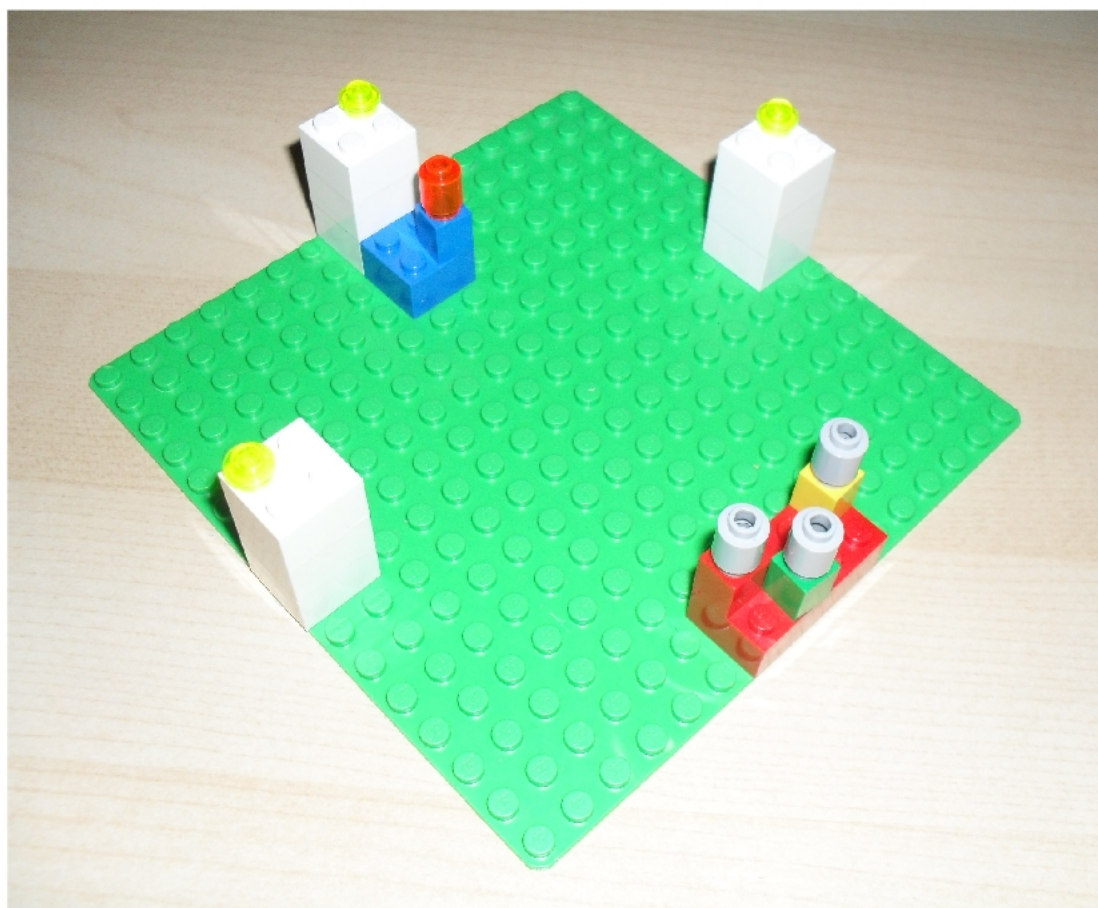
BLUE COP BRICKS



BRICK COUNT

POLICE LINE DO NOT CROSS





SET UP THE GAME BOARD LIKE THIS TO BEGIN.

WHITE MUSEUMS ARE 3 BRICKS TALL.

THIEVES MAY START ANYWHERE ON THE **RED BRICK.**

THE COP MAY START ANYWHERE ON THE **BLUE BRICK.**

FOR FEWER THAN 4 PLAYERS

IF PLAYING WITH 2 OR 3 PLAYERS, A THIEF PLAYER PLAYS FOR THE EXTRA THIEVES.



HOW TO PLAY



STARTING THE GAME

THE THIEF SITTING TO THE COP'S LEFT BEGINS THE GAME. PLAY PROCEEDS CLOCKWISE.

PLACE TWO **RED BRICKS** ON THE BOARD (SEE 'BUILDING'). ROLL THE DICE AND MOVE THE NUMBER OF PEGS INDICATED BY THE DICE OR FEWER. THIEVES MAY WALK ON **RED** OR **WHITE** BRICKS ONLY.

YOU MAY NOT END YOUR TURN IN THE SAME PLACE YOU STARTED UNLESS THERE ARE NO OTHER PEGS WITHIN REACH.



THE COP PLAYS LAST.

PLACE TWO **BLUE BRICKS** ON THE BOARD (SEE 'BUILDING'). THEN MOVE 8 PEGS OR FEWER (THE COP DOES NOT ROLL THE DICE). THE COP MAY WALK ON **BLUE** OR **RED** BRICKS ONLY.

YOU MAY NOT END YOUR TURN IN THE SAME PLACE YOU STARTED. IF THERE ARE NO OTHER PEGS WITHIN REACH, THE THIEVES WIN!



MOVEMENT

- PLAYERS MAY **CLIMB UP OR FALL DOWN** A HEIGHT OF ONE BRICK.
- PLAYERS MAY MOVE UNDER AN OVERHANGING BRICK IF IT IS AT LEAST **TWO BRICKS HIGHER** THAN THE BRICK THEIR MARKER IS STANDING ON.



BUILDING

- YOU MAY NOT BUILD YOUR 2ND BRICK ON TOP OF YOUR 1ST BRICK.
- BRICKS MUST BE BUILT ENTIRELY INSIDE THE **GAME BOARD**.
- BRICKS MUST BE SUPPORTED UNDER ALL 4 CORNERS OR UNDER AT LEAST HALF OF THEIR PEGS.
- BRICKS MAY NOT BE BUILT ON OR OVER WHITE MUSEUM BRICKS.



THE TIMER

EVERYONE IS ON THE RUN!

START THE TIMER AT THE BEGINNING OF EACH TURN. IF THE TIMER REACHES 30 BEFORE THE PLAYER FINISHES, YELL "**FREEZE!**" TO STOP THE PLAYER IN HER TRACKS.

IF THE TURN ENDS BEFORE THE PLAYER MOVES, SHE MUST MOVE HER MARKER 1 PEG.

THE **COP** TIMES THE THIEVES, AND A **THIEF** TIMES THE COP.



TIP: YOU MAY SKIP BUILDING IF YOU ARE RUNNING OUT OF TIME!



THIEVES CAPTURE JEWELS BY LANDING ON MUSEUMS.

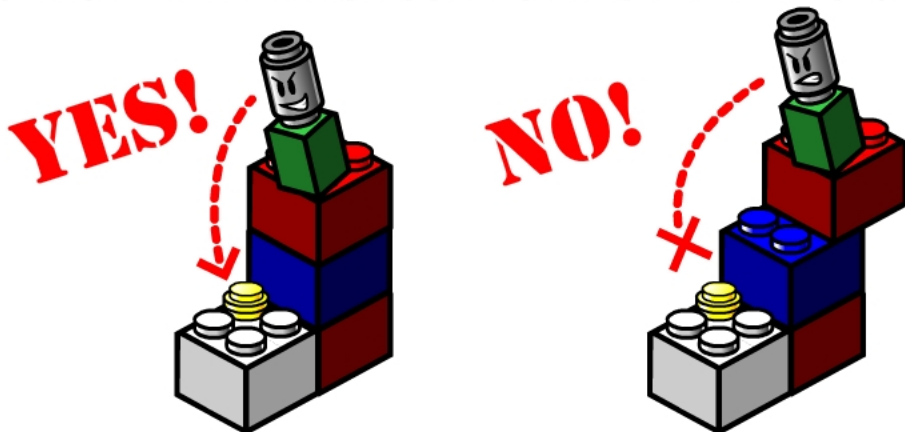


WHITE MUSEUM BRICKS:

- LANDING ON A WHITE BRICK ENDS YOUR TURN.
- WHITE BRICKS COUNT AS 1 PEG.
- THE **COP** CANNOT STAND ON WHITE BRICKS.

THE THIEF LASSO

THIEVES CAN LOWER A **THIEF LASSO** ONTO A MUSEUM ROOF TO CAPTURE A JEWEL THAT IS TOO FAR BELOW THEM TO REACH.



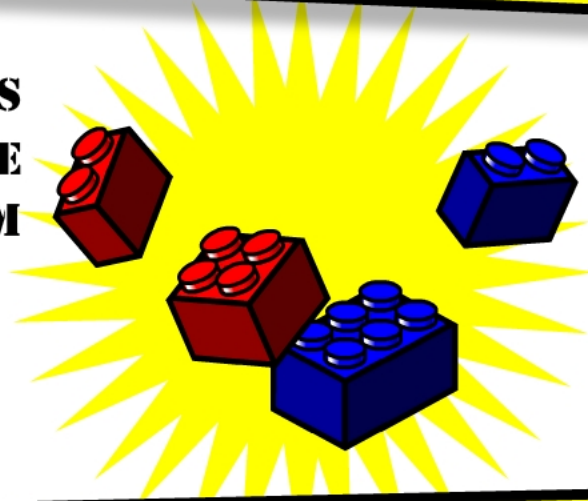
THE **COP** CAPTURES A THIEF BY LANDING ON HIM. THE COP'S TURN THEN ENDS AND THAT THIEF IS OUT OF THE GAME!



BRICK BREAK

POLICE LINE DO NOT CROSS

IF A PLAYER ACCIDENTALLY BREAKS A CLUSTER OF BRICKS OFF THE GAME BOARD, SHE MUST PUT THEM BACK AND HER TURN IS OVER!



WINNING

POLICE LINE DO NOT CROSS

THE THIEVES WIN:

- BY CAPTURING ALL 3 THIEVES
- IF THE COP CANNOT MOVE

THE COP WINS:

- BY CAPTURING ALL 3 THIEVES
- IF NONE OF THE THIEVES CAN MOVE
- IF THE THIEVES RUN OUT OF BRICKS

