



from the creators of
CRYPTIC KILLERS

Arrest Race



With the Chief Detective now retired, their position is up for grabs. The first Detective to gather enough evidence to arrest their suspect will be offered the job. With many false leads and misleading evidence, there will likely be many setbacks on the path to arresting your suspect. Win the game by being the first detective to get their suspect over the finish line.

1 SETUP:

Set the Steps: Place 5 evidence cards face down in a vertical column on the right side of the table. These cards represent the **Steps**, with the first card at the bottom being **Step 1** and the last card at the top being **Step 5**.

Distribute Suspects: Deal one suspect card to each player. Each player places their suspect card in a horizontal row below the first evidence card (this row represents **Step 0**).

Prepare the Deck: Shuffle the deck and place it face down within reach of the dealer (this can be any player).

2 HOW TO PLAY:

Draw a Card: The dealer flips over the top card from the deck and places it on top of the discard pile on the table.

Move Suspects: If the drawn card matches one of a suspect's three colors, move that suspect forward **one step**. This applies to all of the suspects that have the drawn color.

If the drawn card is a **special card**, the rules are as follows:

Block: The suspect(s) furthest ahead is prevented from moving (up or down) on the next turn. If all suspects are on the same step, this card has no effect.

Tamper: The suspect(s) furthest ahead is moved **back one step**. If all suspects are on the same step, this card has no effect.

Burn: The suspect(s) furthest ahead is sent back to **Step 0**. If all suspects are on the same step, this card has no effect.

Wild: The suspect(s) furthest behind is moved **forward one step**. If all suspects are on the same step, this card has no effect.

3 Revealing Evidence Cards

Once the **least advanced suspect** reaches **Step 1**, flip over the **Step 1** face-down evidence card.

If the revealed card matches any suspect's colour, that suspect moves **back one step**.

If the revealed card is a **special card**, resolve it following the rules outlined above.

This process repeats for each step (Steps 1 through 5), flipping a new evidence card whenever the least advanced suspect reaches the next step.

4 Winning the Game

The first suspect to reach **Step 6** wins the game!

If multiple suspects reach **Step 6** on the same turn, they enter **Sudden Death**:

In **Sudden Death**, only the tied suspects continue to play. All other suspects are eliminated.

Play proceeds as normal, with tied suspects advancing based on their color cards or special card effects.

The first suspect to advance further than all others is declared the **winner**.

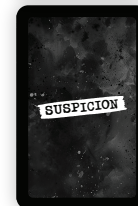
Sudden Death continues until a single suspect has progressed farther than any other tied suspect.



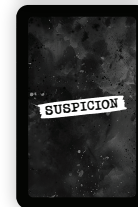
Step 5



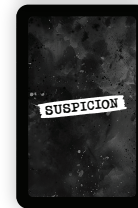
Step 4



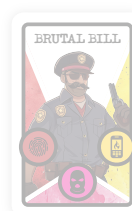
Step 3



Step 2



Step 1

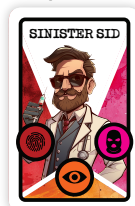


PLAYER 01 PLAYER 02 PLAYER 03

Suspect card

Suspect card

Suspect card



Discard pile



Deck

Example setup for 3 players