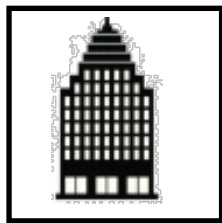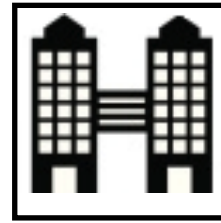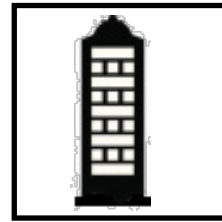# ROBBER on the RUN

P

Jail

R

Bank

Robber On The Run

A robber is loose in the city and the police are in hot pursuit.

See if you can help them catch the thief.

We will use a dime to represent the policeman and a penny to represent the robber

Put a dime on the dot marked P. This is where the policeman will start the pursuit.

Put a penny on the dot marked R. This is where the robber will stage his getaway.

Rules for moving the police and the robber:

1. The policeman (dime) always moves first, then the robber (penny).
2. They continue taking turns moving until the police catches the robber or gives up the chase.
3. You can move the coin **1 block** along a dotted line each move and must land on a black dot.
3. The game ends when the policeman lands on top of the robber.
4. After 20 moves if the policeman has not caught he robber he must give up the chase.

Solution:

The policeman must use his first two turns to go down the diagonal and left to the dot just below his starting spot. It will take 2 moves to get to the spot 1 move away. This changes the parity (even - odd) relationship with the robber. After that you can move toward the robber cutting him off in a corner and land on him in less then 10 moves

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