

# Badge or Betrayal Rulebook

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**Hidden role coop card game**

**Number of players: 4-6**

**Time: 60-120 min**

**Recommended age: 8+**

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# Game components

## Cards and tiles

- 72 action cards
- 6 role cards
- 4 fugitive hideout tiles
- 8 evidence tiles
- 8 traffic tiles
- 28 empty tiles



evidence tiles



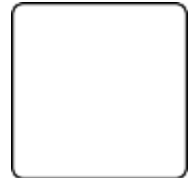
hideout tiles

## Game board and player notepads

- 1 game board
- 6 notepads and pens



traffic tiles

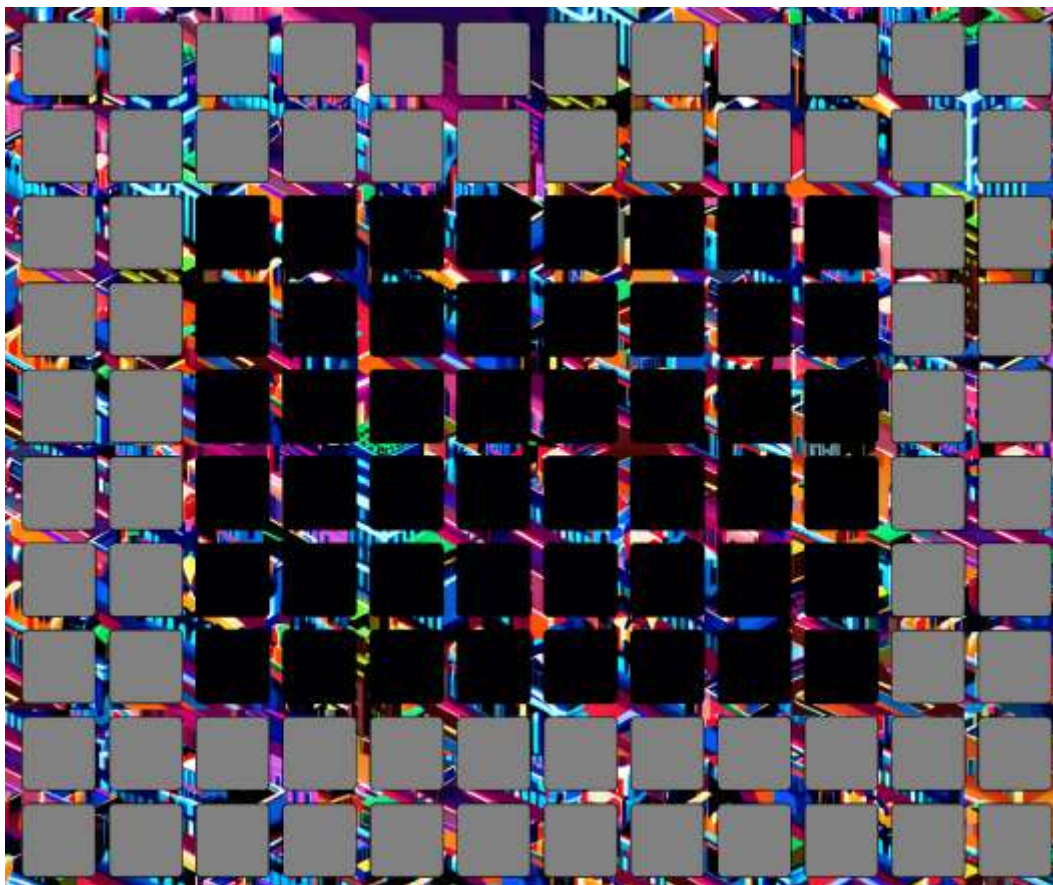


empty tiles

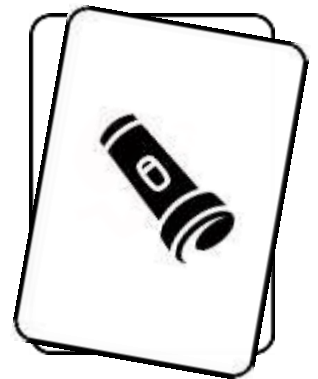
## Patrol and fugitive pawns

- 4 fugitive pawns
- 4 patrol pawns

## game board



## action card deck



role card



notepad and pen



fugitive pawns



patrol pawns

# Game setup

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## Overview of the game

- Another night, another crime committed on the streets of Sweet City! Welcome to "Badge or Betrayal," the fast-paced hidden role cooperative card game that plunges you into the heart of a thrilling chase between cunning dirty cops and determined good cops.
- In "Badge or Betrayal," you and your friends take on the roles of Sweet City cops and one dirty cop.
- On your turn, you'll discard and draft action cards, meticulously plan your moves, and execute them with precision. As you explore the city, you'll unveil different tile types - empty, hideout, evidence, and traffic.
- The game is played in turns, taken by players in a clockwise manner.
- Each player's turn consists of discarding and drafting action cards, playing action cards, moving pawns and drafting new action cards.
- At the end of the game each player gets victory points (VPs) for
- Be suspicious – one of your fellow cops is a dirty cop and may reveal himself at any moment of the game!

## City tiles

The game board has 120 empty tile places, the inner 48 black places are for the City tile cards, which are placed there randomly, while the rest of the tile places are considered empty and can be used for pawn movement only.

There are a total of 4 different city tile cards in the game: empty, hideout, evidence and traffic.

If you searched an empty tile or the hideout tile, it's up to you to decide to flip them and reveal to other players or not. However, if you search the tile and it's an evidence or a road traffic tile, you **must flip** them and keep revealed. Once flipped, tiles can't be searched or flipped again.

Unflipped tiles do not affect movement of fugitives or patrols.

Empty tiles do not affect movement of fugitives or patrols.

When the hideout tile is flipped a corresponding color fugitive pawn is placed atop the tile. Hideouts do not affect movement of fugitives or patrols.

When the evidence tile is searched it must be flipped. Evidence tile does not affect movement of fugitives or patrols.

Finally, if the traffic tile is searched it must be flipped. Traffic tile does not affect the movement of fugitives, but it's impassable for patrols, i.e. you can't move patrol pawn to the traffic tile.

## The goal of the game for the cops

- Your goal as a good cop is to search the city for fugitive hideouts and evidence, catch all the fugitives on the run by managing patrols and work together with your fellow cops as a team.
- You score together with your fellow cops by catching fugitives and collecting finding evidence beforehand.

## The goal of the game for the dirty cop

- Your goal as a dirty cop is to search the city for fugitive hideouts, plan their escape, divert the patrols and keep your disguise as a good cop as long as possible to gain valuable information.
- You do not score as a regular cop, instead you only score each time a fugitive escaped the city, i.e. left the game board field.

# Game flow

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## In the beginning

- Determine the first player by any rule. Players take turns in the clockwise manner.
- Shuffle role cards and deal a role card to each player.
- Setup the board by shuffling and placing all 48 city tiles in black 6x8 rectangles (see game board images above).  
Then place the 4 patrol pawns on random city tiles.
- Shuffle action cards deck and deal 6 action cards to each player without revealing them.
- Place the rest of the action cards face down in a deck in reach of all players.
- In the 5-6 player game all players close their eyes, then the dirty cop can search any 3 city tiles, then the game continues as usual.
- The setting up of the game may take approx. 5 minutes.

## On your turn

- Discard up to 5 action cards from your hand face up or none and draw the same amount of cards from the action cards deck.
- Decide which action cards to play this turn and lay them face up, obeying the **sequencing** rule.
- You must always start your sequence of actions with a search action or patrol action card.
- Perform the actions one by one inspecting city tiles, moving patrol cars or moving fugitives in the order you laid the cards in the previous step.
- Discard the played action cards.
- Take more action cards from the deck until you have 6 in your hand.
- This is the end of your turn.

## How to

- Follow action sequencing rule?  
When laying action cards from hand you must follow the following order Search or Patrol card, then Fugitive card, then Search or Patrol card, then Fugitive card, etc. In other words, you must play a Fugitive action of any color after every Search and every Patrol cards.  
If only one card is played, it can be just a Search or Patrol action.
- Catch a fugitive?  
You need to move any patrol car to the same tile where the fugitive is by laying down enough Patrol action cards.
- Move a fugitive?  
You need to play a Fugitive card of corresponding color and move the fugitive 1 tile in the straight direction of the shortest path out of the city. When there are two such direction you may choose where to move. Additionally, you may use two fugitive action cards in place of one to perform one move in the second shortest straight direction out of the city.
- Use a notepad?  
Draw a 6x8 table on your notepad. This table represents the game board. Each time you perform a search action on an unopened city tile you can mark the box in a 6x8 table without showing that to other players, this way you can keep track of what you know without revealing tiles to everyone.
- It is suggested to use dots for empty spaces, black box for road traffic, "H" for hideouts or "R", "G", "B", "Y" if you want to mark hideouts by colors red, green, blue and yellow. Finally, you can draw a circle whenever you find an evidence on the map.

## Action cards

- There are 3 types of actions you can perform by discarding action cards from hand.
- Search action card (black flashlight icon) allows to flip any one city tile revealing it to other players or not depending on your choice and the type of the city tile.
- Patrol action card (colored police car) allows to move any patrol car of the corresponding color to any adjacent city tile, except for the traffic tile.
- Fugitive action card (colored fugitive icon) allows to move any fugitive on the map of the corresponding color to any adjacent city tile. These action cards do nothing when the corresponding color fugitive is not on the map.

## Scoring and game end

- The game ends as soon as all fugitives were caught or left the game board.
- Each fugitive caught by patrol grants 5 VP to each cop, except for the Dirty cop.
- Each evidence of the same color as the fugitive caught by patrol grants additional 5 VP to each cop, except for the Dirty cop. The evidence scores only if it was found before the fugitive of the corresponding color was caught after the evidence had been found.
- Each fugitive that escaped the city grants 30 VP to the Dirty cop.
- At the end of the game players write down their scores and may keep the score from several games to determine the winner.

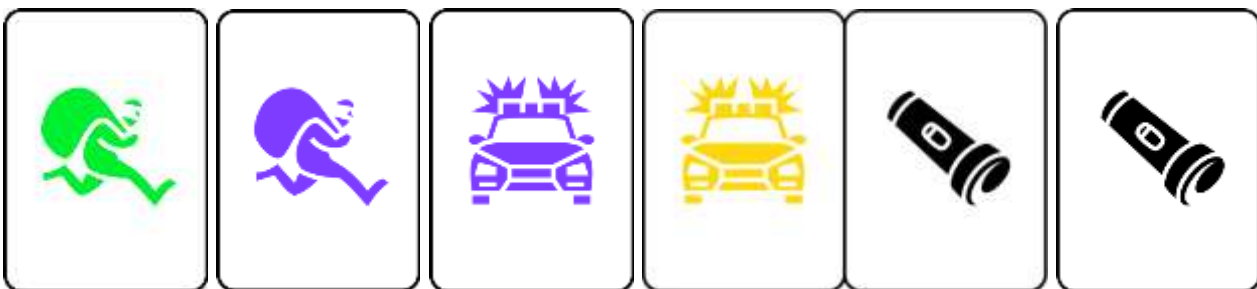
## Learning aid

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### Extended examples of play

**Example 1.** Action cards drafting and sequencing.

Player's hand



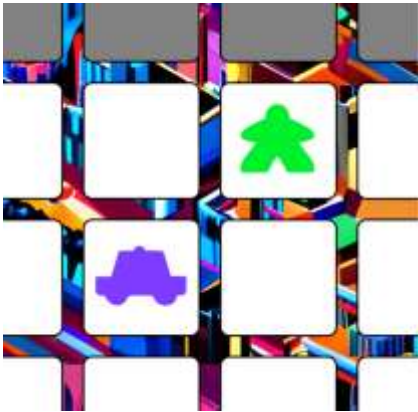
Player decides to play search action and two patrol action, player has enough fugitive action cards to fulfill sequencing rule and places the following sequence of actions:



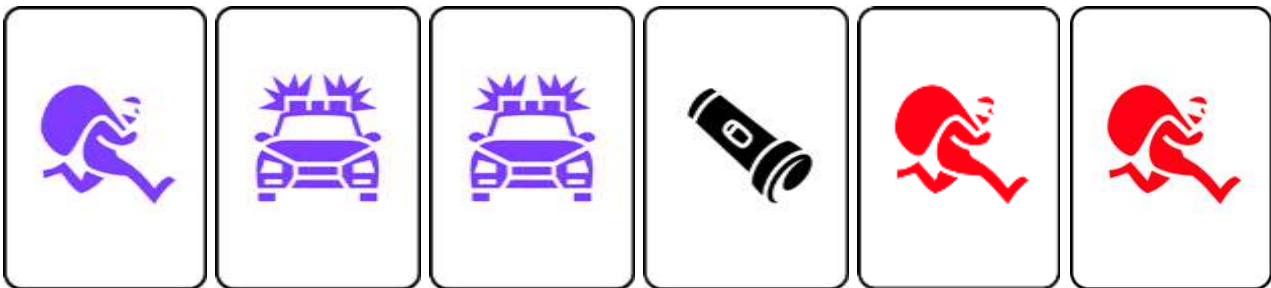
The player has 1 card left and then proceeds to searching the city tiles and moving fugitive and patrol pawns.

**Example 2.** Catching a fugitive on the run.

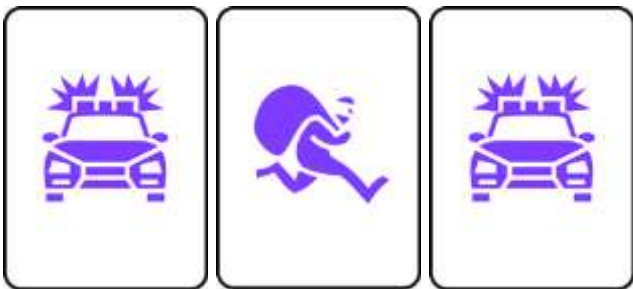
Game board:



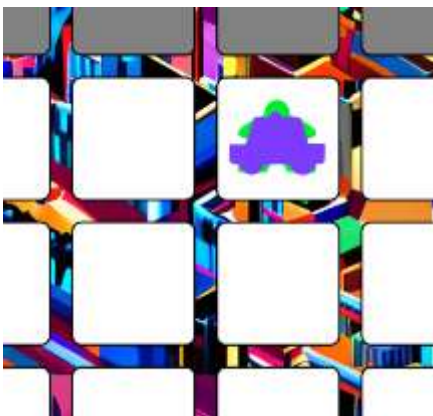
Player's hand



Player decides to play two patrol actions to catch the green fugitive, he has enough fugitive action cards of other colors to fulfill sequencing rule and places the following sequence of actions:



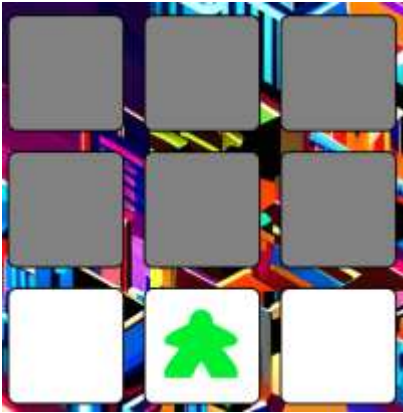
He then moves the blue patrol token two tiles and places it on the same tile the green fugitive is on.



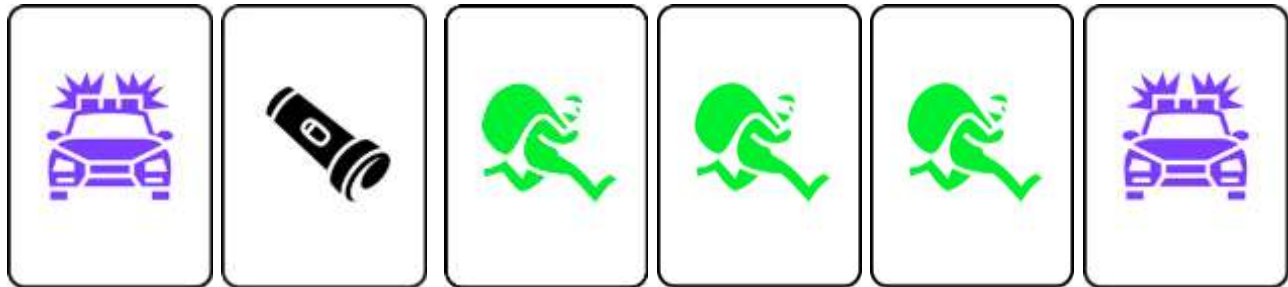
The green fugitive is now caught and is removed from the game board. All cops score 5 VPs for catching the fugitive and any additional VPs if green evidence were present on the board.

**Example 3.** Making the fugitive escape the city.

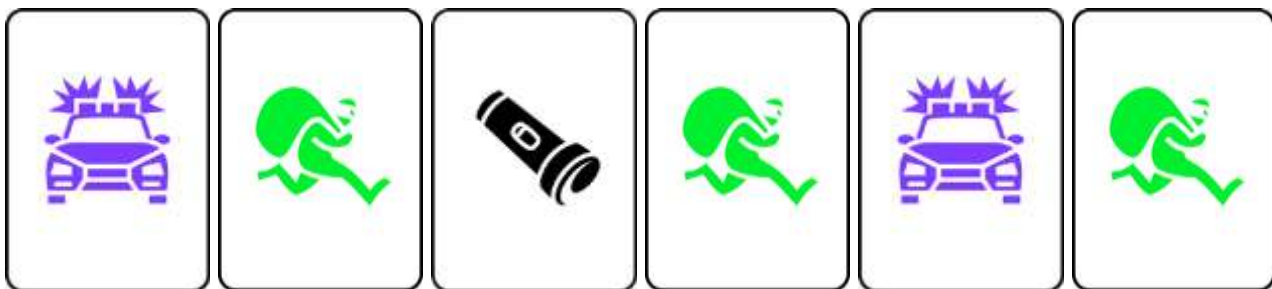
Game board:



Player's hand



Player is a Dirty cop, he decides to make the green fugitive escape the city. He plays two green fugitive action cards and he has enough patrol and search cards to fulfill the sequencing rule and places the following sequence of actions:



He then moves the green fugitive meeple two tiles uses last fugitive movement action card to escape.

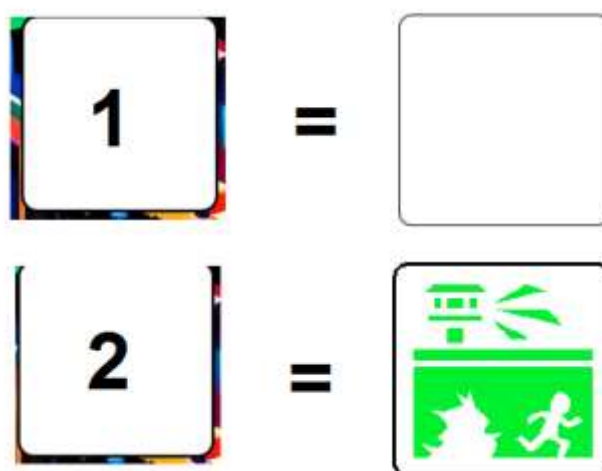


The green fugitive is now off the board, it is removed from the game board. Dirty cop scores 30 VPs.

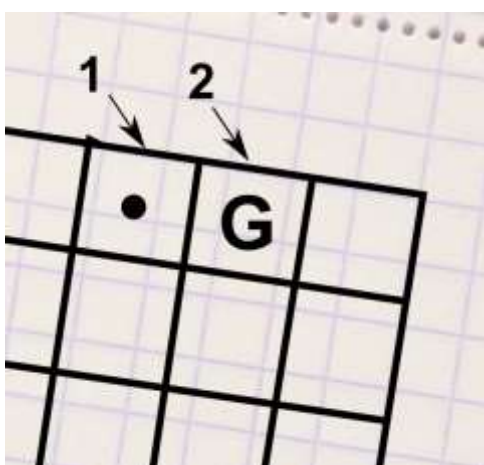
Example 4. Using the notepad.

Player performs two search actions this turn, he decides to search the following two tiles (I marked them 1 and 2 on the scheme) and checks them without revealing to other players:

Game board:



The first one was empty and the second one was green fugitive hideout. He then marks down them on his own notepad like that:





## FAQ

- Can cops share information about tiles they inspected without revealing the tiles?  
Answer: Yes, they can.
- Can players lie about what they inspected?  
Answer: Yes, they can!
- Is it possible to make the game harder?  
Answer: Yes, you can play several games in a row and count all points for each player, this way playing in a tournament-like manner.
- I am playing as cop, may I keep searched hideout or empty city tiles closed and not flip them?  
Answer: Yes! It's actually a good idea to do so, not to help the Dirty cop.
- A fugitive is on the diagonal, where should it move next?  
Answer: If a fugitive is at the same distance to the end of the board from two sides, it's up to you to choose where he goes next.
- How do I search the tile?  
Answer: The only way to search a tile is by playing a search action card from hand, then you pick up any city tile of choice, check it without revealing it to other players and then decide to flip it or not, depending on the type of the tile you discovered.
- Do I need to catch fugitive of green color with green patrol car?  
Answer: No, you can catch any fugitive with any patrol as long as the patrol car is on the same city tile as the fugitive.