

Day Phases

1. Get income - If Notoriety 1 or 2, pay  to unlock Asset tile
2. Reveal Patrol cards
3. In turn order, place City tiles, place Police on new tiles
4. Adjust turn order by Notoriety, from most to least
5. In turn order, all players take 1 action.
Then adjust Notoriety. Repeat min. 3x, max. 5x
6. Prepare new day

Actions



Move



TRAVEL - Spend up to 3 MP



AVOID



VISIT

OR



Rest (1x Day)

Unflip cards and tiles

Unlock 1 Asset tile

Unflip First Aid

Move steps

TRAVEL

1 MP= Enter/Exit location
or change terrain type
May also use transportation

On your turn, take any number of
Executive Actions: Use Contact cards,
Asset, Equipment, and Fixer tiles,
Gangs, First Aid.



Police Officers

- Each City tile can only have one Officer of each type
- Police must be avoided when you leave a City tile

To open Lockers:

- Your Notoriety level, plus the number of Contact cards on your Player board must be equal to or higher than the big number on the bottom of the Locker tile.
- Flip a key of the corresponding color, or a master key.
- Draw a number of tiles equal to the number of your Contact cards and keep one. Return remaining tiles and shuffle.

Notoriety

How to Gain:



- Use card with star
- Replace card/tile
- Visit Hospital
- Visit an occupied building

How to Lose:



- Visit a Safehouse
- Use a Gang member
- Use an Informer
- Visit a group of buildings
- Visit the Church





Business Buildings

- Gain income or end-game money
- Take 1 Contact card



Safe houses

- Lose Notoriety
- Get a Key
- Buy a Fixer tile



Gangs

Pay  to take 2 Gang Members
Return 1 Gang Member to choose one:

- Lose Notoriety 
- Fly up to 2 tiles from a helipad 
- Ignore all Police Officers on 1 tile 



Exits

- If open, may get 
- If closed, may get  or 1 Exit Tile
- Take a Contact card
- If last open Exit, may pay \$ to exit City



Helipads



Ferry



Hospital

- Gain Notoriety (ignore other players)
- Heal Wounds:  /  / 



Church

- Pay  to lose 1 Notoriety
- Unlock 1 Asset tile
- Take 1 Contact card



Store

- Take 1 Gasoline token
- Buy 1 or 2 Equipment tiles
- May use 1 Key to open a Locker



Clinic

- Heal 1 wound
- Unlock 1 Asset tile
- Take 1 Contact card



Subway

- Movement between stations is free
- Gain 1 extra MP



Heliport

- Fly to a space up to 2 tiles away