

GOOD COP BAD COP



You are a cop. You and your fellow officers have gathered to discuss the growing corruption within the district. One of you is secretly leading the crooked cops as the Kingpin, while someone else is secretly leading the honest cops as an Agent. Work to discover the opposing leader and take them out before the other team eliminates your leader.



VIDEO AND
LATEST RULES

OBJECTIVE

Players will be divided into two teams: Crooked and Honest. Each team will attempt to locate and eliminate the leader of the opposing team.

CONTENTS

24 INTEGRITY CARDS
21 EQUIPMENT CARDS
4 GUNS
1 LEAD INVESTIGATOR
5 STANDS
2 WOUNDED TOKENS



SETUP

Remove Components Depending on Players: Each Gun and Integrity card may have a number in the corner to indicate whether it will be used during this game. Before playing, remove any Guns and Integrity cards that show a number in the top right corner that is **greater than** the number of players in the game.

FIVE PLAYER EXAMPLE



Integrity Cards: Remove the Agent and Kingpin cards from the Integrity deck and place them in a separate face-down pile. Shuffle the Integrity deck and add enough cards to the pile to deal one card to each player. Do not view these cards. See below.

SIX PLAYER EXAMPLE



Shuffle that pile and deal one of the cards to each player, then deal each player two more Integrity cards from the Integrity deck. If there is an Integrity card left over, remove it from the game without viewing it.

Equipment Cards: Shuffle the Equipment deck and deal 1 to each player face-down.

Guns: Lay the guns down in the middle of the table.

Lead Investigator: Give the Lead Investigator to the player who was most recently shot (in a game or real life) to take the first turn!

TEAM ASSIGNMENT

After viewing their Integrity cards, each player places them face-down on the table (face-down cards are called "hidden"). Players may place them in any order they choose, but this order cannot be changed once the cards have been placed on the table.

Players may discuss their Equipment or Integrity cards and provide truthful or false information about cards they have or have seen, but no one may show any hidden cards to any other player.

YOU ARE HONEST

If the majority of your Integrity cards are "Honest" and you do not have the Kingpin card



If you have the Agent card (regardless of your other Integrity cards)



YOU ARE CROOKED

If the majority of your Integrity cards are "Crooked" and you do not have the Agent card



If you have the Kingpin card (regardless of your other Integrity cards)



ON YOUR TURN

Your turn consists of three phases.

1 TAKE ACTION

Choose to take **one** of the following actions.

INVESTIGATE

Take 1 hidden Integrity card from any living player that has at least 1 hidden Integrity card, view it, and place it back in its original location.

ARM

Take a Gun from the middle of the table and place it in front of you. If you have any hidden Integrity cards, **choose 1 and reveal it** (permanently turn it face-up).

EQUIP

Draw 1 Equipment card. If you have any hidden Integrity cards, **choose 1 to reveal** (permanently face-up).

SHOOT

Shoot your Gun at the player at whom you are aiming. Drop your Gun by placing it back in the center of the table.

2 TAKE AIM

If you are holding a Gun after your action is resolved, you must aim the Gun at any living player other than yourself.

3 END TURN

Play proceeds clockwise. Pass the Lead Investigator to the player to your left.

GETTING SHOT

If you are shot, you must reveal all of your Integrity cards (permanently turn them face-up).

If you are NOT the Agent or Kingpin:

- You are eliminated from the game.
- Turn your Integrity cards sideways.
- Return your Equipment card to the bottom of the deck.
- Return your Gun to the center of the table.

If you ARE the Agent or Kingpin:

- You are NOT eliminated the first time you are shot.
- Draw an Equipment card.
- Put a Wounded token on your Agent or Kingpin card.
 - You are eliminated if you are shot while you have a Wounded token.
 - If the Agent or Kingpin card moves, the Wounded token moves with it.



GUN RULES

- You may only hold one Gun at a time.
- Any time you get a Gun, immediately aim it.
- You may only **change** where you are aiming at the end of your turn during the Take Aim phase.
- When you aim a Gun, you must announce the name of the player at whom you are aiming. You must also place the Gun in front of you on the table with the barrel pointing toward that player.

EQUIPMENT RULES

- Equipment cards may be used **at any time** unless otherwise specified on the card.
- When you use an Equipment card, place it on the **bottom** of the deck.
- When you use an Equipment card, no other Equipment cards may be played until yours is resolved.
- **The hand limit for Equipment is 1.** If you have more than one card, you must choose all but one and place them on the bottom of the deck. You may not use any Equipment cards until you have reduced your hand size to 1.
- You may choose to use an Equipment card **after** a player has announced their action for their turn, but **before** the action is resolved. If you do, the player may choose to (or may have to) change which action they will take after the Equipment card is resolved.
- Multiple Equipment cards may be played before an action is resolved.

WINNING THE GAME

The Honest team wins if the Kingpin is eliminated. The Crooked team wins if the Agent is eliminated.

If, at any time, a player has both the Agent and the Kingpin cards, that player wins alone.

CREDITS

Game Design: Clayton Skancke, Brian Henk
Illustrations: Dwayne Biddix
Graphic Design: Clayton Skancke, Adrienne Ezell



DOWNLOAD THE COMPANION APP