

GOOD COP BAD COP

UNDERCOVER

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THE STORY

Leave your badge and uniform at home as you go undercover as a common criminal to get to the bottom of who's honest and who's crooked. Use your undercover assignment to gather information, find the Agent or Kingpin, and take them out. The precinct has also ordered a shipment of new Equipment to help you with your new assignment.

COMPONENTS

COVERS



8

EQUIPMENT
CARDS



12

LEAD
INVESTIGATOR



1

STAND



1

VIDEO RULES
COMING SOON

SETUP CHANGES

Remove the Lead Investigator from the base game from its stand and replace it with the Lead Investigator from Undercover.

Add the Equipment cards from Undercover to the Equipment deck.

Remove any Covers and Equipment cards that show a number in the top right corner that is **greater than** the number of players in the game.



Deal each player one random Cover. Each player reviews their cover and decides whether to use the Active side or the Passive side. Each player chooses one of their Integrity cards and placed their Cover with their chosen side face-up on top of that Integrity card.

COVER RULES

The Integrity card that has your Cover on it may not be investigated.

After you investigate any player who has a Cover, you must move their Cover to the Integrity card that you just viewed.

If you selected the Active side of your Cover, you may use your Cover's ability on your turn as your action. If you selected the Passive side, your Cover's ability is always in effect.

Any time your Cover is on a face-up Integrity card, immediately choose one of your face-down Integrity cards and move it to that card.

If you do not have any face-down Integrity cards, your Cover has been blown. You may no longer use your Cover's ability. Return it to the box.

Anytime a Cover or Equipment card allows you to take the Equip or Arm action, you must still turn one of your face-down Integrity cards face-up.