

A PLAYER'S TURN

1. Move your car
2. Perform an Action
3. Draw a Police Card
4. Draw an Event Card



POSSIBLE ACTIONS

1. Investigate (+1 if in unmarked car), or...
2. Arrest (Punks, the Murderer, etc), or...
3. Handle an Emergency, or...
4. Upgrade (cost = 1 Donut, must be at Station), or...
5. Draw an extra Police Card, or...
- (If playing with The Dirty Cop) ---
6. Reveal yourself (as a Dirty Cop), or...
7. Accuse another player of being Dirty (cost = 3 Donuts)

Important

CRITICAL REMINDERS

- Police Cards - Use symbols to help others on their turn, and written text to help yourself on your turn!
- Add-Punks Emergencies -- Every time an Emergency dictates to do so, ADD PUNKS!!!!
- Urgent Marker -- When new Emergencies are drawn watch out for matching colors! (see page 10)
- Place Street Gang Card -- If four Punks are all in one Bad Hood!
- Use Blocked Tokens -- To remind yourself what you can't do (due to the effects of a Gang, etc.)
- Calculate Number of Dice -- BEFORE you reveal the Unknown Circumstances!
- Advance Calendar Marker -- As each round ends, just before the First Player takes their turn!
- Play Openly if Pure Co-op -- All information is public and open discussion about what to do is OK.
- Play Secretly if Traitor -- If playing with The Dirty Cop, all info is secret.
- Donut Rules -- CAN'T share them! See Player Aid for a list of ways to spend them.

POLICE CARD SYMBOLS



Investigate Use cards with this symbol on another player's turn to Assist them. They draw an extra Investigation Card per symbol.



Arrest Use cards with this symbol on another player's turn to Assist them. They roll an extra die per symbol.



Emergency Use cards with this symbol on another player's turn to Assist them. They roll an extra die per symbol.

EMERGENCY REWARDS



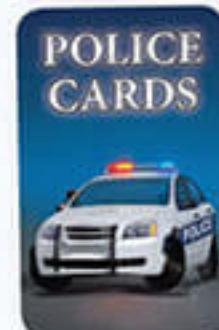
+1 Donut



Look at the top Event Card. Keep it, or put it on the bottom of the deck.



You do not draw an Event Card this turn.



+1 Police Card

THUS DON'T ROLL FOR GAS LEAK, ETC.



Look at 2 cards from any Investigation Deck. Put one on top and one on the bottom of that deck.

BLOCK NAMING

Used on Event Cards to help you find locations on the board:

- 1-6 (Standard Blocks)
- CPD (The Big Block)
- INT (Intersections)
- ST (Street / Street-Space)
- ? (Unknown - roll die, etc)

NOTE: Block naming is done especially for the primary side of the board, NOT the Unterbelly.

Show the rookies the road -C



CONFIDENTIAL

Need all eyes on this!
- Chief



CITY OF COMMONVILLE

Ole Steiness, Mayor

To: Commonville Police Department, Captain Frank Odell
From: The office of Mayor Ole Steiness
Re: New Task-Force Needed A.S.A.P.

We have some huge problems right now!

Let's start with what the press is calling "The Tolloty Murder." It's a high profile case and we need to get this thing solved NOW!

I want to appoint you as the head of a task-force charged with investigating this matter. Put your best people on it, and I hate to say this, but they're going to have to pull off a miracle at this point, because we also need to reverse the trend on gang activity and crime in the city, which is spiraling out of control!

The Governor is against this whole idea, which means that I'm sticking my neck out here, so please, let's have this work out well.

If we can catch this killer in time, I want to instate your newly formed task-force as a permanent part of our department. I'm counting on you!

The Governor has given us until the end of the day June 21st to get this done. This is only a few days away, and we have no suspects or evidence of any kind!

Here's how we're gonna do this Frank, I will let you handpick your own crew. You can be a part of it yourself or simply oversee its activities, that's up to you.

The other matter at hand is even worse. Someone leaked to the press that we have a Dirty Cop taking pay offs from the underworld. I have no choice but to get Internal Affairs working on this. If it's true, we have a huge problem. Who can we trust?!!!

We need some good headlines for once.

It's time to get out there and bust some Punks!

Good luck!

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Chief



CONTENTS/SET UP:

Just learning to play?
If so, it's recommended to see
the "Rookies" section on p. 15,
BEFORE reading this book.



Start by placing the Game Board, 6 dice, Murder Investigation Board, and City Crime Track on the table. The City Crime Marker is put at the start of the City Crime Track and the Calendar Marker on the appropriate space of the Calendar Track (on the board) based on the Set Up Chart (see following page). Unless otherwise stated place all card decks face-down. If playing with The Dirty Cop (meaning any number of Dirty Cops), then you will need the Loyalty Deck (6 Good Cop Cards & 2 Dirty Cop Cards). Refer to page 16 for special rules.

City Crime Track (page 13)



Dice

Murder Investigation Board (page 13)



Each player places a
Player Aid Card in front of
them (there are 6 total).

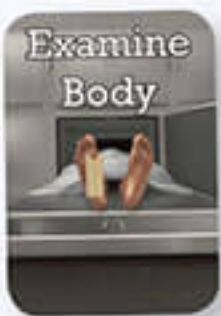


Unless otherwise noted, place the following items off to the sides of the board (put extras back in the box).

All items on this row should be randomized and placed face-down	Event Cards (39 total)	Street Gang Cards (4 total)	Police Cards (44 total)	Unknown Circumstances Markers (20 total plus 4 blanks which go back in box)
Blocked Symbol Tokens (12)	12 total Upgrade Tokens (3 of each)	One Murderer Token	Donut Tokens (18)	See chart on the following page for how many Punks (also known as Street Punks) should be included in your game session (18 total Punks included with game)
4 of the 8 total Patrol Officer Tokens	The Patrol Officers should be placed in the Police Station (3rd St. N.)	One red car Token used in the "Car Theft" Event	One Green Van Token used in the "Escort Van" Event	

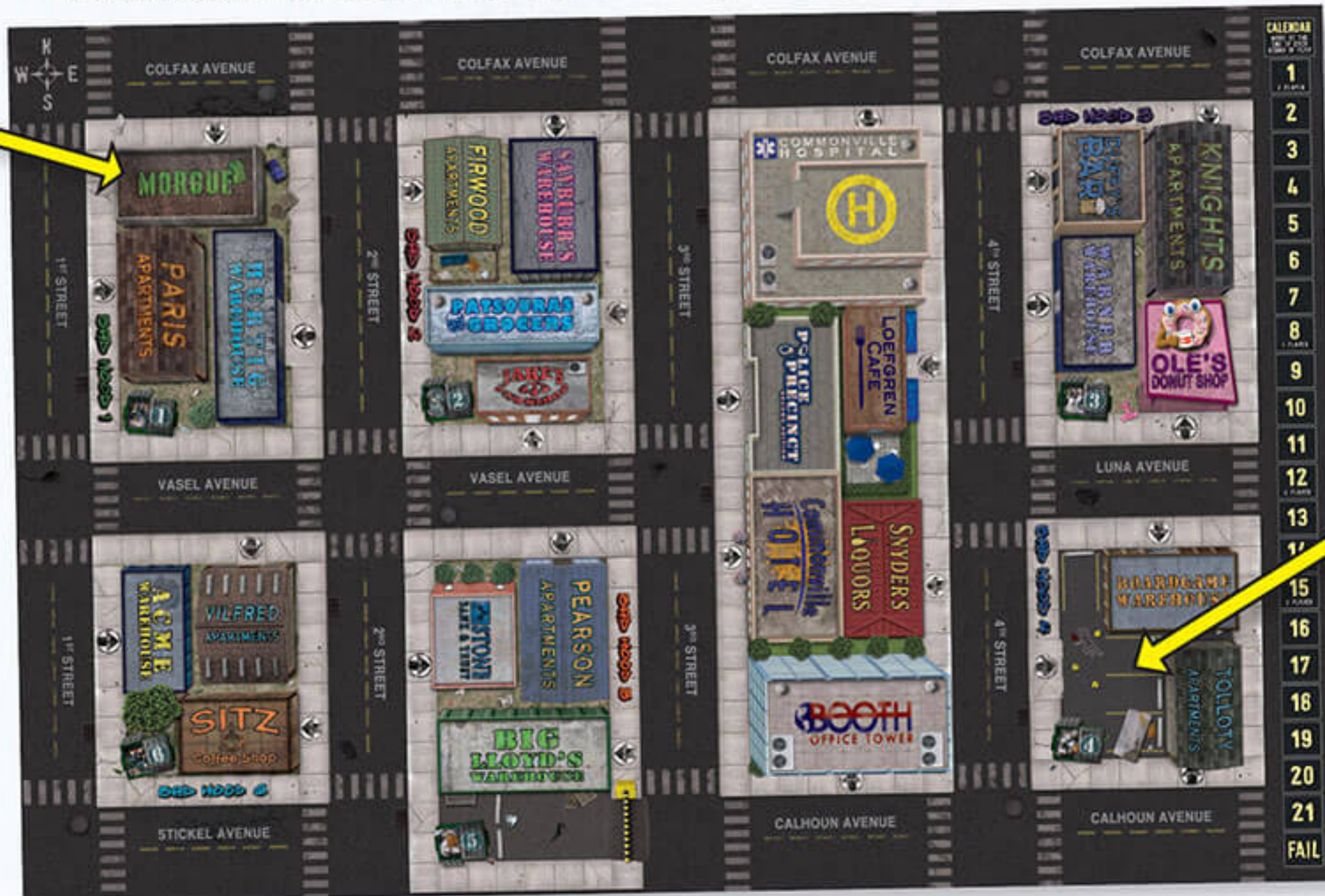
Shuffle each deck of Investigation Cards separately, then place them as follows:

10 Examine Body Cards at the Morgue



BLOCK NUMBERS: Notice that each block has a number. These numbers have been placed inconspicuously on dumpsters.

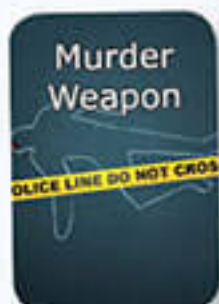
Bad Hood Numbers also correspond with block numbers.



14 Crime Scene Cards on the Parking Lot space.



2



8 Murder Weapon Cards. Roll a single die to select location. Place on the warehouse of the city block number rolled.



10 Interview Witness Cards. Roll a single die to select location. Place on the apartment building of the city block number rolled.

SET UP CHART

Use this chart to help you set up your game based on the number of players. We have **highlighted** numbers that are different.

If playing with The Dirty Cop, instead use the special Dirty Cop Set Up Chart on page 16.

Number of players



Police Cards dealt face-up to each player



Punks used in this game session



Starting space for Calendar Marker (page 13)

Number of players	Police Cards dealt face-up to each player	Punks used in this game session	Starting space for Calendar Marker (page 13)
1	2	14	1st
2	2	14	1st
3	3	16	8th
4	2	15	12th
5	2	14	14th
6	2	13	15th

PLACE 2 EMERGENCIES

Draw two random Emergency Cards from the Event Deck for the initial active Emergencies.

Place them on the board, as instructed on the card itself. Keep drawing Event Cards until two Emergency Cards are drawn and placed (not Special Event Cards - Memos & Incident Reports).

Now shuffle ALL of the Event Cards (less the two on the board) and place them face-down next to the board.

If an Add-Punks Emergency Card is drawn (shown here), add 1 (or 2) "extra" Punks to the board in random Bad Hoods. Roll 1 die per Punk (see symbol in the upper right corner).



If the two Emergency Cards placed on the board are the same color, place the Urgent Marker on the first card placed. If not, then place the Urgent Marker next to the board.

Unknown Circumstance:

If either of the two Emergency Cards on the board have a special note labeled "Unknown Circumstances", draw and place an Unknown Circumstances Marker face-down on the card without looking at it.



PLACE 6 PUNKS



Roll six dice and place one Street Punk Token for every die rolled. Place them in the Bad Hoods on the city blocks with the same number as the dice results (on the sidewalks with the words Bad Hood).

When four Street Punk Tokens are all in the same place at the same time, a gang has formed. Gangs are NOT allowed to form during set up, thus DO NOT place any Street Gang Cards.

Instead, if a die roll results in a situation where a 4th Street Punk would be placed in any given Bad Hood during set up, do not place the 4th Street Punk. Instead keep re-rolling the die until that Street Punk can be placed in a Bad Hood that contains 2 or fewer Punks. Thus, after placing the final Punk in each Bad Hood, you would have 3 or fewer in each Bad Hood. Then place the dice and remaining Punks in a pile next to the board. The final number of Punks placed on the board during set up ranges from 6-10 depending on the two Emergency Cards drawn.

PICK A CHARACTER

The player most recently in contact with Law Enforcement gets to pick their character first, then clockwise around the table. Place Character Cards in front of each player with the chosen Character face-up. Unused Character Cards go back in the box. If any player chooses a character that comes with extra tokens, take those now (e.g. Detective Pierce gets one of the two Federal Agent Tokens / Detective Kirkland gets two of the three SWAT Tokens).

Each player's matching Police Car Token goes on the street by the Police Station (3rd Ave, North). For the moment, don't worry about which side of the car is face-up. Place unused cars back in the box.

PICK A FIRST PLAYER

Randomly select a starting player and give them the First Player Marker.



There are 8 Character Cards, each has a female on one side and her male cousin on the other. You get 16 to choose from!!!

KIMNEY'S UPGRADABLE! MUST START ON ZUHRA SIDE!

3

CALENDAR
MOVE AT THE END OF EACH ROUND OF PLAY

1
2 PLAYER

2

3

4

5

6

7

8

3 P

FIRST PLAYER

Now that you have selected your First Player, it's time to understand what this person needs to do:

Keep in mind that this individual will ALWAYS be the First Player. First of all, they will need to have a good memory, because before they take their turn they need to advance the **Calendar Track** (except for the very first move of the game). This is a critical mechanic, and forgetting to do this (even one time) could have a big impact on the game. All other players (especially the "Last-Player") are encouraged to remind the First Player to move the Calendar Marker.



Briefly stated, the **Calendar Track** serves as a game-clock (located on the board) counting down the days left in the game. When you reach the 16th day, place the **Murderer** on the board in Bad Hood 6, and advance him to the next Bad Hood each time you move the Calendar Marker. For more detail, see p. 13.



CHOOSING YOUR CAR



Marked



Unmarked

Now that you know who your character is and you have placed your corresponding vehicle (Police Car) in front of the Station (Police Station), which is the Street Space known as 3rd Street North (or 2nd Street South in the Unterbelly Universe), you can now take a moment to reconsider which side of the vehicle you want to be facing up. You will also have one last chance to do this right before you move on your first turn (and any turn later in the game if you are located at the Station). To change your vehicle type, simply flip over your Car Token before you move.

You can choose a **Marked Patrol Car**, (also simply known as a Patrol Car or Marked Car) making you very visible in traffic, thus able to move an extra Street-Space (up to three total spaces). You can also select an **Unmarked Car**, indicating that you are able to work more discreetly, thus drawing an extra card when investigating (but only moving up to 2 spaces total).

Car types occasionally play a role when revealing one of the **Unknown Circumstances Markers**, as well as some **Police Cards**.

Important

Reminder: Add a support Vehicle if playing a solo or 2-person game! (see page 15 for details)

OBJECT OF THE GAME

Now that you are all set up and ready to start, let's look at the challenge at hand:

Time is running out, and the Good Cops must work together to Arrest the Murderer before crime takes over the city!

Before this can happen, all the Evidence Cards must be found and placed on the Murder Investigation Board.

A PLAYER'S TURN

- Phase 1 -- Move
- Phase 2 -- Perform One Action
- Phase 3 -- Draw One Police Card
- Phase 4 -- Draw One Event Card

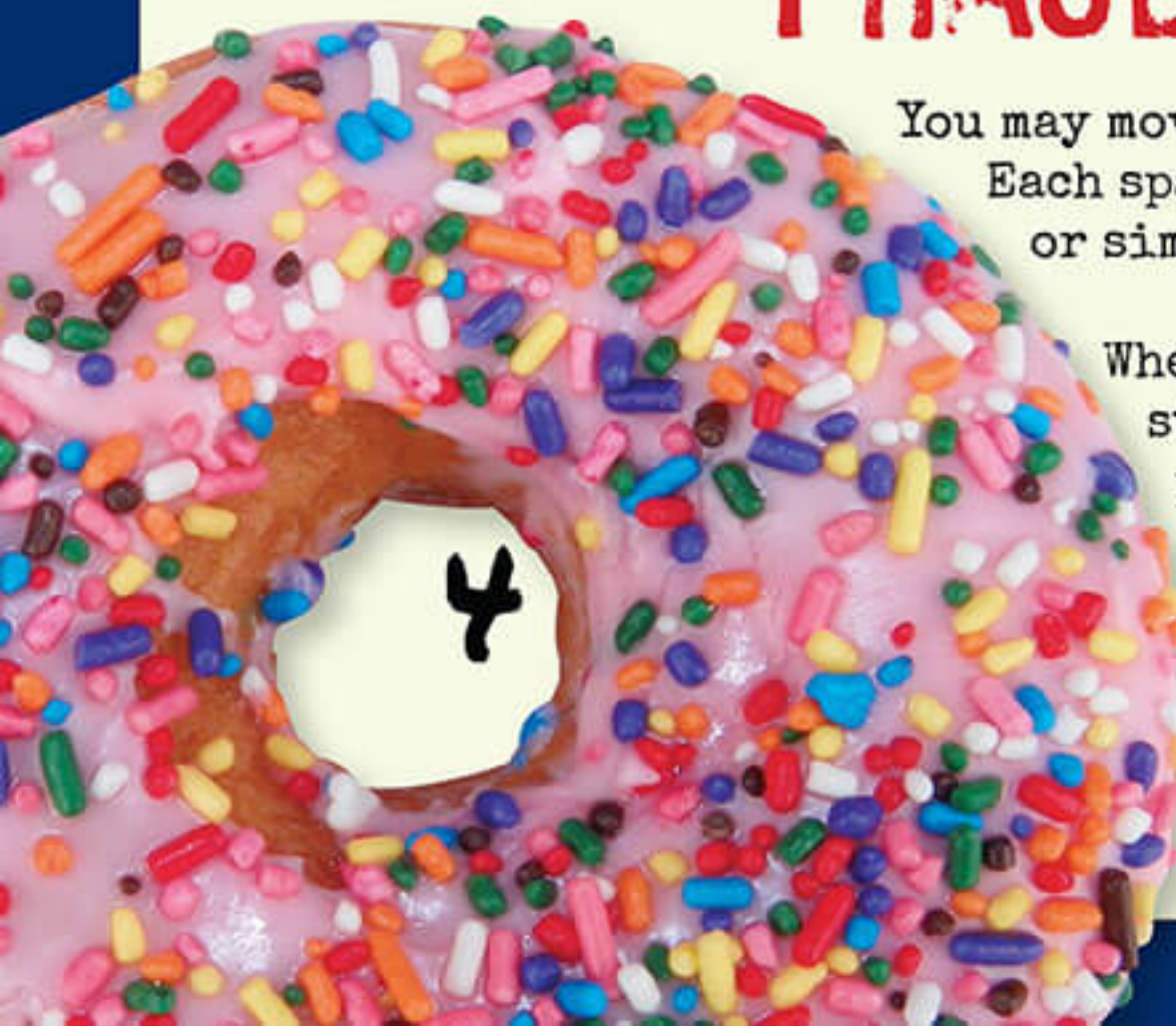
NOTE -- In addition to your one Action each turn, the Special Skills written on your Character Card allow for extra Special Actions that can be carried out when circumstances allow.

PHASE 1: MOVEMENT

You may move your vehicle up to two spaces (or three if you drive a Marked Patrol Car). Each space on the board is called a "Street" (otherwise known as a "Street-Space" or simply "Street Space").

When counting off your movement, do NOT count "Intersections" and do NOT stop in Intersections. Moving ONE space consists of leaving a Street-Space, passing through an Intersection and landing in a new Street-Space. An Intersection is the square-shaped area between the crosswalks where two roads (any Street or Avenue on the board) meet.

You may only move between adjacent Street-Spaces. Furthermore, the game board does not "wrap" (e.g. you cannot move from 1st Street South to Calhoun Avenue East by moving in a westerly direction).



MOVEMENT CONTINUED

Also, your vehicle never leaves the pavement. Thus, when you need to interact with a building you always do this from the Street (Street-Space) with the white arrow pointing into the relevant building. If you want, you can also discard Donuts you have earned earlier to move farther. Each discarded Donut allows one extra Street-Space of movement.

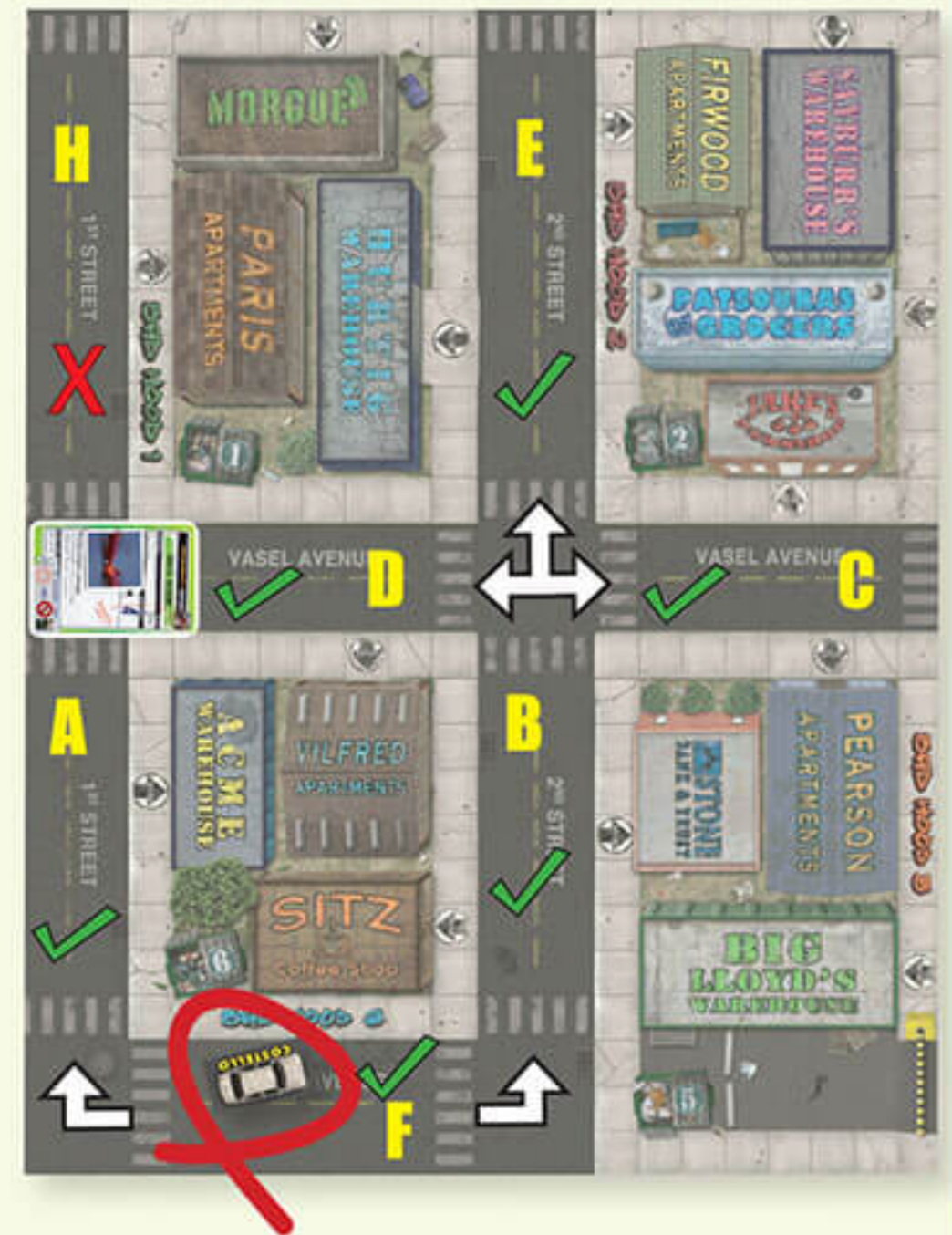
Other than moving your vehicle, (unless explicitly otherwise noted) you may NOT do anything DURING your movement phase (except to play the "Fast Response" Police Card). Among other things, this means you can NOT change vehicles, upgrade, or dispatch officers while driving past the Station. You must end (or begin) your turn at the Station in order to do these sorts of things.

EXAMPLE OF MOVEMENT

The player on Stickle Avenue (Space "F") is about to move her Unmarked Car, and has the following options:

- A) She can move one Street-Space to "1st Street South"
- B) She can move one Street-Space to "2nd Street South"
- C) She can move two Street-Spaces to "Vasel Avenue East"
- D) She can move two Street-Spaces to "Vasel Avenue West"
- E) She can move two Street-Spaces to "2nd Street North"
- F) She can stay where she is and not move at all.
- G) Play a Fast Response Card or spend Donuts to go farther.

H) The Emergency (Traffic Accident) at the Intersection of Vasel and 1st prevents moving through this Intersection this turn, so 1st Street North is out of reach.



PHASE 2: TAKE ONE ACTION

Provided that your location allows, you may choose to perform any one of these Actions: Investigate, Arrest, Handle an Emergency, Upgrade, or Draw a Police Card. If playing with The Dirty Cop, you can also Accuse or Reveal. You may only perform one Action, even if several are available to you. Remember that using your special Character skills and/or playing Police Cards does not count as an Action!

INVESTIGATE

When you are parked in a Street-Space that has access to at least one Unobstructed stack of Investigation Cards (e.g. it does NOT have an Emergency Card on top of it), then you may take the Investigate Action by following the steps listed below. Note that, access is considered available if the building (or area of the board, e.g. - The Parking Lot) is directly adjacent to your Street-Space as indicated by its "Enter" marking found on the board.

1. Determine how many Investigation Cards to draw by adding-up all of these items:
 - A. (YOU) - Look at the number indicated on your Character Card with the magnifying glass symbol.
 - B. (SUPPORT) - Draw an extra card for every other player's (vehicle) on the same Street-Space as you.
 - C. (DONUTS) - Draw an extra card for every Donut you discard.
 - D. (POLICE CARDS) - Draw an extra card per Police Card played by others (no limit) which has the magnifying glass symbol. Note that most Police Cards "add-one," but Air Support counts double.
 - E. (EXTRA) - If you drive an unmarked car, draw an extra Investigation Card!

2. Draw the proper number of Investigation Cards.

3. View the cards drawn (secretly if playing with The Dirty Cop variant).

4. Any Evidence Cards may be revealed (optional) and placed face-up on the Murder Investigation Board, on an empty card slot in the category it belongs to (for details see page 13).

5. The rest of the ("useless") cards are then placed at the bottom of the stack, except one, which you MUST discard permanently from this game (show this card to the group).

EXCEPTION: The only way to avoid discarding the one useless card is if ALL of the cards drawn are Evidence Cards.

6. The Investigation Card stack is then shuffled, unless your Character has the "Thorough" special skill.



**UNLESS OTHERWISE STATED
DONUTS CAN NOT BE
SHARED BETWEEN PLAYERS!**

ARREST

Another possible Action is to conduct an Arrest. You can attempt to arrest a criminal element, which most often means a Punk (also known as a Street Punk), when you are at their location.

Usually this involves being on a Street-Space adjacent to a Bad Hood which has some Punks (Street Punk Tokens). A Bad Hood is the sidewalk area which has the words "Bad Hood" written on it in graffiti. There are exactly six Bad Hoods on the board. Each one can be accessed from one, and only one, Street-Space, which is the space directly adjacent to that sidewalk. For example, Stichel Avenue is adjacent to the Bad Hood on the south side of Block 6, also known as Bad Hood 6.

Once at the right location, follow these steps (in this order) to perform an Arrest Action:

1. Determine the number of dice to throw by adding-up the following (similar to Investigation):
 - A. (YOU) - Take as many dice as shown by the Handcuffs symbol on your Character Card.
 - B. (SUPPORT) - Take an extra die for each other player's vehicle located on your Street-Space.
 - C. (DONUTS) - Take an extra die for every Donut you discard.
 - D. (POLICE CARDS) - Add extra dice based on Police Cards played by others (handcuffs symbol only).
 - E. (EXTRA) - Add one extra die per **Patrol Officer Token** that you discard from this Bad Hood.



2. Roll the correct number of dice.

3. Calculate the Criminal Population. This is done by counting the number of Street Punk Tokens in the space you are targeting for this arrest attempt (special rules apply if the Murderer is in the space, see following page).

4. Determine the success or failure of your attempt to arrest by using the following:
Each die rolled with a value that is equal to (or higher) than the criminal population, results in an arrest. However, a die roll of six is always considered a success (an arrest), regardless of the number of Punks present. Similarly, a die roll result of one is always considered to be a failure (no arrest), even if only one Punk is present.

5. For each successful arrest, remove one Street Punk Token from this location and return it to the stockpile next to the board.

DICE = UNLIMITED RESOURCE - - When making arrests (and Handling Emergencies), there is no maximum number of dice you may roll at one time. If you are able to earn the right to roll more than 6 dice at one time, simply pick up the dice and re-roll any bad rolls until you have rolled your full allotment.

THREE ARRESTS = FREE DONUT - - If you made at least THREE arrests on your turn, by any means possible and from any location(s), Bad Hood or otherwise, take a Donut (this includes the use of the Stakeout Police Card).

NO ARRESTS = HOSPITAL - - If you attempted to arrest on your turn but did NOT succeed (made no arrests), then you are considered to have been injured in the line of duty and must move your car to the **Hospital**.

EXAMPLE ARREST

Costello decides to Arrest Punks in a Bad Hood. There are currently four Punks, thus a Gang (learn more about Gangs on page 14), so she will need to roll a "4" or higher to make any arrests (each die result at this level is a successful arrest). Kirkland cannot provide back-up with his car, as he is not on the same Street-Space. Instead, he chooses to Assist by playing a Police Card with the Handcuffs symbol in the upper-right hand corner.

Costello gets to roll a total of three dice, two for her basic character skill, plus one for the card played by Kirkland. The die results are 1, 4 and 5, allowing her to arrest two Punks. The two Street Punk Tokens are placed back in the supply off to the side of the board. This is a pretty good result, but "no donut for you Lisa!", and the Street Gang still remains.

On Kirkland's turn, he decides to move to the same Street-Space that Costello is on and bust some Punks himself. Since there are only 2 left (thanks to Lisa) he needs to roll a "2" or higher to make any arrests. He rolls a total of 2 dice, one for his basic character skill, plus one for Support from Costello, because her car is (still) on the same Street-Space. The results are 2, and 4. BOTH are successes! Kirkland removes the last two Punks from the Bad Hood as well as the Street Gang Card!



ARREST THE MURDERER



After all Evidence Cards have been placed on the Murder Investigation Board, players may attempt to Arrest the Murderer (assuming he is on the board). In the rare event that players have all the evidence collected BEFORE the Murderer is even on the board, the Good Cops automatically win the game WITH honorable mentions from the Mayor himself!

NORMAL MODE: Arresting the Murderer in "Normal Mode" works just like arresting Punks with the following differences. For die rolling purposes, the Murderer is considered to be equivalent to 2 Punks. For example, if he is in a Bad Hood with 2 other Punks, then a die roll of 4 is needed to arrest any of the criminal elements in this space (Punks or Murderer). Furthermore, the Murderer must be the last one to be arrested in the sequence of arrests during this player's Action. When the Murderer is arrested, the Good Cops win the game!

MANIC MODE: For those interested in a more difficult scenario, try Manic Mode! In this case, the Murderer is arrested only with a die roll of 6 AND only if he is the sole criminal element in the Bad Hood. This means an attempt to Arrest the Murderer can only take place if there are NO other criminal elements in the Bad Hood prior to the Arrest Action taking place. Officers can however Arrest Punks in a Bad Hood that contains the Murderer, and THEN on a separate player's turn Arrest the Murderer. In Manic Mode, the Murderer does not add to the difficulty of arresting the Punks.



HANDLE AN EMERGENCY

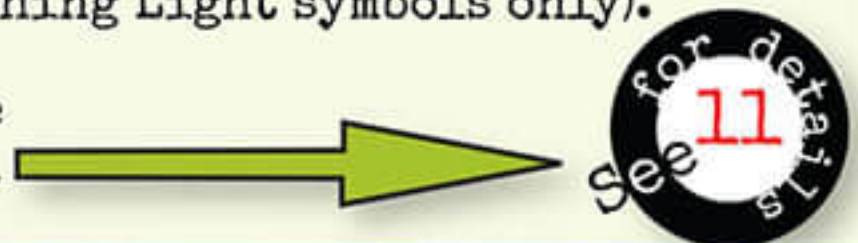
Another possible Action is to Handle an Emergency. This is done, first by getting yourself to the right location (Street-Space) that is adjacent to an Emergency (an Event Card with "Emergency" written at the top of the card). Then, follow these simple steps (in this order):



- Determine the number of dice to throw by adding-up the following (similar to Investigations and Arrests!):
 - (YOU) - Take as many dice as shown by the Flashing Light symbol on your Character Card.
 - (SUPPORT) - Take an extra die for each other player's vehicle located on your Street-Space. In the case of Traffic Accidents, vehicles don't need to be in your same Street-Space; any space adjacent to the accident is OK.
 - (DONUTS) Take an extra die for every Donut you discard.
 - (POLICE CARDS) 1 Extra die / Police Card played by others (Flashing Light symbols only).



- Now modify this attempt to resolve the Emergency by revealing the **Unknown Circumstances** (flip the marker on the card, if there is one).



- Determine the outcome by rolling the correct number of dice, and **looking at the highest single die result only** (do not add dice together). If it is equal to or higher than the Difficulty Level (the big number written on the Emergency Card combined with Unknown Circumstance), then you have successfully Handled the Emergency!

SUCCESS: In the case of a success, pick a bonus from the bottom of the card (sometimes you get BOTH of the bonuses). If you are lucky, you might even receive something extra from the Unknown Circumstances Marker (if this happens take this bonus first, and the Emergency Card bonuses after). Then discard the Emergency Card on the stack of discarded Event Cards and the Unknown Circumstances Marker (if present) on the stack of discarded Unknown Circumstance Markers. Then remove the **Urgent Marker** from the scene (if present) and place it next to the game board.

FAILURE: If the attempt to Handle fails, leave the Emergency Card in place. The same goes for the Urgent Marker (if it's present) along with the **Unknown Circumstances Marker (which is left face-up from now on).**



EXAMPLE OF OPTIONS

The player has just finished moving and now has the following options available from this location:

- They can try to Handle the Traffic Accident (the Emergency card located at the Intersection).
- They can Investigate the murder by picking-up Investigation Cards from either the Murder Weapon Deck or the Interview Witness Deck.
- They can try to Arrest Punks in Bad Hood 2.



UPGRADE YOUR CHARACTER

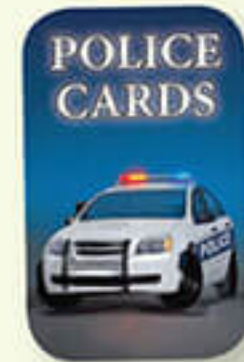
When at the Police Station, you may, as your Action, upgrade your Character by discarding one Donut per upgrade. Mark the increased ability of your Character by taking any one of the available Upgrade Tokens and placing it in front of you next to your Character Card.

You can only acquire two Upgrade Tokens in total and they must be different types. The upgrade bonus is written on the token itself, and once upgraded, players are considered to have permanently increased by one the power of their Character as listed at the top of their Character Card. Players are allowed to buy both of their upgrades at the same time if they wish.



DRAW A POLICE CARD

You can take the Action of drawing a Police Card. When you do this, you are also allowed to take another Police Card in Phase 3 of your turn, thus getting two in one turn!



ACCUSE

If playing with The Dirty Cop, you can take the Action of **accusing another player of being Dirty.**



REVEAL

If playing with The Dirty Cop, you can take the Action of **revealing yourself as Dirty.**



PHASE 3: DRAW A POLICE CARD

Regardless of your location or what Action you chose, you now get to draw a new Police Card. At times during the game, the right to do this is revoked (certain cards spell this out). If the deck empties, simply reshuffle the discard pile and continue play as normal.

POLICE CARDS

Playing Police Cards is **NOT considered an Action** and can be **done at any time** in one of **two ways**:

1. On Your Own Turn - If you play one (or more) of your Police Cards on your turn, you **MUST** follow the text instructions on the card(s) played (ignore the symbols)!

Cards played this way cannot be cards acquired during this turn.

Play as many as you want per turn.

2. To Assist Other Players on Their Turns - If you play one (or more) of your Police Cards on other players' turns, you **MUST** utilize **ONLY** the symbols in the top right corner of the cards, and text instructions are to be ignored. The Air Support Card is an exception to this, as it can be played at any time while following the text.

The player you are Assisting can do one more thing (roll a die or draw a card) for each symbol you contribute to help with their Investigation, Arrest, or Handling of an Emergency. Usually, one card adds one more thing (die or card draw), but if the card has a double symbol (like Air Support) that card adds two, etc.

HAND LIMIT

Players have a hand limit of 7 cards measured at the end of a player's turn (discard excess).

HOSPITAL

Reminder: You do NOT get to draw a Police Card if you were sent to the Hospital in this turn.



Helps with Arrests



Helps with Emergencies

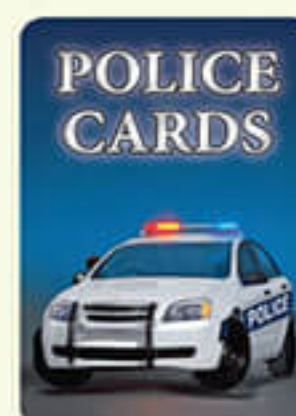


Helps with Investigations



back

front



PHASE 4: DRAW AN EVENT CARD

The last part of your turn involves drawing an Event Card. Reveal it to everyone and follow the instructions on it.

If the card is an Emergency, you may need to move the Urgent Marker (see following page) and/or add Punks (see below).

When you draw the last Event Card (before reshuffle) advance the Crime Track Marker.

If the card is a **Special Event**, you may benefit from a closer look at these cards found on page 11 & 12.

If an Emergency Card has a slot on it for an Unknown Circumstances Marker, draw one and place it face-down on the card (to be dealt with when a player tries to Handle the Emergency, more about Unknown Circumstances on page 10 & 11).

If an Event Card's effects are negated in some way (e.g. - Detective Kinney's "Committed" special ability), then it is considered that "NO Event Card has been drawn!" Thus, NO Event Card at all will be drawn this turn. This is a critical fact in relation to certain active Events (e.g., Gas Leak or Car Theft). It means, for example, that the Gas Leak Does NOT need to roll a die this turn (and/or the red car does not move if Car Theft Card is active).

Similar to the effects of Joe's "Committed" Special Power, this reward (NO Event Card draw), which is available to players for successfully Handling certain Emergencies (see Burglars, etc), effectively stops any Event Card draw from occurring this turn, and provides all of the ramifications that go along with this (no Gas Leak die roll, etc.).

Now that you have drawn your Event Card, your turn is over. Now the next player should take their 4 Phases!

EMERGENCY CARDS

Let's take a look at Event Cards a bit closer, starting with Emergency Cards, which are a sub-category of Event Cards, and have the word "Emergency" written at the top of the card (also see "Handling Emergencies," page 7).

Once drawn, an Emergency is then placed on the location indicated on the card. You simply place the card face-up on top of the corresponding location. This could be a building (e.g. Duffy's Bar), or possibly an Intersection (e.g. 4th and Luna). Here are a few things to keep in mind:

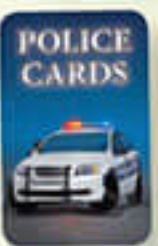
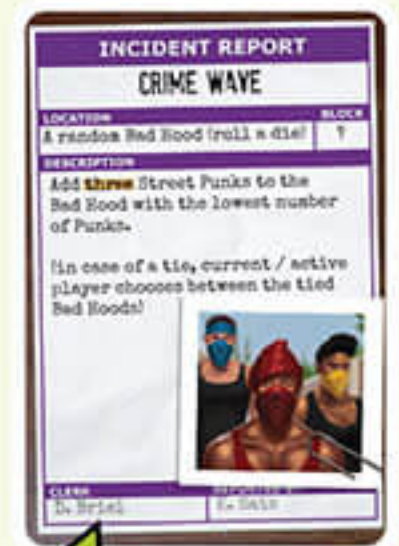
URGENT! -- Drawing an Emergency means that you might need to deal with The URGENT Marker (see next page).

"PRE-OCCUPIED" -- If the location for any Event Card is already occupied by another card do the following:
 1. If randomly-decided (i.e. a warehouse or an apartment) re-roll the die until an unoccupied location is found.
 2. If a named-location (like The Hospital) then draw a New Event Card (this is very rare, never happening with the base-game and only occasionally occurs when players mix-in certain expansions).

INVESTIGATION DECK -- If the location of the Emergency contains a stack of Investigation Cards, then place the Emergency Card ON TOP OF this stack. The Emergency Card must be removed before players may draw or look at the Investigation Cards located below.

DOUBLE-MOVE! -- It is possible that the Urgent Marker moving causes the Crime Track to advance, AND THEN unsuccessfully adding Punks (or a Gang Card) ALSO causes this to happen, thus ONE Emergency Card draw can advance the Crime Track TWICE! In fact even three moves is possible if a Double-Move happened (as was just described) AND the card causing the Double-Move was the last Event Card in the deck!!!

In the case of a Double-Move being caused by Punks being added after the Urgent Marker fails, proceed like this: After advancing the Crime Track for the 2nd time, discard the Event Card which caused the Double-Move (the one just drawn). This means that TWO Emergencies go to the discard pile at this time (the one that had the Urgent Marker on it and the one just drawn). DO NOT add any Punks! Also note that the Urgent Marker WILL still be on the board after the Double-Move (simply on a new card)!



EMERGENCY REWARDS

ADD PUNKS

Some Emergencies DO require Punks to be added to the board and others do NOT.

Pictured to the right are examples of each type.

When adding Punks: Roll one die per Punk and place tokens in the corresponding Bad Hood(s).

Regular Emergency



A Regular Emergency has white text for the word "Emergency" (there is no need to add any Punks in this case).

Add-Punks Emergency



Important
 This card DOES require that Punks be added to the board. Notice that the text for the word "Emergency" is orange. These cards ALSO contain an icon in the corner of the card, which helps remind players to add a certain number of Punks (in this case 2). Finally, watch for the extra reminder hand written by The Chief!

URGENT!

If the Emergency Card that was just drawn matches the color of another Emergency Card already on the board, then the Good Cops have a problem because the Urgent Marker WILL now move! (with one exception, see "EXCEPTION" at bottom of this section)



Here's how that works...

If the Urgent Marker WAS **NOT** ON THE BOARD YET:

It shall be placed on top of the matching colored Emergency (the one that matches the card that was just drawn), which existed on the board prior to the card that was just drawn (meaning, place the Urgent Marker on the "older" of the two matching colored cards).

or...

If the Urgent Marker **WAS ALREADY ON THE BOARD:**

This is a MUCH bigger problem for the Good Cops, because it means that the existing Urgent Emergency has failed (due to a lack of prompt action on the part of the police), which will result in the Crime Marker being advanced one space toward fail (perform this task right away).

Then, remove the Emergency Card that had the Urgent Marker on it (place in the Event Card discard pile).

Also, discard any Unknown Circumstances Marker that may have been on that card.

Finally, move the Urgent Marker to the "older" matching color (see above for details).

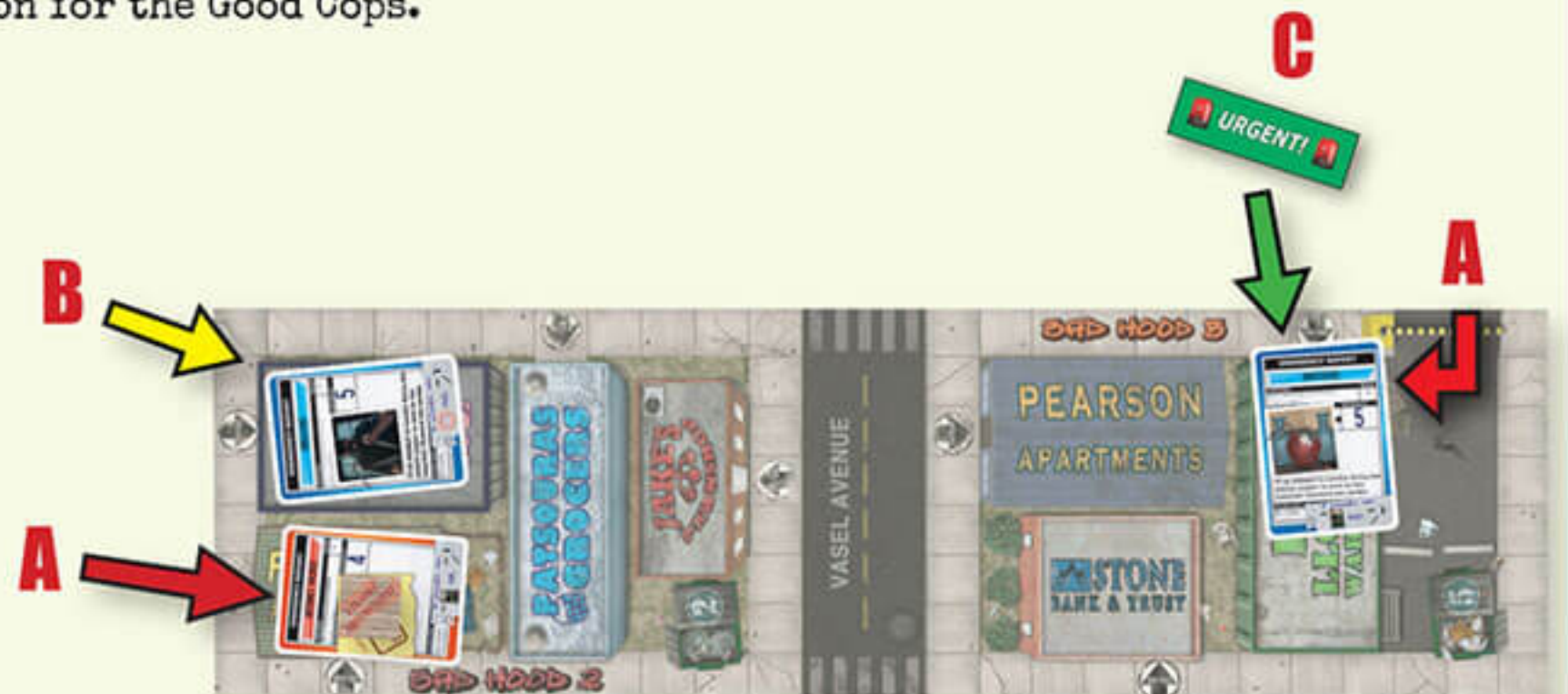
EXCEPTION -- Note that the Urgent Marker does NOT actually move if the following happens: If the Urgent Marker happens to be on top of a card of a particular color, and that card happens to be the ONLY card on the board of that color, AND THEN a second card of that same color is drawn and placed on the board. Though unusual, this situation is possible, and when it does happen, it creates NO immediate consequence, except to simply heighten the tension for the Good Cops.

EXAMPLE - STAGE ONE "ACTIVATING"

A. One red and one blue Emergency (see red arrows), which are currently active on the board (not yet Handled successfully by any player).

B. At the next Draw Event Card Phase, another blue Emergency is drawn and placed (see yellow arrow).

C. Since it is the second blue Emergency on the board, the Urgent Marker must be placed on the first blue Emergency (see green arrow).



In this scenario, the Good Cops have a lot to worry about because, in future Event Card Draws, if **EITHER** a blue **OR** a red Emergency are drawn, the "older" blue Emergency (where the Urgent Marker currently lies) will fail!

EXAMPLE - STAGE TWO "FAILING"

Continuing with our example from above:

A. Notice that another Emergency has come onto the board (The Bank Robbers held-up Stone Bank).

B. At this point, the next Emergency drawn could spell doom for the cops because three of the possible colors will cause the Urgent to fail (Red, Blue, AND Yellow!)

C. In fact, green is the ONLY color that won't cause a failure (and thus the Crime Marker to advance).

This means that tensions are very high on the board right now!!!



UNKNOWN CIRCUMSTANCES EXPLAINED

When the police arrive at the scene of certain Emergencies, they are surprised by what they find. These Unknown Circumstances pose both challenges and opportunities for the officers involved. These are represented in the game by tokens known as Unknown Circumstances Markers.

Players must commit Police Cards BEFORE the Unknown Circumstances Marker is revealed.

Once revealed, you cannot back out of the Emergency; you must still try to Handle it! Factor in the effect of the token, and THEN roll your dice!

If an attempt to Handle the Emergency fails, leave the Unknown Circumstances Marker on the card in the face-up position. When you run out of these markers, shuffle the discard pile and make a new stack to draw from. The blank tokens are for YOU to create your own if you dare!



If successfully Handled, look at the top 2 cards from any Investigation Deck. Then place one back on top and one on the bottom.



Add 1 to the Difficulty Level of the Emergency that you are attempting to Handle (for example, a Level 3 is now considered to be a Level 4)



If successfully Handled, draw one extra Police Card.



Any Police Cards played by other players (via their symbols) to Assist the active player to Handle this Emergency shall have no effect (NOT add to the number of dice rolled).



If in a Marked Police Car, lose one die from your attempt to Handle.



If in a Marked Police Car, add one die to your attempt to Handle.



Lose one die from your attempt to Handle.

USE BLANK TOKENS TO MAKE YOUR OWN!

SPECIAL EVENT CARDS (PART ONE)

Aside from Emergencies, there are other surprises packed into the Event Deck. These cards are known as Special Events and come in two flavors, Incident Reports & Internal Memos. Shown here is an example of one such card known as the "Crime Wave!"

These cards all involve some sort of unique situation that needs specific attention from the police in order to resolve.

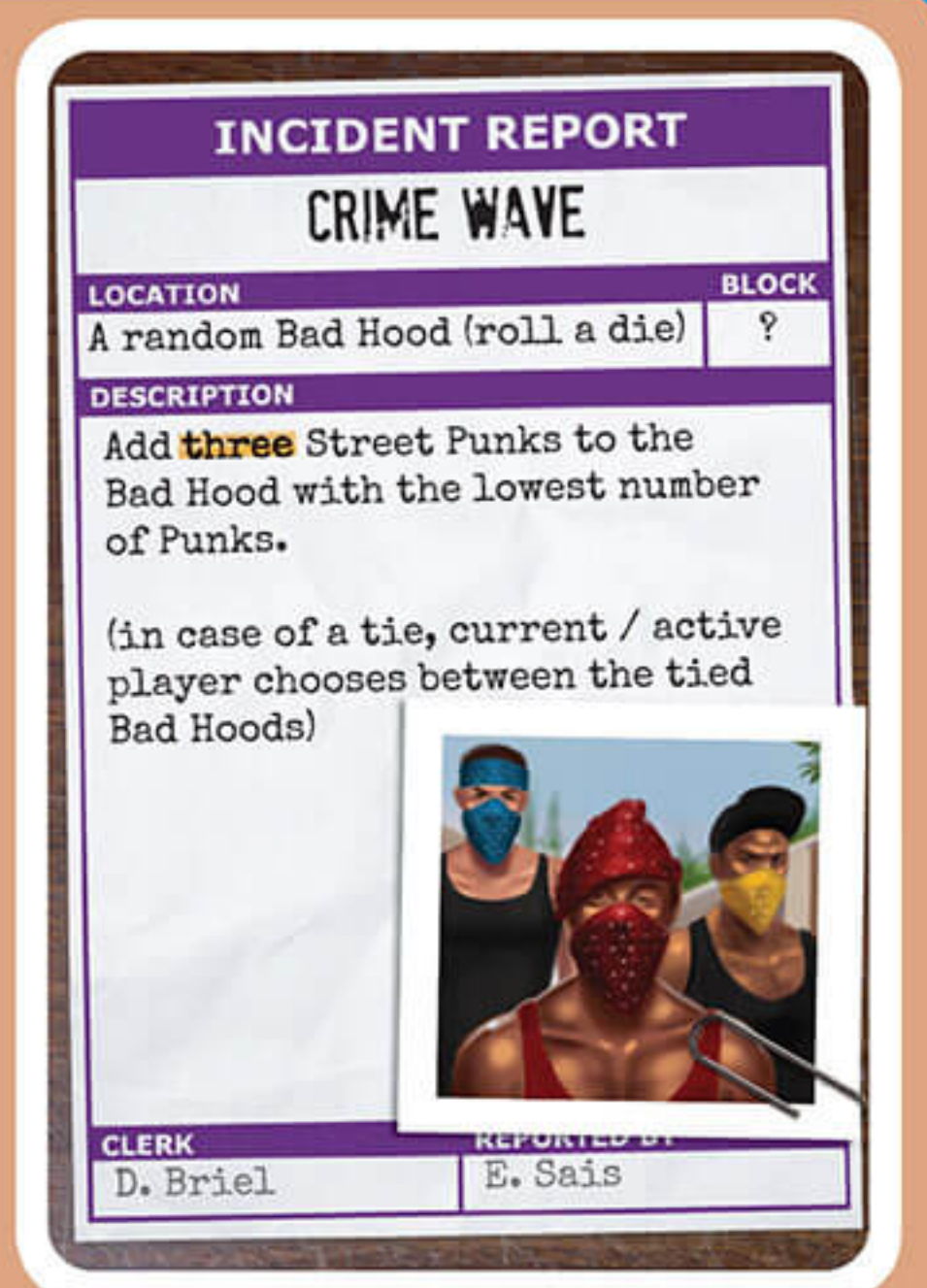
Carefully read each one, and follow the instructions as stated (for extra details on each card, see next page).

Many of these cards can be factored into the game immediately upon drawing them (like the one shown here), but others need to be placed on the board and left there until Handled.

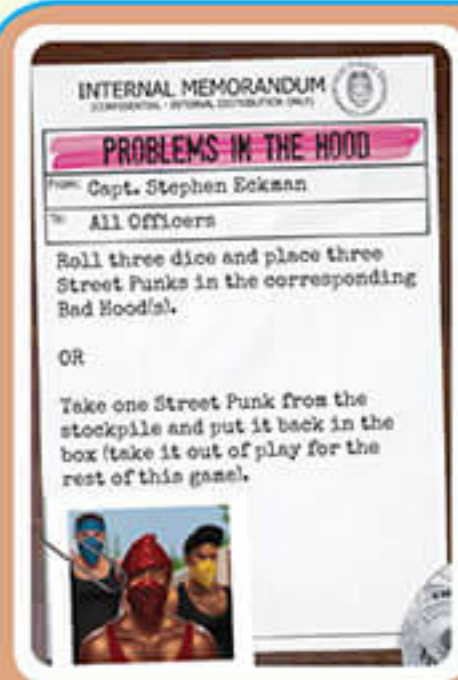
Once Handled, take any applicable rewards, and move the card to the discard pile.

If failed, refer to the specific card for possible penalty.

Regarding the Crime Wave Card (shown here at right)... Watch out!!!, because this card can easily cause a new Gang to appear.



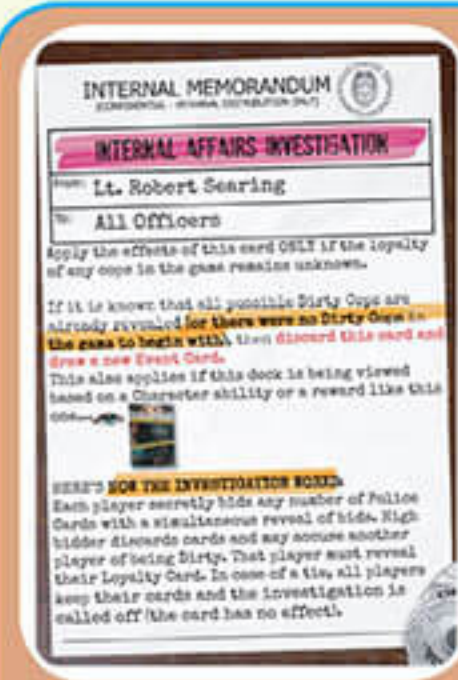
SPECIAL EVENT CARDS (PART TWO)



If you choose to add Punks to the board, do 3 total, and yes, this card can create multiple Gangs!



If 3 are arrested at once, take a Donut. If Kinney cancels the effects of a draw, DON'T add Punks.



Regarding I.A.I. Card:
1. You can remove this card from the deck when you're not playing with The Dirty Cop. If you don't and it appears, treat the situation as if the card was not in the deck (draw/look-at another).



This happens inside the Police Station and does not block movement.



Does NOT remove the Murderer, as he is not a Punk.



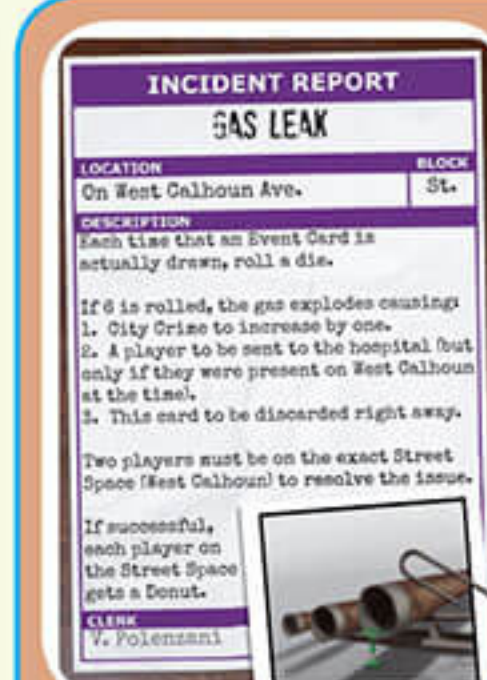
Patrol Offer Tokens have an "Officer Down" image on the backside. Use this in conjunction with this card. Leave in place until resolved.



Escapes travel along Colfax first going near Sayburr's Warehouse, then close to the Morgue, then off the board. Doesn't block movement. If all 3 are arrested at once take a Donut.



If the Officer Down Card is in play, you may not use the associated token.



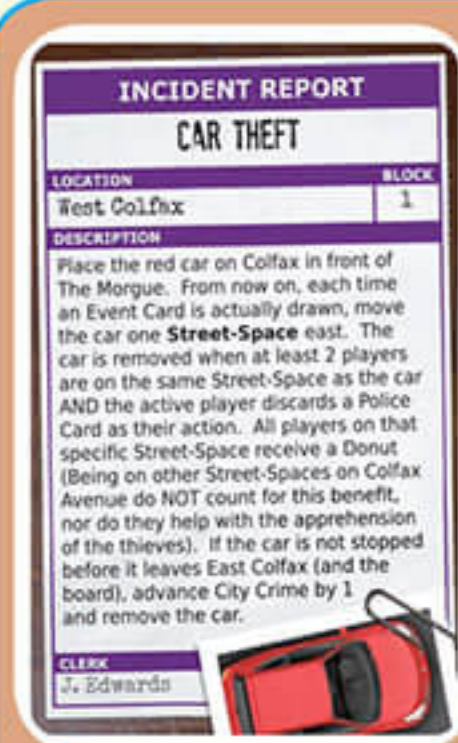
In order to Handle successfully, 2 police vehicles must be present (and not moving) on West Calhoun, (on that exact Street-Space). Note that East Calhoun is not the same space (Street-Space) as West Calhoun.



Players may move the van along with their own vehicle for a space (or more than one), then continue on without the van.

It might take several player's turns to move the van the total distance. During this process, the van can be left alone without a police vehicle. Support vehicles may also move the van.

This card (and any other card that states "No players may draw Police Cards") effectively makes the Police Card Deck inaccessible for any and all purposes (not just for Phase 3 of the turn sequence). Thus if a card like "Optional Training" comes up while the van is in play, NO players may actually draw a card. Another example is the "Allocate Resources" Police Card, which effectively can't be played (except via its symbol to help others).

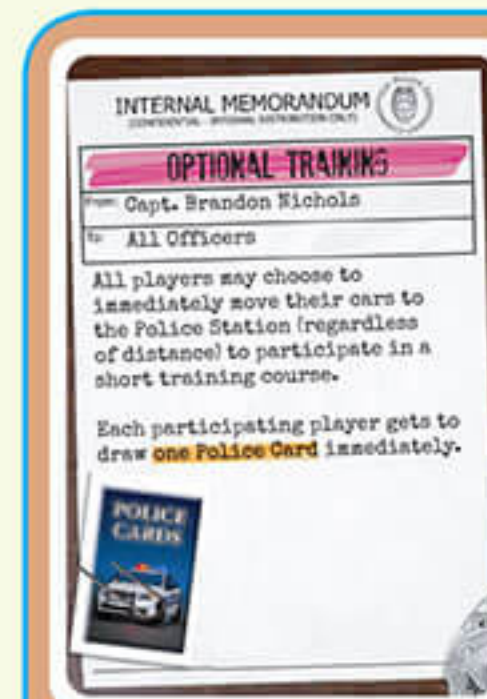


TIP: Since timing is so critical with this card, try ending your turn in a location IN-FRONT-OF the red car, and have another player meet you there on their turn.

Note that Colfax is 4 spaces (Street-Spaces) long, and both players MUST be on the EXACT same Street-Space as the stolen car in order to apprehend it and earn their Donuts.

For example, assume that Costello is on Colfax in front of the Morgue, and Hartley is with the stolen car (also on Colfax) in front of the Hospital. While both officers are on Colfax, the stolen car is NOT apprehended, since both Officers are NOT on the exact same space.

It is very rare (but possible, clever, and legal) for the "Active Player" to be in a different location (meaning that at least 3 players helped apprehend). Also rare is having more than 2 Donuts given out; this happens if players can figure out a way to have more than two Characters on the space.



In order to receive your free Police Card, you MUST actually go to the Station. It is impossible to block the path of a player going in for this training.

New 2nd Edition Token!

12 To help remember, place a Blocked Token on-top-of the Police Card Deck.

CALENDAR TRACK

The Calendar Track is used to track the game length and the escape path of the Murderer. Advance the Calendar Marker by one space just after each round (before the beginning of each of the turns taken by the First Player - except of course NOT the very first turn of the game).

Each space represents a full day. The track represents a month. Some games start as early as the 1st of the month, others as late as the 15th. This depends on the number of players, etc (see Set Up Chart on page 3). The Murderer is placed on the board in Bad Hood 6. This happens on the 16th of the month. Each successive day thereafter, the Murderer moves to the next lower Bad Hood number (thus he's in Bad Hood 5 on the 17th, etc.). He escapes the city on the 22nd, so catch him while you can!

PLAYERS MAY NOT DRIVE ON THE CALENDAR TRACK!



CALENDAR
MOVE AT THE
END OF EACH
ROUND OF PLAY

- 1
2 PLAYER
- 2
- 3
- 4
- 5
- 6
- 7
- 8

ON THE **16** OF THE MONTH, THE  GOES TO **BAD HOOD 6**.

CITY CRIME TRACK

The City Crime Marker advances one step whenever any of the following things happen:

1. URGENT -- The Urgent Marker is removed from an Emergency before players managed to successfully Handle it. This should always be the first condition checked as a new Event Card is drawn (before adding Punks). Then move on to #2.
2. PUNKS -- One (or more) Punks are required to be placed on the board due to an Event Card requiring this, but not enough Punks are available in the stockpile. This should always be the second condition checked when drawing an Event Card (after Urgent Marker movement), and if this does happen, do not place any Punks (even if some could be placed). Instead discard the Event Card drawn (even if it is an Emergency), and advance City Crime (move the City Crime Marker one step toward Fail). Do NOT draw a replacement Event Card.
3. GANG -- If a Street Gang Card is required to be put into use yet none are available (all of them are already in play). This "5th Gang" will NOT be Designated as a Gang until a card is available.
4. SHUFFLE -- If the Event Deck completely empties. In such a case, immediately advance the City Crime Marker, reshuffle the deck, and continue with play.



MULTIPLE MOVES! -- Note that it is possible for the track to move two or even three times in one turn! (see "Double-Move" p. 9).

MURDER INVESTIGATION BOARD

The Evidence Cards found as a result of the murder investigation go on this Board. M.I.B. Facts...

SLOTS -- Each piece of evidence has its own slot on the board. This helps track how much evidence is still needed at any given point in time.

DONUT BREAK -- When all of the evidence of one type has been found (for example Autopsy Reports), then the player who placed the last card in that category shall receive a Donut!

CLEAN HOUSE -- Once any given category is full, remove what remains of the stack from the game board, as there are no more useful cards to be found.

BREAK-DOWN -- The following is a list of how many items of Evidence are in each category:

- Murder Weapon = 1
- Crime Scene Evidence = 6
- Witness Statements = 2
- Autopsy Reports = 2

Only after all of the evidence slots on the Murder Investigation Board have been filled (all of the evidence found), can the Murderer be arrested!



- 16
- 17
- 18
- 19
- 20
- 21
- FAIL

PATROL OFFICERS

In-a-nutshell... add one extra die per officer used (return to Station after use).

For more details...

The four Patrol Officers are generally housed at the Police Station, but can be assigned a beat in the city (all at once), by playing the "Dispatch Officers" Police Card.

Upon playing this card, you may dispatch as many Patrol Officers as you want, as long as they are available (some events cause Patrol Officers to be discarded entirely from the current game, etc.).

To dispatch Patrol Officers, take any available from the stockpile or anywhere on the board (except any officer that might be used in the "Officer Down" event), and place them in any location(s) of your choice, and not JUST in Bad Hoods (you may even place several, or all, in the same location).

Patrol Officers can be used by any player taking the Arrest Action. Each one allows for one extra die to be rolled, provided that these Patrol Officers are already in the same space (usually a Bad Hood) as the criminal element (usually Punks) that you are trying to arrest (though they can be used to arrest any criminal element including the Murderer).

After using an officer in this way, they must be returned to the stockpile (Police Station). Do not remove them from the game entirely.

Patrol Officers cannot be used to Assist when Handling Emergencies or Investigating the murder.

STREET GANGS

Street Gangs (also known as Gangs) are represented and detailed by Street Gang Cards, which are placed on sidewalks in Bad Hoods as soon as 4 or more Punks are in this same space. For a detailed example of how to eradicate a Gang, see page 6 "Arrest Example".

While a Gang is present, the effect described on the respective Street Gang Card remains active until the Street Gang is completely removed by arresting every last Punk on that space. When you accomplish this feat, remove the Street Gang Card and shuffle back into the deck.



HOSPITAL

Going to the Hospital results from failing to Arrest at least one Punk in an Arrest attempt, or failure to properly Handle certain Emergency Cards (Difficulty-5 level or higher).

When sent to the Hospital, place your vehicle on the Street-Space in front of The Hospital on Colfax. Then, (if possible) discard two Police Cards of your choice. Furthermore, skip to Phase 4 (Draw an Event Card). Thus do NOT draw a Police Card.

While in the Hospital:

1. Your car can Assist other players trying to deal with Events on the same Street-Space as the Hospital (such as the Car Theft Card).
2. You may play Police Cards.

You get officially released from the Hospital at the beginning of your next turn (take that turn as you normally would).



BLOCKED TOKENS

Blocked Tokens are placed on top of decks of cards (and individual cards, etc.) to help you remember when certain things can NOT be done (e.g. drawing a Police Card), due to some active condition brought about by a Gang Card, or a Special Event Card, etc.

Feel free to use them in any way that is helpful.



GAME END

The game ends immediately with a **LOSS for the Good Cops** if any of the following conditions occur:

1. The Murderer escapes (leaves the board) without being arrested (The 22nd day on the Calendar Track).
2. The City Crime Track Marker moves to the "FAIL" space.

The game ends immediately with a **WIN for the Good Cops** if any of the following conditions occur:

1. The Murder Suspect is arrested. Remember that, in order to make the Arrest, the District Attorney must feel there is enough evidence to win a trial (this means that ALL of the evidence MUST be collected on the Murder Investigation Board).
2. The Murder Suspect has not yet made his appearance on the board, AND all of the Evidence has been gathered. In this case, NO arrest is needed (an automatic win occurs!)

SPECIAL RULES

SOLO PLAY

When playing a 1-person game, play with two Characters (and corresponding cars), just as if you were playing a 2-person game. Play the two Characters separately (do not exchange cards, Donuts, or Upgrades), and follow the normal player turn-order for each.

SUPPORT VEHICLE

Only used in a solo or 2-person game. At the start of the game, place one of the unnamed vehicles on the board at the Police Station in the marked mode (thus it is able to move 3 spaces). This extra police car or SV (Support Vehicle) has no Character associated with it, cannot be upgraded, nor can it earn Donuts or Police Cards, BUT it can be moved during each player's movement phase of their turn (in addition to their own vehicle) to offer back-up Support for Actions (adding 1 extra die towards an Arrest or the Handling of an Emergency, and 1 extra card drawn when Investigating). SVs are allowed to help with Escorting the Van, the Gas Leak, the Car Theft, and any other similar situations that may develop in future expansions.

DIRTY COP

The rules for playing with a (or more than one) Dirty Cop are explained on the next 4 pages. Have fun!

ROOKIES

The following are tips for new players: To learn the game for the first time, it's recommend that you set up the game as you read the rules, and ideally, play a few rounds yourself (solo).

Furthermore, we recommend that you (the host) take the first turn, and explain what you are doing and why. Also, do not explain every single detail of the rules before starting to play. Many rules will be easier to grasp once the game is under way (like Unknown Circumstances, Emergency Bonuses, etc). Oh, one last thing... it's recommended that you NOT play with The Dirty Cop the first time (unless your group has extensive experience playing other games which have a traitor element).

Before going back to page 2 to continue reading, take a quick glance at the Index (page 27), and just know that it is there to help you find things quickly and easily. Also glance at the Player Aid Cards, along with The Game Capsule (page 26) & the back cover of this book. Finally, as you read watch for these icons:

An item **highlighted in green** has more detailed info on another page as indicated by the green arrow and this icon...



If you see the "Crit" icon, pay particular attention to this!



If you see the "Optional Rule" icon, consider trying out this variation sometime.



DIRTY COP



The Internal Affairs Department (I.A.D.) and the Chief are up in arms over the fact that strong evidence points to the possibility that one of their own has gone to "The Other Side"! A Traitor Among Us!!!

It appears that underworld figures don't want the case solved and that intimidation and bribes are being used to ensure that justice is NOT done.

Everyone is on edge. Some of the information being received by I. A. D. is coming from an anonymous caller who, in a muffled voice, says...

"Look in your trash can," and then quickly hangs up.

After these calls, agents have found numerous tips written on old crumpled-up paper bags.

At this point, they are not even sure if there really is a Dirty Cop, but thanks to these tips, the latest rumor going around the Precinct House is that there might even be more than one!

Using The Dirty Cop element adds another layer to the game. Thus, we suggest that you play your first game without The Dirty Cop, so that you can familiarize yourself with the game's basic mechanics. Then...

Let the paranoia begin!



Number of Players	Number of Dirty Cops Used	Police Cards Dealt face-down to each Player	Punks Used in the Supply for this Game Session	Starting Space for Turn Marker	Number of Patrol Officers Used
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SET UP CHART

3	1	6	17	8th	5
4	1 2	6 7	16 17	12th 12th	4 5
5	1 2	5 6	16 17	14th 14th	4 5
6	1 2	4 5	15 16	15th 15th	4 5

(highlighted values are for games that include TWO dirty Cops)

GENERAL

SET UP

When using The Dirty Cop, you will want to follow the normal set up instructions (page 2 & 3), with just a few exceptions, starting with the fact that you will want to use the chart on the prior page (NOT the chart on page 3) to determine the number of Police Cards, Punks, Patrol Officers, etc.

NUMBER OF PLAYERS

Generally 4-6 players works best for games involving The Dirty Cop, but you can even play with as few as three (but seriously, Good Luck, you're gonna need it!). In fact, we're even testing the idea of a 2-person game, and hope to release this version at some point in the future, so stay tuned!

NUMBER OF DIRTY COPS

Most groups play with just one Dirty Cop, BUT if you aren't paranoid enough with one, try two!

LOYALTY CARDS

All you need to play The Dirty Cop version of Police Precinct is the Loyalty Deck, which consists of a total of 8 cards (included with the base-game). This deck of cards is specifically and solely for use in games involving The Dirty Cop, and consists of both Good Cop Cards (six total) and Dirty Cop Cards (two total). How to deal these cards out is covered in detail in the section below. These cards allow each player to know (before the game even begins) if they are Dirty, and if so, how to conduct a turn as a Dirty Cop (once revealed).

DEALING LOYALTY CARDS

ALL OPTIONS

A. CREATE DECK -- There are various options for how to play with The Dirty Cop, but no matter which one you use (see below), always start this process by creating your custom Deck of Loyalty Cards.

B. DEAL CARDS -- Then, after creating your custom deck:
Shuffle, then deal one card face-down to each player, then place the unused cards back in the box face-down (without looking at them).

Option 1 - ONE DIRTY COP

(this is the most common way to play)

To prepare your custom deck - first notice the number of players, then subtract one from this number. This is how many Good Cop Cards to include in the deck. Then add one Dirty Cop Card.

End Result... there will be exactly one Dirty Cop playing in this game!

Option 2 - LIKELY DIRTY COP

(this is a slight twist on Option 1)

To prepare your custom deck - first notice the number of players, this number will be how many Good Cop Cards to include in the deck. Then add one Dirty Cop Card.

End Result... it is NOT known if there will be any Dirty Cops playing in this game (but likely there will be exactly one)

Important: See Special Note on the following page.

Option 3 - TWO DIRTY COPS

(this is just like Option 1 except "Double-The-Fun!")

To prepare your custom deck - first notice the number of players, then subtract two from this number. This is how many Good Cop Cards to include in the deck. Then add two Dirty Cop Cards.

End Result... there will be exactly two Dirty Cops playing in this game!

Option 4 - LIKELY 2 DIRTY COPS

(this is just like Option 2 except, once again "Double-The-Fun!")

To prepare your custom deck - first notice the number of players, this number will be how many Good Cop Cards to include in the deck. Then add two Dirty Cop Cards.

End Result... it is NOT known if there will be any Dirty Cops playing in this game (but likely 1 or even 2!)

Important... see Special Note below!

Option 5 - INTERNAL AFFAIRS FREE-FOR-ALL

When preparing to deal out the Loyalty Cards, simply use ALL of the cards to form your deck.

End Result... depending upon the luck-of-the draw and the number of players involved, there might be none, one, or even two Dirty Cops, "Good Luck"!!!

Important... see Special Note below!

SPECIAL NOTE

Before playing any of the options, whereby you do NOT definitively know how many Dirty Cops will be in the game, you should consider how this will affect your gaming experience. We're talking about Options 2, 4, and 5 above.

Here are some thoughts on this topic...

Keep in mind that Police Precinct has been carefully balanced based on many variables. One of those, which is quite critical, is the number of Dirty Cops. If the number of Dirty Cops is known, then balancing can occur by adjusting certain variables (per the Set Up Chart), BUT...

If it is NOT known how many Dirty Cops will actually be involved in the game, it can be difficult (read "impossible") to establish a set up scenario that provides the desired balance of play. By "balance of play" we mean, a game that has high levels of tension throughout, and which culminates with an exciting down-to-the-wire ending that could go either way.

With this in mind, each group will have to weigh the advantages of a perfectly balanced game with the added fun of playing in a game cloaked in the mystery and intrigue created by NOT knowing if (or how many) Dirty Cops might be involved!

In order to at least attempt to balance out the game, the group should select the outcome from the Set Up Chart that has the greatest chance of actually occurring.

For example, let's say that you are playing a 6-person game and using Option 2 (from above), then you should set up your game as if you DO have EXACTLY 1 Dirty Cop (see chart for set up details), because that is, by far, the most likely outcome (as in, when a deck of 7 cards with one Dirty Cop is created, and then 6 of those cards are dealt out, it is most likely that the one unused card is NOT going to be a Dirty Cop Card).

Good luck, and have fun!

DIRTY COP OPTION	NUMBER OF GOOD COP CARDS	NUMBER OF DIRTY COP CARDS	OUTCOME
One Dirty Cop	Number of players minus one	1	There will be EXACTLY ONE Dirty Cop
Likely Dirty Cop	Number of players	1	There will be zero or one Dirty Cop
Two Dirty Cops	Number of players minus two	2	There will be EXACTLY TWO Dirty Cops
Likely 2 Dirty Cops	Number of players	2	There will be zero, one, or two Dirty Cops
I.A. Free-for-All	6	2	There will be Total Paranoia!

READING LOYALTY CARDS

Before each player flips over their card to learn if they are Dirty or not, they should take a few moments to read the backside of the card, which explains what a REVEALED Dirty Cop can do during the game, which is a handy thing to know whether you are Dirty yourself, or simply trying to fight against The Dirty Cop(s).

After having done so, and once everyone is ready, players should secretly look at the front (the face down side) of their Loyalty Card to see whether or not they are the (or one of the) Dirty Cop(s). To help hide the identity of The Dirty Cop(s), ALL of the players should take the same amount of time (roughly) to read their card. The amount of text on the Good Cop Cards are intentionally about the same as the amount on the Bad Cop Cards. Once everyone is done with this, all players should place their Loyalty Card in front of them on the table (with the "Loyalty" side face-down). Then, continue with the game.

GAME PLAY

COMMUNICATION / HIDDEN INFO.

In games that involve a Dirty Cop, players are allowed to discuss ideas, give advice and tell if they can help in some way (or not), as long as they don't reveal specific details. For example, players are not allowed to show cards to each other, or name a specific card as it would make it very hard for The Dirty Cop to carry out their mission. Players are allowed to (and encouraged to) lie, accuse others, point fingers, etc.

UNDERMINING THE GOOD COPS

It is recommended that you (the Dirty Cop) stay hidden for as long as possible, so as to do the most damage to the investigation AND to the morale of the team (it's very hard to work together when you don't know who you can trust)! What can you do to hurt the Good Cops? To get you started, here's a list of 15 ways to be Dirty!

1 + 2. Make good (devious) use of your special Character skills and Police Cards.

3 + 4. Ask for Support when you really don't need it, or at other times you could be bold (not ask for needed help) in hopes of failing an Emergency.

5. "Help" with the Investigation ("Aw shucks, couldn't find any Evidence!").

6. When you do solve Emergencies, only pick positive rewards for yourself.

7. Play Police Cards that allow you to tamper with Events or Evidence.

8. + 9. Perform unimportant Actions, and "forget" to Assist where you can.

10. + 11. Spread mistrust by verbally shedding doubt upon the loyalty of others, and take this as far as attempting to drain the group's resources (Donuts) by taking your whole turn (and 3 Donuts from the group's supply) to Accuse another player of being Dirty (or even better, convince another player to conduct that accusation on their turn)!

12. As your Action, draw a Police Card (thus not helping to deal with any problems this turn).

13. Avoid being in the right place to provide Support to others (back-up).

14. Get your vehicle into bad locations where you can't reach the real Action next turn.

15. "Help" the group with your "great" advice about what they should be doing and how they should handle matters on their turns.

TAMPERING

A note about taking the Investigation Action: You are allowed to place Evidence Cards back at the bottom of the stack and claim that you did not find any. However, you will also have to discard a truly useless card from the stack, which can NEVER be an Evidence Card. Therefore, if you are "lucky" and only draw Evidence Cards during an Investigation Action, you will have to reveal ALL of them as Evidence (since you cannot discard any of them from the game).

ACTION TYPE 1

ACCUSING ANOTHER PLAYER OF BEING DIRTY

*** AN ACTION ***

One possible Action is to Accuse any other player of being a Dirty Cop (even if you're Dirty). This Action can only occur if you can pay 3 Donuts to the general supply. These Donuts can come from you or any other players you can convince to help with the Accusation (if unable to come up with the 3 Donuts pick a different Action). Once the Accusation is made (3 Donuts paid) the Accused player must then reveal their Loyalty Card to everyone.

IF DIRTY -- If they are Dirty, their vehicle, Character Card, all of their Donuts, and in fact everything they have (except for their Loyalty Card) is discarded from play. They are considered to have fled the scene and are now in the "underground". Furthermore, one Donut is given to the Accusing player. **The newly revealed Dirty Cop does, YES does, get to stay in the game.** They will take one Dirty Cop Action each time it is their turn (see Loyalty Card for details on possible Actions).

IF NOT DIRTY -- When it turns out that the Accused player is NOT a Dirty Cop, the three Donuts must still be discarded, and the player taking the Action of Accusing, must immediately discard ALL Police Cards from their hand and jump to the end of their turn (skip Phase 3, but DO draw an Event Card).

ACTION TYPE 2

REVEALING YOUR (LACK OF) LOYALTY

*** AN ACTION ***

If the heat gets too hot, you can flee and go underground on your own, but ONLY if you are an unrevealed Dirty Cop. You do this by revealing your loyalty as your Action on your turn. This is only allowed if you have enough resources to survive on-the-run (meaning that, you must possess at least 2 Donuts at the time you take this Action). To take the Action, flip your Loyalty Card, while keeping all your Donuts (**YES, do keep ALL of your Donuts!**), yet discarding all of your other possessions (Police Cards, Character Card, vehicle, Upgrade Tokens, etc.), except your Loyalty Card. Then, **immediately after revealing yourself (though do take a moment to see the expressions on everyone's faces!), you are allowed to take the turn of a Dirty Cop,** which means taking one Dirty Cop Action (see Loyalty Card for details).

REVEALED DIRTY COP TURN -- If, and only if, you are a REVEALED Dirty Cop, you may take ONE of the four possible Actions allowed by a Revealed Dirty Cop on their turn (listed on the backside of your Loyalty Card). Also, Dirty Cops may discard a Donut (only ONE at a time) during any player's turn to create a specific negative impact upon the Good Cops trying to do their job (see Loyalty Card for details).

CATCH ME IF YOU CAN!

THERE ARE TWO TYPES OF ACTIONS THAT ARE ONLY AVAILABLE IN A GAME INVOLVING THE DIRTY COP

2ND EDITION:

NOW
2-Sided!



AND



SEE WHAT'S NEW!

So what's new with the 2nd Edition?

Well... Enough that we needed a new one of these



Police Precinct is still the same great game you know and love. For the most part we simply gave it a little face-lift graphically speaking. This was done carefully to make it compatible with prior expansions and to allow owners of the 1st Edition to also be compatible with any and all future expansions. This is one of the reasons that we did NOT change EVERYTHING graphically.

Here is a list of a few of the areas that DID change:

1 2 3 4 5 6 CPD ST INT ?

Event Cards (Now with Block Naming to make it easy to find locations! - for details p. 28)

The Murder Investigation Board (Appearance changed a little bit & set-up chart on back)

The Crime Track Board (It's now 2-sided, see images above. Pick your favorite look!)

The Player Aid Cards (the appearance)

The Loyalty Deck (the appearance)

The Front of the Board (the appearance is all new!)

The back of the Board (EVERYTHING, starting with the fact that there is a back to the board!)

Token Sheets (the appearance has changed with some tokens and they're all 2-sided now!)

Characters (the appearance, double the number, perfect gender balance, and REAL cops!).

Here is a list of a few of the areas that did NOT change:

The Rules (nothing changed, it plays the same way, but we HAVE improved the book)

The Component List (We're not cutting anything out of the game!)

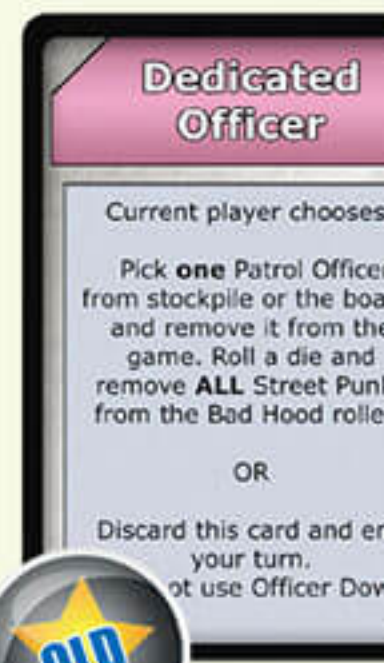
The Quality (no decreases, and in fact we are beefing-up thicknesses on a few things)

The Weight (same nice heft value, just a little heavier is all)

MSRP (Even with all the improvements we are committed to keeping it the same!)

OLD VS. NEW

Let's take a quick look at a couple of examples of the 1st Edition VS. The 2nd Edition. Starting with some Event Cards:



And then the board (see next page)



1st Edition



2nd Edition



THE BOARD! Old (above left) VS. New (above right) --- Exactly the same Layout!

THE UNTERBELLY:

WHAT IT IS

"Unterbelly" is the name we coined to describe the backside of the board. It's a made-up compound word that has both German and English roots, and means; "The Darker, Seedier, and more crime-ridden side of things." This new, grittier, and more challenging Police Precinct Experience is brought to you by Ole Steiness. It contains all the same streets and buildings - simply rearranged in an alternate universe! We recommend this board for experienced players!

SPECIAL RULES

Just one, which is that players lose one movement point when they enter the construction zone on Colfax. This loss of movement does not "carry-forward" (affect future turns). Thus, if a player enters this space on their last movement point, then they effectively do NOT pay any penalty.

SPECIAL CONSIDERATIONS

Disregard the block numbers found on certain Event Cards. Those are for the primary board only. For those who dare to use the Unterbelly, you will have to search out your building locations with no extra help (just like the 1st Edition folks had to, and still do).



THE JAIL

Notice that the Police Station now uses the CPD Jail to house its most difficult criminals, but basic Detainees remain at the Police Station (2nd St. South).

THE WATER TOWER

Added to block 2, helps make it easy to spot which side of the board you're looking at.



LET'S SEE IT! →



NEW TOKENS:

Thanks to our great Kickstarter Backers propelling the funding past several Stretch Goals, we have some new aspects to the game. One of them is the fact that ALL the tokens are two-sided now, BUT this does NOT mean they have the same image on both sides (in all cases).

The backside (which was blank) now has some interesting unique tokens providing players with a little variety. Here is a quick run-down of some of the "NEW" Tokens...

OFFICER DOWN

Yes, as noted earlier in this book, there is now a token specifically for the Officer Down, he is found on the backside of all of the Patrol Officer Tokens (see page 12 for details).



FRONT



BACK

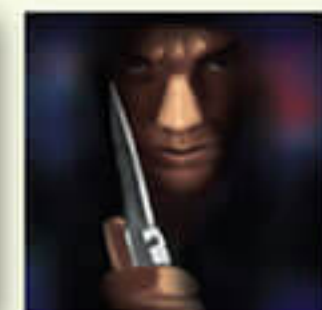
CALENDAR MARKER

This token was called the "Turn Track Marker" in the 1st Edition, but this could be a bit confusing since it only moved once every complete round of play. Since each space on the track represented a complete "day", we decided to officially change it to a "Calendar", thus the "Calendar Marker" is born!



RED SKY SERIES

On the backside of the token sheet we printed several of the tokens with a slightly different look. We are calling this the "Red Sky" series, and it involves all of these tokens: Punks, Murderer, Feds, and SWAT. We literally gave the Punk Token a red sky and for the rest we did a red & blue police light effect. This gives the tokens involved a sense of being at a heightened level of urgency. As if they are to be taken more seriously. In the future we may have certain expansions utilize the uniqueness of the backside images in some way, but for now these tokens are simply for your enjoyment (more visual variety, etc.) and should be used in exactly the same way as the "Regular" tokens on the other side.



Red Sky Series!

BLACK DONUTS

On the backside of the Donuts we used a black background, and like with the Red Sky series, these black donuts may be incorporated into some expansion at some point, but for now they simply provide that little bit of extra variety.



VS



STAYED THE SAME

Not ALL the tokens changed! We thought long and hard about this idea, but in the end decided to keep some of them the same. Our desire was to try to maintain a certain "tradition" and a bit of the "old-school", which was born with the First Edition's creation in 2012 (released in 2013). A good example of this is the Urgent! This token still maintains "that same look".



THE BOTTOM LINE

All the tokens in this 2nd Edition copy of Police Precinct function exactly how you would think they would. There are no tricky things to remember or funky rules about how they work, just great looking two-sided tokens. Enjoy!

GAME CAPSULE:

New for the 2nd Edition, we are are proud to dispense some powerful medicine in the form of a... 

See page 26 for a Jim Vinci Game Capsule especially for Police Precinct!

We think he delivers the best one-page synopsis around.

Check it out!



ADJUSTING DIFFICULTY

There are three basic methods of adjusting the difficulty of Police Precinct. You can either "Accept an Assignment" (which has a predetermined difficulty and unique flavoring), "Go Rogue" (which means that you would adjust certain variables on your own), or you can play the game with "Degrees of Victory" in place.

ASSIGNMENTS

If you have tried the default settings for Police Precinct and beaten the game a time or two, then your team might be ready for the next level! Is that the case? Are you really ready for your next Assignment?

1. "CODE 3" (Degree of difficulty = 5)

In this Assignment, resources and time are running short and you are facing a deluge of Emergencies and a growing criminal population. This does not make it easy to do your special Assignment, and the mood on the street is not good. Here are the particulars: Your team can only roll a maximum of 6 dice for any single Action. Also during set up place THREE Emergencies, and 7 Punks on the board.

2. "CODE PURPLE" (Degree of difficulty = 6)

For the particulars on this, and MUCH more, go to the Assignment Desk at the CMG website: www.commonman.com/desk



GO ROGUE!

Are you one of those types who doesn't like taking orders from above? Do you like to do it your way? Well, you can with Police Precinct! This means that YOU will be making your own adjustments to the game. Make it harder, easier, shorter, longer, anything you want! It's easy to do, and look at all these options...

Calendar Track -- Picking an earlier start date will increase the number of rounds and decrease difficulty (and vice-versa).

Punk Supply -- Decreasing the number in the supply for that game session will increase difficulty (and vice-versa).

Support Vehicle -- Including this component in larger games (3-6 player) will decrease difficulty. Also, your Support Vehicle's (SV's) speed can be played with (try using unmarked SVs that can only move 2 spaces, or you can even limit the SVs to just ONE space!). Also try adding more SVs (easier).

Emergencies -- Increasing the number of Emergencies placed on the board at the start of the game will increase difficulty (and vice-versa).

Increasing Players -- The game is designed for 1-6 players, but all the tools are available to play with seven or even eight players if you so choose. Increasing the number of players provides additional support vehicles and in that way makes the game easier.

Dirty Cop -- Increasing the number of Dirty Cops (e.g. - using two in a 6-person game) will increase difficulty.

Punks on Board -- Increasing the number of Punks placed on the board at the very start of a game will increase difficulty (and vice-versa).

Police Cards -- Dealing out MORE to each player during set up makes it easier (and vice-versa).

Crime Track -- Picking a space closer to fail will increase difficulty.

More! -- So you say you want more variables to tinker with!?! For an even bigger list go to the Assignment Desk!
(www.commonman.com/desk)

EXTRA TOKENS ARE SUPPLIED TO
AID IN THIS PROCESS: SWAT,
PATROL OFFICER, FEDS, BLANK
UNKNOWN CIRCUMSTANCES, ETC

DEGREES OF VICTORY

C.P.D. has established a system for grading its officers on their performance. It's time to see how YOU measure-up! Find out by going toward the bottom of the Assignment Desk page on the CMG site for details...
www.commonman.com/desk

Now get out there and Bust Some Punks!!!

DIRTY COPS
CAN NOT SCORE A
TOTAL VICTORY
IF REVEALED!

CPD GETS THEIR MAN!

The Special Task Force, charged with solving the Tolloty Murder, apprehended a suspect late last night after a high-speed chase. We caught up with the CPD Spokesman, Cdr Kirkland, who was available for comment minutes after the incident. He told us, "We got our man!" and went on to say, "This has been an exhaustive investigation involving personnel from all over the city.

It was a real team effort. The District Attorney has asked us to maintain confidentiality for the moment in regard to the identity of the suspect, who's known around here as Mr. X." Kirkland's spirits seemed high and so did the mood around the Precinct House. We even saw Mayor Steiness high-fiving the Chief!

CRIME OVERWHELMS!

CPD thought they had matters under control with regard to the Tolloty Murder. Turns out, this could not have been further from the truth. Our inside sources tell us that so much focus was put on the investigation that everything else got out of hand. Crime and gang activity rose to levels never seen before in the city.

Department Spokesman Commander Kirkland was unavailable for comment. The District Attorney has resigned and rumor has it that the Chief could be next. Even the normally very upbeat Mayor Steiness refused to give any details about the situation, he simply said, "Don't be surprised if you see some big changes around here!"

YOUR HEADLINE!

Now you can write your own headline! Just finished playing Police Precinct? OK, now it's time to let the world know what happened. You can publish all the details. Here's how: Snap the QR code here to take you to a special page on our website that is designed to offer you links to all sorts of cool stuff for Police Precinct. This includes a thread on BGG where you can write your own headline and have it read right away by anyone!

POLICE PRECINCT



commonmen.com/PolicePrecinct



AND



CREDITS

Game Design – Ole Steiness

Creative Director – Katie McCaskill

Artwork & Graphics – George Patsouras (art for the base game) & Marco Morte (art for The Heat)
Jeff Brzozowski (Rulebook, Crime Track, etc.), Jake Staines (Cards), Clinton Coddington (photography),
Jazzy Bear Brown (Custom Dice), Chuck Crouse (The Unterbelly), Leslie Fenner, and Stephanie Williams.

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-- Veronica Arjona-Livingston (Game Development Coordinator) -- Robin Romero, Adrian Spingler, & Claudia Denker (Kickstarter Fulfillment) -- Hond
Zonder Naam Cipher (CMG Mascot) -- Stephen Eckman (Public Opinion Guru) -- Dr. NAKAGAWA Kozi, Daniel Gazzola, Steve Johnston, Teruyo
Akashi & Mark Regis (VIP Club Members).

Real Cops & Guest Stars – Some of the game's characters are REAL COPS as follows: Bart Brunscheen, Cindy Fredericksen,
Pablo Torres, Gloria Gonzales, and Horace Staples -- Some Industry Celebrities have made guest appearances on our show as follows: Bart Brunscheen,
Richard Launius, and Dan King (all appearing in the Episode known as "Crooked Lawyers").

Law Enforcement Consultants – James Goodman, Robert "Robrob" Struble, Eric Johnson, Kevin Jeffrey, Curtis
Thornock, Dave Bremer, Christian Wilson, Stuart Geary, Doug Epperson, Bart Brunscheen, and Arnaud Pierru (Grosso Modo),-- Joshua Jones (EMT
Consultant).

Other Consultants – Mike Clarke (Canadian market) -- Malte Kühle, Nils Herzmann, Patrice Mundinar, and Manuel Ingeland
(German Language) -- Dan King (Critical Appeal).

Expansion Designers – Ole Steiness (Muggers, Jewel Heist, Harbor), Bart "The Chief" Brunscheen (Narcs), Brandon Miller (Su-
per Cops), Jeff Davis (2-Person Dirty Cop), Cindy Nowak (Mega-Game Integration), Lines Hutter (Modular Board), Nico Pierik (Vigilante), Joe "Loose
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Editors & Proofers – (1ST EDITION RULEBOOK) -- Brian Tolloty, Luna S. and Rachel Brand.
(REVISED RULEBOOK) -- Lines Hutter, Jean Cuffe, Eric Teoro, Jake Staines, Cindy Nowak, Lee Wardle, John Adams, Brandon Miller, Rick Wilkins,
and Clinton Coddington.
(2ND EDITION RULEBOOK) -- Note that all of the names listed above, especially those for the Revised Rulebook, are critical to the 2nd Edition
Book. Most of the editing of the 2nd Edition book came during the transition from the 1st Edition over to the Revised version. Converting that edition
to the 2nd was mostly a matter of swapping-out images. Nonetheless, if you helped with the 2nd Edition rulebook and we left your name out, apologies
(this page was finalized on 7/16/2014 and includes, to the best of our knowledge, ALL who helped with Police Precinct in any way up to this point).
(2ND EDITION COMPONENTS) -- Jake Staines, Chris Dickinson, Eric Sais, the backers & the entire BGG community who provided critical feedback
throughout.

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Frandsen, Jakob Frandsen, Simon Gjerløv, Adel Hadi, Mads Halling, Morten "Mazy" Hedegren, Søren Henriksen, Morten Repsdorph Husfeldt, Trine Repsdorph
Husfeldt, Mathis Elmgaard Isaksen, Alexander Jacobsen, Flemming Borg Jensen, Mads Johansen, Athanasios Kastanidis, Rasmus Keldorff, Malene Kjaer, Peter
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Andersen, Chance Daniels, Lines Hutter, James Poteet, Scott Burns, Steve Johnston, Brittany Miller, and Dorothy Davis, Lars Holgaard

The Latest and Greatest Credits – Since this document was published, some time has elapsed and likely
MORE folks have made great contributions to Police Precinct. If you want to see the most recent version of this page, go to the
special page on BGG where we house this info...

<http://boardgamegeek.com/thread/1073659/the-credits-for-police-precinct>

OR follow the link from our special Police Precinct page at www.commonman.com/policeprecinct

You can also catch that link by snapping the QR code on page 24 (opposing page). Thanks one and all!



**A GIANT THANKS TO
ALL THE KICKSTARTER
BACKERS! WITHOUT
YOU, POLICE PRECINCT
WOULDN'T EXIST!**



All in ONE-PAGE

MICRO-RULES FOR: POLICE PRECINCT



PLAYER TURN

1: Move Your Character

1. Movement is through Street Spaces, but not through Street Intersections with Emergency blocking the way.
2. Street Intersections do not count as Street Spaces.
3. Move up to 2 Street Spaces with an Unmarked Police Car, and 3 Street Spaces with a Marked Police Car.
4. Add 1 Street Space per Donut discarded.
5. Add 1 Street Space with Movement Upgrade Token.
6. Add 2 Street Spaces with Fast Response Police Card.
7. Can change Police Car if next to the Police Station.
8. Solo or 2 player game only: Can move the Support Vehicle 3 Street Spaces in addition to own vehicle.

2: Perform One Action

Draw Investigation Cards: Must be on Street Space with access (indicated by white "Enter" arrow) to building or area with - Crime Scene, Examine Body, Interview Witness, or Murder Weapon Investigation Cards.

Conduct an Arrest: Must be on Street Space adjacent to the Bad Hood where the Criminal is located.

Handle an Emergency: Must be on a Street Space adjacent to an Emergency Card.

Upgrade Character

1. Must be at the Police Station.
2. Acquire up to two different Upgrade Tokens by discarding one Donut Token per Upgrade.

Draw a Police Card

Dirty Cop Actions (Accuse & Reveal, see p. 19)

3: Draw a Police Card

1. Hand limit of 7 Police Cards, checked at end of player's turn.
2. Reshuffle deck when the draw pile has been exhausted.
3. Play as many Police Cards as you wish at any time that the card allows (e.g. The "Fast Response" card is the only one playable during Movement).
4. If played on own turn, use text and ignore symbols.
5. If played to assist other players, use symbols and ignore text.
6. Cannot play a card during your turn acquired that turn.

4: Draw an Event Card

Details for Event Card Draw

1. Drawing an Event card can be prevented by a special reward earned from handling certain Emergencies.
2. If the last card in the Event Deck is drawn, **advance the Crime Marker one space** and reshuffle.
3. Police cards must be committed BEFORE the Unknown Circumstances Marker is revealed.
4. Use Blocked Tokens as a reminder when certain actions cannot be taken (e.g. drawing Police Cards).

Special Events

1. Some are resolved immediately, while others (Street Riot, Detainees Run Amok, Jail Break, Gas Leak, Officer Down, Escort Van, and Car Theft) remain on board until resolved.
2. Detective Kinney has the special ability to cancel the effects of an Event Card drawn on his turn.

Emergencies - Location is either indicated on card or determined by a die roll.

1. Add an Unknown Circumstances Marker to Emergency Card if there is a slot for it.
2. If location is already occupied by an Emergency Card, re-roll until location without an Emergency is rolled.
3. If location contains Investigation Cards, place Emergency Card on top of stack to block access to cards.
4. If an Emergency Card is the same color as another one on the board, and **Urgent Marker IS NOT on the board**, place Urgent Marker on earlier Emergency.
5. If there are two Emergencies of the same color on the board, and the Urgent Marker is on one of them, and the color of the Emergency drawn matches the color of any Emergency on the board, do the following:
 - a. Remove the Emergency Card with the Urgent Marker and place it in Event discard pile.
 - b. Discard any Unknown Circumstances Marker that was on that card.
 - c. Move the Urgent Marker to the Emergency Card that matches the color of the card that was just drawn.
 - d. **Advance the Crime Marker one space** on the City Crime Track due to the failed Emergency.
6. If required to add Street Punks, roll one die per Punk and add the Punk(s) to the corresponding Bad Hood(s). **Advance Crime Marker one space** if there are not enough Street Punks in the stockpile (do NOT place any Punks!) and discard Event Card.
7. Add Street Gang Card face-up if 4 or more Punks are in the same Bad Hood. **Advance Crime Marker one space** if all four Street Gang Cards are in play AND one more is needed.

Investigations

Number Of Investigation Cards Drawn:

Number next to the *Magnifying Glass* symbol on the current player's Character Card
 + # of other vehicles on same Street Space as current player
 + # of *Magnifying Glass* symbols on Police Cards played by other players
 + 1 if current player is driving an Unmarked Police Car
 + 1 per Donut token discarded by the current player
 + 1 if current player has the Investigation Upgrade Token

View Cards Drawn and Reveal Evidence:

Good Cop: Reveals any Evidence Cards and places them face up on the Murder Investigation Board.

Dirty Cop: Can opt to tamper with Evidence by placing it at the bottom of the deck (though they must produce the one useless Evidence Card for the discard pile).

Handling Evidence

Reveal and permanently discard one useless Evidence Card from the game and place other cards at the bottom of the Investigation stack, then shuffle entire stack (unless player has Thorough skill).

Last Evidence card placed in one of the four categories earns player a Donut. Remove remaining cards from that Evidence category from the game.

If all of the Evidence is placed on the Murder Investigation Board before the Murderer appears on the board, the game is over, and the Good Cops win.

Emergencies

Number Of Dice Rolled For Emergency

Number next to the *Flashing Light* symbol on the current player's Character Card
 + # of other vehicles on same Street space as current player or that are adjacent to a Traffic Accident
 + # of *Flashing Light* symbols on Police Cards played by other players
 + 1 per Donut Token discarded by the current player
 + 1 if current player has the Emergency Upgrade Token
 + 1 due to certain Unknown Circumstances

- 1 (or more) due to certain Unknown Circumstances

Difficulty Level = The number on Emergency Card itself + 1 if "...big knife" (Unknown Circumstances)

Roll Dice

1. **Success:** Highest roll is greater than or equal to the Difficulty Level.
 - a. Take bonus, if available, from any Unknown Circumstances Marker first and then from Emergency Card and then discard both.
 - b. Remove Urgent Marker if present.
2. **Failure:** Highest roll is less than Difficulty Level.
 - a. Emergency and Urgent Marker remain.
 - b. Unknown Circumstances Marker remains face up if present.
 - c. Go to Hospital if Difficulty on Emergency is 5 or 6 and skip Phase 3 (do NOT draw Police Card).

Arrests

Number Of Dice Rolled For Arrest

Number next to the *Handcuff* symbol on the current player's Character Card
 + # of other vehicles on same Street space as current player
 + # of *Handcuff* symbols on Police cards played by other players
 + 1 per Donut token discarded by the current player
 + 1 per Patrol Officer token returned to the Police Station from the location in which the arrest is being attempted
 + 1 if current player has the Arrest Upgrade Token

Arresting Street Punks: Criminal Population = Number of Street Punks + 2 if Murderer is present

Roll Dice

Players entitled to roll more than 6 dice just re-roll the dice until they reach their full allotment.

Success: Each roll of 6 OR roll that is greater than or equal to the Criminal Population

a. Return 1 Street Punk to stockpile for each successful roll; Street Gang Card stays until last Street Punk is arrested.

b. Three arrests in one turn earns player a Donut.

Failure: Every roll that is EITHER 1 or less than the Criminal Population

End turn by moving Police Car to the Hospital entrance and discarding two Police Cards (if possible and if you are not Officer Hartley). Skip Phase 3 (do NOT draw Police Card). Playing Police Cards and assisting other players on same Street Space as the Hospital are allowed.

Arresting Murderer

Normal Mode: All Evidence Cards have been placed, and the Murderer is either the only criminal present before the arrest attempt or is the last criminal arrested in the sequence of arrests that occur in this particular arrest attempt.

Manic Mode: Optional variant as follows -- All Evidence cards have been placed, and the Murderer is the only Criminal present before the arrest attempt. Murderer does NOT add to Criminal Populations. Must roll a 6 to arrest the Murderer.

Game Rounds

1. **Round Of Play:** Each player, in clockwise turn order from the Start Player, completes all four phases.

2. **Responsibilities Of Start Player Each Turn:**

At the end of each round of play (before you take your turn), advance the Calendar Marker and move the Murderer, if on board, to the next lower numbered Bad Hood.

Day 16: Place Murderer in Bad Hood 6

Game End

Good Cops Win: All of the Evidence has been collected before the 22nd Day and either the Murderer has not yet appeared, or has appeared and is arrested.

Good Cops Lose: The Calendar Marker reaches the 22nd Day or the Crime Marker has been advanced to the "FAIL" space.

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