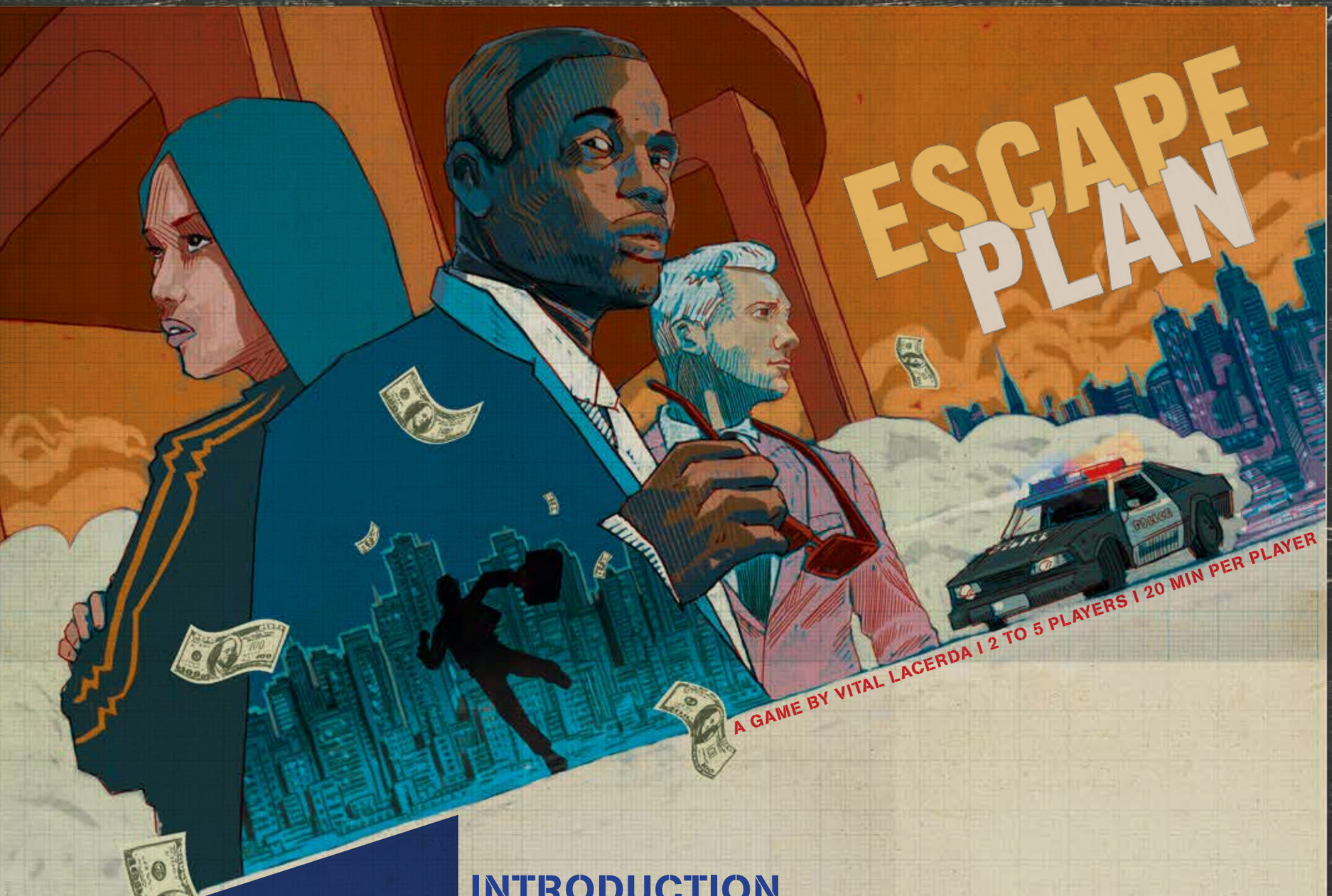

ESCAPE PLAN

A GAME BY VITAL LACERDA I 2 TO 5 PLAYERS I 20 MIN PER PLAYER

GAME RULES

INTRODUCTION

After a successful bank heist, you and your fellow thieves are laying low and enjoying the good life. Most of the cash has been hidden away, and the rest has been invested in businesses throughout the city. Everything is going according to plan until the police make a breakthrough in their investigation. Accusations are made, fingers are pointed, and after a heated argument, you decide to go your separate ways.

Chaos ensues as the SWAT team is called in and start to close off the city's exits. Your only choice now is to escape the city before it is completely locked down. But you need a plan — a route that allows you to leave the city while recovering as much of the money as possible.

You will need to call in some favors and hire local gangs to create diversions. Disguises may help, but they don't fool everyone. Setting the police on the trail of your former colleagues will give you a better chance of escape, but the other thieves are thinking the same thing...

Will you escape with the most money, or will the police lockdown the city before you can get out?

EAGLE-GRYPHON GAMES

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EAGLE-GRYPHON GAMES

GAME COMPONENTS



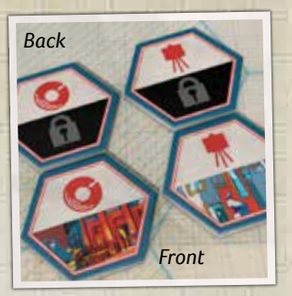
1 double-sided Game board



5 Player boards and 5 screens in player colors



14 City tiles



6 Business tiles



3 Safe House tiles



8 Fixer tiles



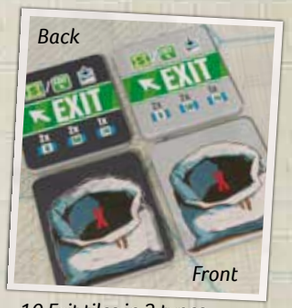
15 Locker tiles in 3 types



16 Equipment tiles in 4 types



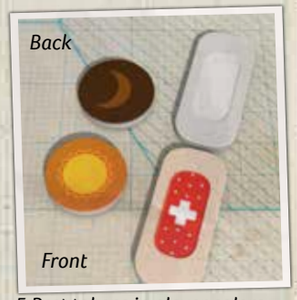
9 keys in 3 colors



10 Exit tiles in 2 types



35 Asset tiles in player colors



5 Rest tokens in player colors and 5 First Aid tiles



Money tokens in 3 types: $1k, $3k, $5k



6 Patrol cards



32 Contact cards



9 Escape Plan cards



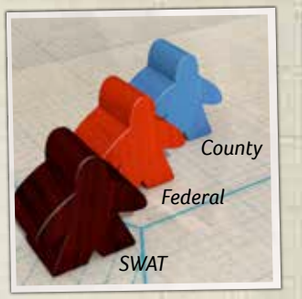
15 Inspector cards (only used in 2-player games)



2 Exit Cost Cards and 10 Handcuff cards



5 Player aids and a pad of scoring sheets



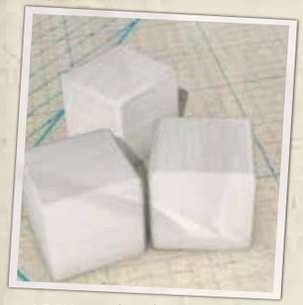
30 Police Officers, 10 of each type



8 Gang members



6 Gas can tokens



15 Wound cubes



20 Notoriety cubes



5 Player pawns, one color for each player



10 Gang Control markers, 2 in each player color



45 Income cubes, 9 in each player color



5 Notoriety markers and 5 Turn order markers in player color



8 Action discs and 1 Time marker



1 bag

BOARD SETUP

"Marvin: I already told you I don't know anything about any §@#$#!& setup; you can torture me all you want.
*Mr. Blonde: Torture you? That's a good idea. I like that." — **Reservoir Dogs***

CITY SETUP

1. Place the Game board in the middle of the playing area. Ensure that the correct side is face up according to the number of players in game. (Look for this symbol in the business area).



2. Place the 2 starting City tiles face down in the marked spaces at random. The arrows on the backs of both tiles must be pointing in the same direction, either up or down. Then, flip both tiles face up, maintaining their respective orientation.
3. Separate the remaining City tiles according to the letter on the back of the tiles. Separately shuffle each group of tiles and place them in 4 face-down stacks next to the Game board.



4. Flip over the top City tile of each stack (leaving the tiles on top of their stacks).

POLICE SETUP

5. Shuffle the 6 Patrol cards and randomly return one to the game box without anyone seeing it. Place the 5 remaining cards face down in their proper place on the board, forming the Patrol deck.
6. Place all Police Officers into the bag and mix them up.
7. Add 2 Police Officers at random from the bag to each of the City tiles on top of the stacks. Then, draw 2 more Police Officers and place them on the starting City tile without the hospital.



8. If any City tile (on the board or in the display) now has 2 Police Officers of the same type (color) on it, return 1 back to the bag (do not draw a replacement).

BUSINESS AND SAFE HOUSE LOCATIONS SETUP

9. Place all Business and Safe House tiles face up on their proper spaces of the Game board (matching the icons relating to each business type).
10. Place the 9 Key tiles face up at random in the 9 spaces of the Safe Houses.
11. Place the Fixer tiles in a face-up stack on their space next to the Safe Houses. The order of these does not matter.
12. Separate the Locker tiles by color. Shuffle each stack and place them face down in their matching locker spaces of the Convenience Store.



13. Separate the Equipment tiles by type and place them face up in the corresponding spaces near the Convenience Store. Place the 6 Gas can tokens next to the Equipment tiles.
14. Separate the Exit tiles by their backs, shuffle each stack separately, and place them near the Game board.

ADDITIONAL SETUP

15. Shuffle the Contact cards and place them face down as a Contact deck near the Game board. Reveal the top 7 cards of this deck and place them face up next to the deck to form a display.
16. Place 6 Gang members on their place on the board, and the remaining 2 Gang members on the Gang HQ of the starting City tile.
17. Place the Time marker on the starting space of the Time track.
18. Place all the Extra Action discs, money, Handcuff cards next to the board.



All game components are limited with the exception of money.



PLAYER SETUP

Each player chooses a color and takes the respective Player board, Player screen, and all pieces of their chosen color.

Place your Player board in front of you and arrange the pieces as shown above:



A. Place your Player pawn on the Hospital Location on the Game board.

B. Place your 9 Income cubes on the spaces of your Income track (spaces 0 to 8).

C. Place your 3 Asset tiles depicting the Police Officer shields face up in the indicated Item spaces (the order does not matter).

D. Place your Asset tile depicting the Extra Action icon on the $5k unlocked Asset tile space.

E. Place your 3 remaining Asset tiles face up on the indicated Contact card spaces (the order does not matter).

F. Place your 2 Gang Control markers in your Gang area.

G. Place a First Aid tile face up on its space.

H. Place 3 Wound cubes in your Green Wounds box.

I. Place your Rest token with the sun face up on its space.

J. Place 4 Notoriety cubes in the space below the red and blue Notoriety boxes.



K. Place your Player screen in front of you, take $9k in money and place it behind your screen. Your money should remain hidden from other players during the game.

L. Shuffle the Escape Plan cards and deal one at random face down to each player. Return any remaining cards to the box without anyone seeing them. Players should look at their own card, but keep it secret from other players until the end of the game.

M. The first player is the player who most recently robbed a bank. They place their Turn order marker on the first space of the turn order track. Continuing in clockwise order, each other player places their Turn order markers in the next available space.

N. Players place their Notoriety marker on an empty space at the bottom of the Notoriety track (the order does not matter here) on the Game Board.

2-PLAYER SETUP

"Sandra is back, she left her job at the Kanban factory and decided on a new career as a Police Inspector."

When playing a 2-player game, add the following to the setup instructions:

a. Choose one player color not currently in use this game. These pieces will be used by Sandra, a game-controlled 3rd player.

b. Place the Inspector (the player pawn for Sandra) on the Hospital tile.

c. Place Sandra's Notoriety marker on one of the bottom spaces of the Notoriety track.

d. Place Sandra's Turn order marker in position 3 on the turn order track.



e. Place 4 Sandra's Notoriety cubes and her 9 Income cubes next to the Game board.

f. Take the Inspector cards, shuffle them, and place them face down as the Inspector deck next to the Game board.

***Note:** Check the rules for 1- and 2-player games at the end of the manual.*

GAME OVERVIEW

Escape plan is played over **3 rounds, each round representing one day.** Over the course of a round, Police Officers spread throughout the city, populating the streets and closing off exits.

On their turns, players will use between 3 and 5 Actions to travel around the city recovering their hidden money, hiring gangs, visiting stores to buy disguises and open lockers, etc. Due to these actions, players' notoriety may increase, unlocking new abilities but in turn causing the Police Officers to be more aware of them.

GOAL OF THE GAME

On the 3rd day, players attempt to leave the city through the only open exit, but they need to have enough money to pay for their escape; otherwise, they are arrested, score no points, and cannot win the game.

The winner is the player who escapes with the highest amount of total cash.

GAME PLAY

Each round consists of the following 6 phases:

1. **Income** Phase — *Receive money for your investments and may pay to unlock an Asset tile.*
2. **Patrol** Phase — *The police start to close the exits.*
3. **City** Phase — *The city gradually gets revealed.*
4. **Turn order** Phase— *Change the order of play for the rest of this round.*
5. **Day turns** Phase— *Split into 5 parts (Morning, Afternoon, Evening, Night, Dawn); this is where players take their actions.*
6. **Change of Day** Phase— *Prepare for the next day.*

1. INCOME

Jerry: "Show me the money!" — ***Jerry Maguire***

Note: Skip this Phase on Day one.

Each cube on your income track represents a return you receive from money invested in various businesses throughout the city. During the game, you will be recovering this invested money from those business, thereby reducing the income you receive.

In this phase, all players receive income based on the number of Income cubes on their Player board.

The amount of money you gain is equal to the lowest visible number on your Income track. At the start of the game, this is $9k, but as cubes are removed from your track, your income decreases.

Example:

***Vinnie** has 6 cubes on the income spaces, so he receives $6k (6 is the lowest visible number on his Player board).*



After taking Income, all players with a Notoriety of 1 or 2 may spend $3k to unlock an Asset tile (see page 19).

2. PATROL

Over the course of the game, SWAT teams set up patrols at the various exits out of the city. On Day 4, all the exits will be blocked, so you must escape during Day 3 when the last exit is still open.

Reveal the top 2 cards from the Patrol deck and place them face-up on the corresponding patrol space of the Game board. If it is Day 3, draw the last remaining card.

If a second card is placed on a Patrol space, that exit is now blocked.

If the City tile depicting that exit is either on the board or face up on one of the stacks of City tiles in the display, take one of the face-down stacks of Exit tiles (it does not matter which) and place it on that City tile, covering the exit space.

If the City tile depicting the given exit is not yet visible, place one stack of Exit tiles on top of the Patrol cards for that exit. As soon as the exit becomes visible on a City tile in the display, place a stack of Exit tiles on top of the newly revealed exit space.


Patrol space



Example 1:

The top card of the Patrol deck is revealed. It shows a 1. The card is placed face up on Patrol space 1 on the board. Since this was the first card placed in this space, nothing happens. The second card is revealed, and it shows a 3. The card is placed face up on Patrol space 3. This is the second card placed there, so exit number 3 is now blocked. As the City tile depicting exit number 3 is already on the board, one of the two stacks of Exit tiles is placed on that space of the City tile.



Example 2:

The top card of the Patrol deck is revealed. It shows a 2, so it is placed on Patrol space 2. This is the second card placed there, so exit 2 is now blocked. The City tile depicting exit 2 is not currently on the board or face up on one of the stacks. One of the stacks of Exit tiles must be placed on top of the Patrol cards of exit number 2. Once the City tile depicting exit 2 appears, the Exit tiles are moved from the Patrol cards onto the Exit space of that City tile.





3. CITY

During the game, the geography of the city is slowly revealed along with the positions of the police in the streets. Use this information to your advantage.

Beginning with the first player and continuing in turn order, players place 1 new City tile from the display onto the board until all of the 4 face-up tiles in the display have been placed in the city. Therefore, in a 4-player game, each player will place 1 new tile. In games with fewer than 4 players, the sequence repeats again with some players placing more than one tile. In a 5-player game, the player last in turn order does not get to place a tile.

Example:

Vinnie, ***Scar***, *and* ***Claws*** *are playing a 3-player game, in that player order.* ***Vinnie*** *is the first player, and places the first tile.* ***Scar*** *places the 2nd,* ***Claws*** *places the 3rd. Now that all players have placed a tile, the sequence starts again and* ***Vinnie*** *places the 4th tile.*

When placing new City tiles, they must be placed adjacent to at least 2 existing City tiles, and rotated in such a way that at least one of the Land types of the new tile is connected to the same Land type on another tile.

Tip: *Matching more than one Land type makes the movement of the players in the city easier.*

LEGAL PLACEMENT





ILLEGAL PLACEMENT

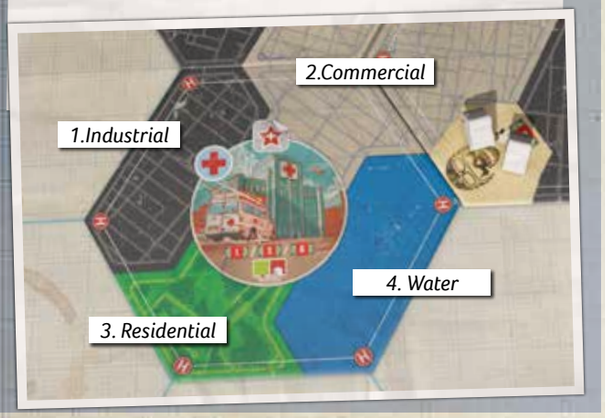




LAND TYPES

There are 4 different Land types on the City tiles:

1. Black zones: Industrial
2. Grey zones: Commercial
3. Green zones: Residential
4. Blue zones: Water



The following rules also apply to placing a City tile:

- All Police Officers on the tile are moved along with it.
- If the tile has a Business (A) space on it, choose any available Business tile (one not already placed on a City tile) and place it on the Business space.
- If the tile has a Safe House (B) space on it, choose any available Safe House tile (one not already placed on a City tile) and place it on the Safe House space.
- If the tile has a Gang space on it, place 2 Gang members from their area on the board onto that Location.

After all 4 tiles City tiles have been placed, flip the top tile of each City tile stack to form a new display. Then, for each of the new face-up City tiles, draw 2 Police Officers at random from the bag and place them on top of each tile.

After placing all the Police Officers onto tiles, if any tile has 2 Police Officers of the same type, return 1 back to the bag (do not draw a replacement).







4. TURN ORDER

Turn order is adjusted based on the position of players' Notoriety markers.

The player with the highest Notoriety becomes the first player regardless of previous position, the player with the second highest Notoriety is the second player, and so forth in order of descending Notoriety.

In case of a tie, the relative positions of the tied players are reversed. This means that on Day 1, because everyone is tied on Notoriety, the last player will become the first player, and so forth.

Example:

*In a 4-player game, the current turn order is: **Claws**, **Vinnie**, **Scar**, and **Ruby**.*

*Scar has the highest Notoriety, with **Claws**, **Vinnie**, and **Ruby** all tied with the lowest Notoriety.*

*The new turn order is: **Scar**, then **Ruby**, **Vinnie**, and **Claws**.*





5. DAY TURNS

This phase is divided into 5 parts: Morning, Afternoon, Evening, Night, and Dawn.

In each part of the day, in turn order, players first take one Action each (and any number of Executive Actions), and after that, the Notoriety track is updated, which is also done in turn order.

The Time marker is advanced along the Time track to keep track of which part of the day it is, and whether players are taking Actions or updating their Notoriety.

All players must take one action during the Morning, Afternoon, and Evening. Taking turns during the Night and Dawn is optional and requires the use of Extra Action discs.

Therefore, you will take between 3 and 5 turns each day. The only time you may take fewer than 3 turns is during Day 3 when you can escape the city. Once you have done this, you take no further turns.



During the Night of each day, each player, in turn order, decides whether or not they want to discard one of their Extra Action discs to play during that part of the day. If they do, they complete their turn before the next player decides if they wish to do the same, and so on. Once all players have taken their actions, the Notoriety track is updated as normal.

The Dawn part of the day is resolved in the same way. It is possible to use an Extra Action disc at Dawn, even if you did not use one at Night.





***Note:** In order to use an Extra Action disc to take a turn during Night and/or Dawn, you must have that disc before the part of the day in which you are about to use it.*

ACTIONS

During the first half of each part of the day, each player in turn order performs one Action. You must choose one of the following Actions: ***Rest or Move.***

REST



When you choose to Rest, complete these steps in order:

1. Flip your Rest token to the moon side. You cannot rest if the token is already showing the moon side.
2. Flip back all used Contract cards and Equipment tiles you have on your board as well as your First Aid tile. They are now available again.
3. Unlock any one locked Asset tile from your board. Do this by moving it to the most expensive empty Asset space on the left side of your Player board. If you have no empty spaces, discard the tile to the box instead (see Asset tiles on page 19).

NOTE: *You can only Rest once per Day (at most 3 times during the entire game). You can still use Executive actions.*

MOVE

When you choose to Move, complete these steps in order:

1. **TRAVEL**
2. **AVOID**
3. **VISIT**

Also, when you Move, you **can take any number of Executive Actions.** These are additional things that you can do on your turn in addition to your regular Move (see page xx for the full details on Executive Actions).

NOTORIETY

During your turn, depending on your choices, you will either gain or lose Notoriety. This is tracked by moving your Notoriety cubes into your Red and Blue Notoriety boxes. The Notoriety track is not adjusted until the second half of each part of the day, when your Notoriety marker will rise by 1 for each cube in your Red Notoriety box and fall by 1 for each cube in your Blue Notoriety box.

Notoriety is explained in more detail on page XX, but for now, you just need to know about how to track gains and losses during your turn.

When you gain Notoriety, move 1 Notoriety cube from the bottom part of your Notoriety box to your Red Notoriety box.

When you lose Notoriety, move 1 Notoriety cube from the bottom part of your Notoriety box to your Blue Notoriety box.



Example:

It is ***Scar's*** *turn. She uses her Informer card as an Executive Action which allows her to lose 1 Notoriety. She moves one of her Notoriety cubes to her blue box. She then visits the Gallery, where* ***Mr. Bones*** *and* ***Ruby*** *are already. Because of this, she gains 2 Notoriety, and moves 2 of her Notoriety cubes to her red box.*

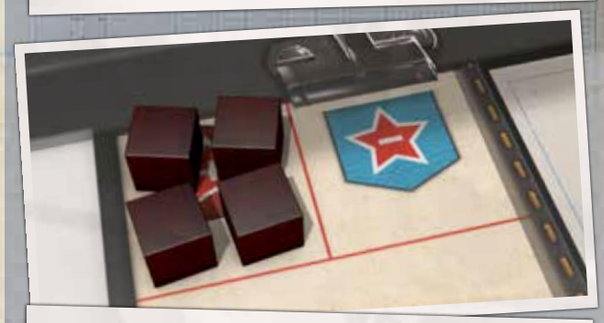
When the time comes to adjust Notoriety, ***Scar*** *will move her Notoriety marker up 1 space on the Notoriety track.*



NOTORIETY SPECIAL CASES

If you gain Notoriety and there are no more cubes in the bottom part of your Notoriety box, move 1 cube from your Blue Notoriety box back to the bottom part instead. If there are no cubes in your Blue Notoriety box, you cannot gain any more Notoriety this turn.

If you lose Notoriety and there are no more cubes in the bottom part of your Notoriety box, move 1 cube from your Red Notoriety box back to the bottom part instead. If there are no cubes in your Red Notoriety box, you cannot lose any more Notoriety this turn.



Example:

On his turn, ***Vinnie*** *has gained 4 Notoriety so far and not lost any. Therefore, all of his Notoriety cubes are in his Red Notoriety box. He decides to visit a Safe House, which causes him to lose 1 Notoriety. Since he has no cubes in the bottom part of his Notoriety area, he moves one of the cubes from his Red Notoriety box back to the bottom part. When the Notoriety track is updated, he will gain 3 Notoriety.*



STEP 1: TRAVEL

"Danny: You gotta walk before you crawl. Rusty: Reverse that." — **Oceans 11**

You must **move from one Location to another Location by spending 1, 2, or 3 Movement points (MP).**

You must always end your movement on a different Location than the one you started on, and may never end on a Land space (streets or water).

Each Movement point you spend may be used for one of the following:

- **Leave a Location:** Move from a Location to an adjacent Land space.
- **Enter a Location:** Move from a Land space to an adjacent Location.
- **Crossing Land:** Cross from one type of Land to a different type of Land.
- **Move between Locations:** Move from a Location to an adjacent Location (the Locations are touching).

***NOTE:** You can move across any number of City tiles with the same Land type without spending any Movement points.*



When moving, if you have any Gas Can tokens, for each one you return to the Convenience Store you gain 1 extra MP during your Move action that turn. See page XX on how you get Gas Can tokens.

LOCATIONS

A Location is any space on a City tile which is not a Land type. It is adjacent to all Land spaces touching any part of the Location.





Ferry icon

Water can only be crossed using normal movement if there is a Ferry icon on the Water space of a City tile that is part of the same body of water. The presence of a Ferry icon indicates there is a Ferry on the entire body of water and it can be used even if your movement does not start or end on the tile with the Ferry icon.

Example:

*It is **Vinnie's** turn. He uses 1 MP to leave the store where he ended the previous turn and moves to the industrial area (black). He continues moving through interconnected industrial spaces (costing 0 MP), until he uses his 2nd MP to change to a residential Land type. He then finally moves into the Safe House, spending his 3rd and last MP.*





Example:

***Ruby** is currently at the Business in the water. Because this tile has the Ferry icon, all other Water spaces on City tiles that are part of this body of water can be crossed using normal movement.*

She spends one Movement point to leave the Business and onto the water, moves freely across the water, spends another Movement point to move from the water to the Commercial area, and then her final Movement point to enter the Convenience Store.

TRANSPORTATION

There are two extra means of transportation available in the city: the Subway and the Heliport. These Locations follow special rules, namely that you can only use their abilities during your **TRAVEL** step, whereas the other Locations are only visited during step 3 (**VISIT**) of your turn. If you begin your turn on a Subway or Heliport (i.e., you ended the previous turn there), you may use its ability or leave as normal.

SUBWAY

*"**Lyle:** Metro just passed the station, you are clear for 90 seconds. Go!" — **Italian Job (2003)***

The subway allows you to move faster and further in the city. If you enter a subway Location, you may immediately move directly to another subway Location without spending any movement points.

Using the subway on your turn also rewards you with 1 extra Movement point (allowing you to spend 4 movement points during that turn instead of the usual 3).



Example SUBWAY:

***Claws** is at a Gang Location in the south-west of the city. She spends 1 MP to move to the Industrial area, and then 1 more MP to move to the Subway Location. She then immediately moves to another Subway Location and uses her remaining 2 MP (including the extra one for using the Subway) to move to the Residential area and then the Store.*

HELIPORT

*"**Livingstone Dell:** they'll be watching you like hawks. Hawks with video cameras." — **Oceans 11***

If you enter the Heliport Location (or start your turn there), you may spend 1 Movement point to move to any Land or Location on a City tile either 1 or 2 tiles away.



Example HELIPORT:

***Scar** is at a Safe House. She spends 1 MP to move to the Residential area, another to the Heliport Location, and finally uses her remaining MP to take the Helicopter to the Hospital.*

STEP 2: AVOID

"The police are everywhere looking for you and doing everything they can to catch you. But you are smart and always manage to hide inside buildings. It's easy to get in, but not to get out!"

*"**Charlie Croker:** You wouldn't hit a man with no trousers on, would you?"— **Italian Job (1969)***

If you moved from one Location to another Location **on the same tile**, skip this step, as you were not out in the open long enough to be spotted.

If you ended your move on a different City tile than the one you started on, you must try to avoid the Police Officers from each tile that you left (i.e., the tile you started from and all tiles you passed through during movement, but not the Police Officers on the tile you ended your movement on.)



Example:

***Vinnie** moves from the Safe House, through the Industrial and Commercial areas, and to the Store.*

He must try to avoid the federal(1) Police Officer on the tile where he started, and also the federal(2) and county(2) Police Officers on the tile he moved through, but not the Police Officers on the tile where she ended his movement.

If you moved using the **Subway** or **Heliport** (and end your move on a different tile), you must avoid the Police Officers from the tile you started on, but not on any tiles in between your start and end points of that particular transportation, since the Subway or Heliport takes you directly to the destination; you do not move through any other tiles.



Example:

***Scar** spends 2MP to move to the Heliport Location, and then spends her remaining MP to fly to the Subway. Using the Subway gives her 1 extra MP this turn, and she also uses a Gas can token to get another 1 MP. This allows her to move to the Exit.*

Now she needs to avoid the county(1) and the SWAT(1) Police Officers from the original tile she left (with the Helicopter), then the federal(2) Police Officer from the first Subway (for leaving the tile). No other Police Officers need to be avoided.

***Note:** To avoid Police Officers, you need to use Executive Actions (see page 19).*



For each Police Officer you are unable to avoid, you suffer a Wound: move one of your cubes in the Green Wounds box to the Red Wounds box.

When your Green Wounds box is empty and you take another Wound, perform the following steps:

1. Take a Handcuff card and place it on the rightmost space on the bottom of your Player board that does not currently have a Handcuff card on it. This space is blocked for the remaining of the game; you cannot place a contact card there.
   a. If the space had an Asset tile on it, discard that tile to the box.
   b. If the space had an Contact card on it, cover it with the Handcuff card.
3. Move one of your cubes from the Red Wounds box back to the Green Wounds box.

If you take multiple Wounds at the same time, resolve each Wound separately.

***Note:** At the end of the game, any cubes in your Red Wounds box will reduce your final score.*

Example:

***Claws** has already taken 3 Wounds; all of her Wound cubes are in his Red Wounds box (A). She then fails to avoid 3 Police Officers and takes 3 more Wounds. The first Wound gives her a Handcuff card, but she then moves a Wound cube back to her Green Wounds box (B). The second Wound moves that cube back to the Red Wounds box, and then the third Wound causes her to take another Handcuff card (C).*



Neil McCauley:** "Don't let yourself get attached to anything you are not willing to walk out on in 30 seconds flat if you feel the heat around the corner." — **Heat



STEP 3: VISIT

"Nice Guy Eddie:** We got places all over the places."— **Reservoir dogs

If you end your movement on a **Subway or Helicopter Location, skip Step 3**. Other than the Subway and the Helicopter, another 8 different Locations can be find in the game:

- **BUSINESSES**
- **SAFEHOUSES**
- **GANGS**
- **CONVENIENCE STORES**
- **CLINIC**
- **CHURCH**
- **HOSPITAL**
- **EXITS**

Each Location has a series of steps which are carried out when you visit it.

Each step is carried out in order and must be carried out unless the step includes the word **may**, in which case it is optional.

Some Locations list possible situations where you cannot visit that Location. This means that you cannot end your movement at the Location.



TAKING CONTACT CARDS



"Thankfully you have your own contacts around the city, willing to help you in return of a small fee of course."

Contact cards represent services offered by other criminals to help you escape. Some Locations allow you to take a Contact card.

When you do, you must choose one of the Contact cards from the display and then take one of 3 choices:

Return the chosen card to the box (A).

Take the chosen card and place it on the leftmost empty Contact card space of your Player board (contains no other Contact card or an Asset tile). If the leftmost space is not empty, you cannot choose this option (B).

Take the chosen card and replace any Contact card you already have on your Player board. If you choose this option, gain 1 Notoriety and return the replaced card to the box (C).

After taking the card, draw a new card from the top of the Contact deck and place it face up in the display. If the Contact deck is empty, do not draw a replacement.

BUSINESSES

You have invested a lot of the stolen money in businesses around the city.

The amount of money you have in the various Businesses is shown on your Escape Plan card. **You can only visit each Business once during the game.**

ESCAPE PLAN CARDS

Each Escape Plan card is unique and depicts different values for each Business, but the total amount is always $450k. Escape Plan cards are revealed only at the end of the game.

Escape Plan cards are divided into three groups: the top two groups are for the Businesses and the bottom group is for the Safe Houses. Within each group are two listings which have an amount of money shown (which adds up to $150k), and one listing which has the Income symbol.

If you visit a Business depicting an amount of money listed, this will be added to your final score (should you manage to escape); you do not get any immediate money.

If you visit a Business depicting the Income symbol, you receive income immediately.

Example.

If this is your Escape Plan card, you receive money if you visit Safe House 1, the Bar, and the Art Gallery. All other places are worth money only at the end of the game.



When you visit a Business, do the following:

1. Gain 1 Notoriety for each other player in your current Location.
2. Take the uppermost most cube from your Income track and then look up the Business on your Escape Plan card.
   a. If an amount of money is listed, place the cube inside the white hexagon without the Income symbol of the corresponding Business display.
   b. If the Income symbol is listed, place the cube inside the hexagon with the Income symbol of the corresponding Business display. Then, immediately receive Income.
3. Take a Contact card.



Reminder: *Whenever you receive Income, take an amount of money from the general supply equal to the lowest visible number on your Income track. In the case above its $5k.*

Closing a Business

"You took all the money we have, how can we carry on?"

After a certain number of visits to a Business (i.e., a specific number of cubes on the hexagons of that Business), flip the Business tile face down. That Location is now closed and cannot be visited unless you use a key. I.e., you cannot end your Movement at this Location if you cannot get in.

The number of visits needed to cause a Business to close depends on the number of players in the game:

- 2 visits in a game with 1-3 players
- 3 visits in a game with 4-5 players



Important Rule*: Any key can open any closed Business (either a master key from an Asset tile or any locker key). Once a key is used, flip the key tile face down.*

Visiting all Businesses in a group

At the end of your turn in which you have visited **all the Locations in the same group of businesses** (i.e., you have a cube on each of the Businesses in that group), you may immediately choose one of the following bonuses:

- Take an Extra Action disc, placing it in its proper space on your Player board.
- Lose 1 Notoriety and unlock an Asset tile (see Asset tiles on page xx).



Note: *You only get this bonus once in the game for each group of Businesses (at the end of the turn in which you have first visited all of the businesses in that group).*

SAFE HOUSES

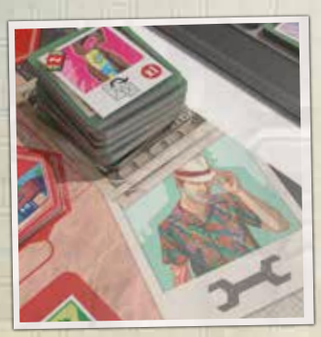
"You feel at home, and you think you are safe. Keeping some money here is a good decision."

The amount of money you have in the various Safe Houses is shown on your Escape Plan card. **You can only visit each Safe House once during the game.**

When you visit a Safe House, do the following:

1. Gain 1 Notoriety for each other player at your Location.
2. Take the uppermost most cube from your Income track and then look up the Safe House number on your Escape Plan card.
   a. If an amount of money is listed, place the cube inside the hexagon without the Income symbol of the corresponding Safe House display.
   b. If the Income symbol is listed, place the cube inside the hexagon with the Income symbol of the corresponding Safe House display. Then, immediately receive Income.
3. Lose 1 Notoriety.
4. Take one of the available keys above the Safe House display (if any) and place it face up on your Player board in the key slot corresponding to the number of the Safe House.
5. You **may** buy a Fixer tile (see below).





The Fixer

*"**The Wolf:** Get it straight buster - I'm not here to say please, I'm here to tell you what to do and if self-preservation is an instinct you possess you'd better $&•#*% do it and do it quick. I'm here to help - if my help's not appreciated then lots a luck, gentlemen." — **Pulp Fiction***

Choose any one tile from the stack of Fixer tiles, pay the price depicted on the tile, and place it in an empty Item space on your Player board (one not containing an Asset tile). If you place the tile on a space that already contained a non-Asset tile), gain 1 Notoriety and return the replaced tile to the box.

***Note:** Using the ability of a Fixer tile is an Executive Action (see page 19).*

Visiting all Safe Houses

At the end of your turn in which you have visited all of the Safe Houses (i.e., you have a cube on each of the Safe House displays), you may immediately **choose one** of the following bonuses:

- Take an Extra Action disc, placing it in its proper space on your Player board.
- Gain income and unlock an Asset tile (see unlocking an Asset tile on page xx).

***Note:** You only get this bonus once in the game (at the end of the turn in which you have first visited all of the Safe Houses).*



GANGS

"Hiring Gangs is not good. Maybe only this time."

You can only visit a Gang Location if there is currently no other player present and no Gang Control marker present (either yours or another player's):

When you visit a gang, do the following:

1. Pay $5k. If you do not have $5k, you cannot visit this Location.
2. Take both Gang members from the City tile and place them on your Gang members space on your Player board.
3. Place 1 of your Gang Control markers on the location.

***Note:** Gang members can be used as Executive Actions (see page 19).*





CONVENIENCE STORES

*"**Mrs. Bridger:** does he really need all this equipment?"— **Italian Job (1969)***



When you visit a store, do the following:

1. Gain 1 Notoriety for each other player at your Location.
2. You may take 1 Gas Can token from the store and place it on one of the Gas icons on your Player board (you cab keep up to 2 Gas Can tokens).
3. You may buy up to 2 different pieces of Equipment. For each piece of Equipment you buy, pay the cost depicted on the board below the tile and place the tile on an available Item space on your Player board (one not containing an Asset tile). If you place the Equipment tile on a space that already contained another non-Asset tile (a Fixer or Equipment tile), gain 1 Notoriety and return the replaced tile to the box.
4. If you have the right key, you may open one locker (see below).

***Reminder:** Gas Can tokens can be spent during your* **TRAVEL** *step to gain extra MP.*

Lockers

You also have a good chunk of money hidden away in safety lockers. Getting it won't be easy though.

The back of the Locker tiles depict the number of tiles of a specific value in each stack, and note that all stacks also have 1 tile in them with a value of $0.

To open a Locker, you must meet the following criteria:

1. You must have the Key tile with the same color of the Locker or have unlocked the master key Asset tile.
2. The sum of your position on the Notoriety track, plus the number of Contact cards you have on your Player board must be equal to or higher than the big number on the bottom of the Locker tile. Both face-up and face-down Contact cards count, but not ones covered by Handcuff cards.



If you meet the criteria, do the following:

1. Flip the Key tile used (or the master key Asset tile) face down.
2. Secretly draw a number of tiles from the corresponding stack. The number of tiles you draw depends on the locker. This is depicted below the lockers.
   - **Green locker:** Draw a number of tiles equal to the number of Contact cards you have on your Player board plus one.
   - **Black locker:** Draw a number of tiles equal to the number of Contact cards you have on your Player board.
   - **Brown locker:** Draw a number of tiles equal to the number of Contact cards you have on your Player board minus one.
3. Choose one of the taken tiles and place it face down on an empty Item space on your Player board (one not containing an Asset tile). If you place the Equipment tile on a space that already contained another non-Asset tile, gain 1 Notoriety and return the replaced tile to the box.
4. Return all the other tiles to the stack of Locker tiles and then shuffle those tiles.

Example:

There are 5 black Locker tiles in the game. 2 of them have a value of $70k, 2 of them have a value of $100k, and one of them is worth nothing.



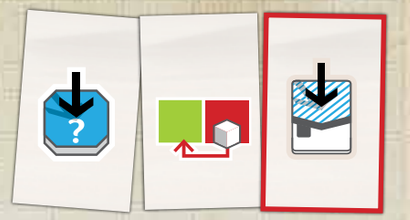


CLINIC



When you visit the Clinic, do the following:

1. Gain 1 Notoriety for each other player at the Clinic.
2. You **may** unlock an Asset tile (see Asset tiles on page XX).
3. You **may** heal 1 Wound (move 1 Wound cube from your Red Wounds box to your Green Wounds box).
4. Take a Contact card.



CHURCH



When you visit the Church, do the following:

1. Gain 1 Notoriety for each other player at the Church.
2. You **may** pay $1 to lose 1 Notoriety.
3. You **may** unlock an Asset tile (see Asset tiles on page 19).
4. Take a Contact card.



HOSPITAL



When you visit the Hospital, do the following:

1. Pay $1, $3, or $6 to heal 1, 2, or 3 Wounds respectively. For each Wound healed, move a cube from your Red Wound box to your Green Wound box.
2. Gain 1 Notoriety *(because doctors always have to report the police when someone arrives with bullet wounds).*



Note: *Unlike the other Locations, you do not gain Notoriety when visiting the Hospital based on the number of other players there.*

EXITS

"To bury some money near the exits of the city in the case you need to escape, showed to be a smart move, or maybe not."



When you visit an Exit, do the following:

1. Gain 1 Notoriety for each other player in your current Location.
2. If the Exit is open (there are fewer than 2 Patrol cards on the Patrol space for that Exit):
   a. You **may** receive income. Then,
   b. Take a Contact card.
3. If the Exit is closed (there are 2 Patrol cards on the Patrol space for that Exit):
   a. You **may** either receive income **OR** take an Exit tile. Then,
   b. Take a Contact card.

If you **choose** to take an Exit tile:

1. Draw a number of Exit tiles from the appropriate stack equal to the number of Contact cards you have on your Player board (whether face up or face down, but not ones covered by Handcuff cards).
2. Choose one of them secretly and place it face down in one of your empty Item spaces. If you do not have an empty Item space, you must replace a previous non-asset tile.
3. If you do replace a tile, gain 1 Notoriety.
4. Return all other tiles face down to the stack and shuffle it again.





Note: *If you visit the open Exit on Day 3 (the Exit which has only 1 Patrol card on the corresponding Patrol space), you may choose to escape the city instead of taking any of the above benefits (see Escaping the City on page xx).*

6. CHANGE OF DAY

Skip this Phase on Day 3.

In this phase, the following steps are performed:

1. All players with Rest tokens that are moon-side up flip them back over to show the sun side.
2. Reset the Time marker to the start space on the Time track.



EXECUTIVE ACTIONS

During your turn, there are a number of different Executive Actions that you can perform.

If game components that allows you to take Executive Actions has a symbol in the top corner, it can only be used during the appropriate step of your turn:

Used in the TRAVEL step

Used in the AVOID step

If there is no symbol depicted (for example Asset tiles, First aid tile), you can use the Executive action at any point during your turn.

Any number of Executive Actions can be used in the same step.

The Executive Actions are:

- **Use a Contact card**
- **Use an Equipment tile**
- **Use a Fixer tile**
- **Perform First Aid**
- **Use a Gang member**
- **Use an Unlocked Asset tile**

HELIPADS

Some Executive Actions allow you to make use of a Helipad. A City tile that has small Helipad icons on the corners is considered to have a Helipad on all of the Land spaces and Locations on that tile.

Example:

***Mr. Bones** is on Exit 3, he could spend 1 MP to move to the Industrial area on the same tile, then move to the Industrial area on the tile to the left (for 0 MP). Once there, he may use any abilities that require him to be on a Heliport.*



MOVING POLICE OFFICERS

Some Executive Actions allow you to move Police Officers around. The following rules always apply:

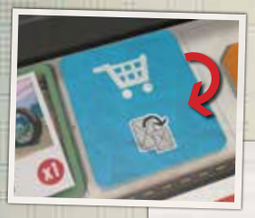
- *The Police Officer chosen can be moved from any tile to any other tile, regardless of distance.*
- *No more than one Police Officer of each type can be on the same tile. Meaning that is not possible to move one Police Officer to a tile that already has another Police Officer of the same type.*
- *No Police Officers can ever be on the Hospital tile.*





Use a Contact card

1. To use a Contact card, do the following:
2. Pay the value depicted on the card
3. If ★ is shown, gain 1 Notoriety.
4. Use the benefit of the card (see Cards and Tiles Description on page 24).
5. Flip the card face down.



Use an Equipment tile

Flip the tile to use the benefit of the tile (see Cards and Tiles Description on page 24).

Note: *When you choose the Rest action, your face-down Equipment tiles are flipped back face up.*



Use a Fixer tile

Flip the tile to use the benefit of the tile (see Cards and Tiles Description on page XX).

Note: *Fixer tiles are one-use only. They are not flipped back up when you choose the Rest action but they remain on your Player board. They are only discarded if replaced (see page XX).*



Perform First Aid

Flip this tile to heal 1 Wound (move 1 Wound cube from your Red Wounds box to your Green Wounds box.

Note: *The First Aid tile is flipped back up when you choose the Rest action.*



Use a Gang member

Return one of your Gang members to the Gang space where you have a Gang Control marker to use any one of their 3 abilities.

- Lose 1 Notoriety.
- During the Travel step, if you are on a tile with a Heliport, spend 1 MP to move to any Location or Land space on a City tile adjacent to or 2 tiles away from your current tile. If you move 2 tiles away, ignore all Police Officers from the tile you move through. You still need to avoid the ones on the tile you left.
- During the Avoiding step, ignore all the Police Officers on a tile of your choice.

Once both Gang members have been returned, take back your Gang Control marker. The gang is available again to any player who wants to control it.



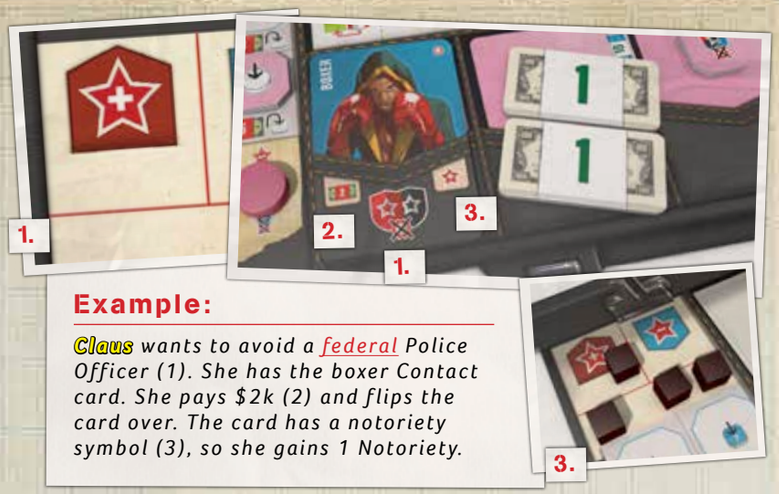
Use an Unlocked Asset tile

Once unlocked (on an Asset space on the left of your Player board), each of these tiles can be used once per game.

To use an unlocked Asset tile, do the following:

1. Pay the value indicated below the tile.
2. Gain the benefit of the tile (see tiles description on page XX).
3. Flip the tile.

All used tiles are worth 10k at the end of the game.



Example:

Claus *wants to avoid a federal Police Officer (1). She has the boxer Contact card. She pays $2k (2) and flips the card over. The card has a notoriety symbol (3), so she gains 1 Notoriety.*

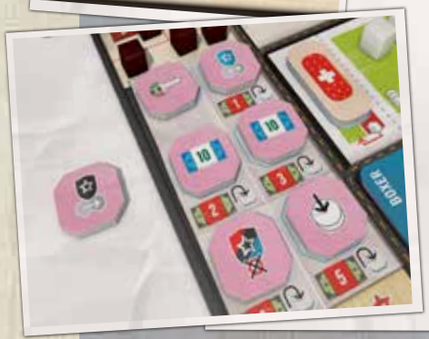
ASSET TILES



You have a total of 7 Asset tiles on your Player board. Your Extra Action Asset tile starts the game unlocked on the left side of your Player board (on the $5k Asset space). 3 of your Asset tiles start the game occupying three of your Item spaces, and the other 3 occupy three of your Contact card spaces. These 6 Asset tiles are locked when the game begins.



When you unlock an Asset tile, choose any locked Asset tile and move it to the most expensive empty Unlocked Asset space. If you unlock an Asset tile on a Contract space, move all remaining Asset tiles on your Contract spaces to the right to fill any gaps.



When you unlock your final Asset tile, remove it from the game, as you only have space for 6 unlocked Asset tiles on your Player board; you may not replace an existing one.

Unlocked Asset tiles may be used as an Executive Action (see at left).

ADJUSTING NOTORIETY

"Having higher Notoriety is good between thieves, seems like cops don't like it".
"Mr. Blonde:** Either he's alive or he's dead, or the cops got him... or they don't." — **Reservoir Dogs



During the game your Notoriety will increase, allowing you to unlock more Asset tiles which in turn allow you to have more Equipment and Contact cards. However, as your Notoriety increases, you will have to deal with more Police Officers. You can try and keep your Notoriety low, since maintaining a low profile will draw less attention to yourself. At the end of the game, having a high Notoriety will reduce your final score.

As mentioned earlier, you track your gains and losses of Notoriety during your turn using your Notoriety cubes. You do not update the Notoriety track directly when taking your Action.

In each part of the day, after all players have taken their Action, the Notoriety track is updated.

In turn order, each player adjusts their Notoriety marker on the Notoriety track according to their Notoriety cubes.

Each cube in your Red Notoriety box moves you up on the Notoriety track, and each cube in your Blue Notoriety box moves you down on the Notoriety track. Calculate how much your Notoriety marker will move (and in which direction) before moving your token.

After adjusting your token on the Notoriety track, reset your Notoriety cubes by placing them all back in the bottom part of your Notoriety box.

Note that your token cannot go below the bottom of the track. If it were to do this, leave it on the bottom row.

If your token is at the top of the track and would increase further, take 1 Wound for each increase above the top row and leave the token on the top row.

Example:

***Mr. Bones** has 2 cubes in his Red Notoriety box and 1 cube in his Blue Notoriety box. His Notoriety moves two steps up on the Notoriety track.*





Mr. Pink:** I don't wanna kill anybody. But if I gotta get out that door, and you're standing in my way, one way or the other, you're gettin' outta my way."— **Reservoir Dogs

Crossing the Threshold

Every time your Notoriety marker crosses a threshold line when moving upwards, you gain an immediate benefit (before other players adjust their Notoriety). If your Notoriety marker would later drop below the threshold line, you get the bonus again the next time it rises over the line.

First, when you cross a threshold, all players with less Notoriety than you (their Notoriety markers are lower on the Notoriety track) in turn order **must** move one Police Officer towards you (if possible).

The player moving the Police Officer can take them from any City tile and place them on any other tile (does not have to be adjacent), with the following conditions:

- The moved Police Officer must end up on a tile which is **at least one tile closer to the active player's** Location than the one on which the Police Officer started.
- There can never be 2 Police Officers of the same type on the same tile.
- There can never be any Police Officers on the Hospital City tile.

Second, crossing a threshold unlocks Asset tiles to the active player (see page XX).

- Crossing the 1st threshold line: Unlock 1 Asset tile.
- Crossing the 2nd threshold line: Unlock 2 Asset tiles.
- Crossing the 3rd threshold line: Unlock 1 Asset tile and take an Extra Action disc.

Example:

***Vinnie** moves his Notoriety marker across the first red line. In turn order, all players with less Notoriety than **Vinnie** move a Police Officer in his direction.*

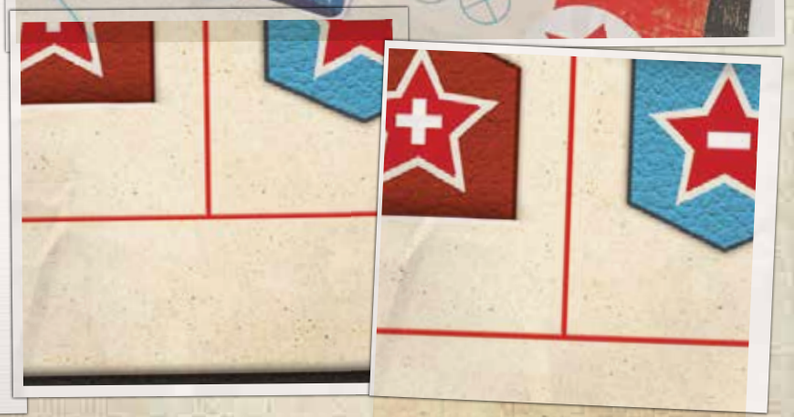
***Ruby** has more Notoriety than him, so she does not move anyone.*

***Scar** has the same Notoriety than **Vinnie**, so again, she does not move anyone.*

***Mr. Bones** has less Notoriety than **Vinnie**, so he takes a Red Police Officer from 2 tiles away from **Vinnie** and moves it onto his tile. He could not move a Blue Police Officer to **Vinnie's** tile because there is already one there.*

***Claws** also has less Notoriety than **Vinnie** but is currently in the same location as him, so she needs to be careful when moving Police Officers towards **Vinnie** to ensure that it doesn't cause her problems on her next turn. She moves a Red Police Officer one tile closer to **Vinnie**, to a tile where she is not planning to move to next turn.*





ESCAPING THE CITY

*"**Steve to Charlie:** you're out of moves. The game is over. Just give up already." — **Italian Job***

Only on Day 3 can you escape the city. To do this, you must move to the open Exit Location and choose to exit. You then remove your pawn from the board. This happens during the Travel step of your turn. In the Avoid step, you must try to Avoid any Police Officers as normal, including any that were on the tile with the Exit (since you are also leaving that tile). On the turn in which you exit the city, you do not perform step 3.

To exit the city, you must pay a certain amount of money. If you are first player to escape, it costs nothing, but after that, the cost depends on the number of players in the game and also the order in which you are leaving the city. If you do not have enough money to escape the city, you are arrested and out of the game.

When you escape the city, remove your pawn from the board.

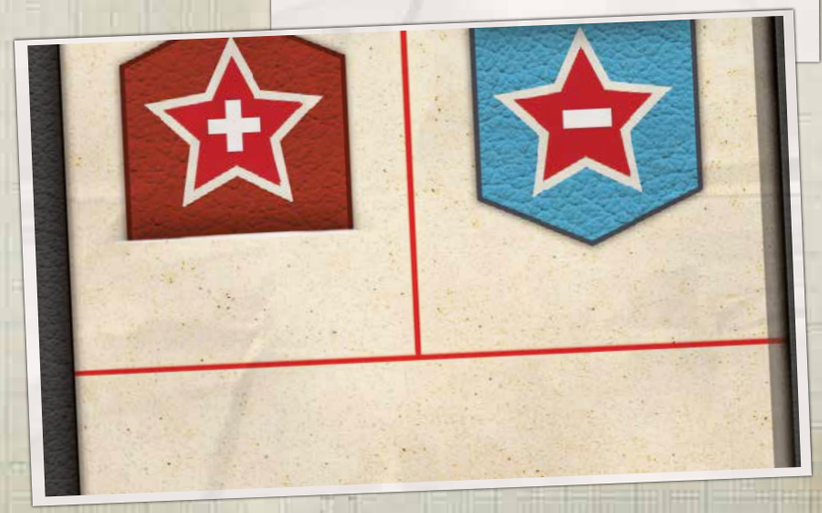
As soon as the first player escapes, all other players must pay $1k on each of their turns before they take an action. If they are unable to pay, they are immediately arrested and out of the game. This cost is always $1k no matter how many players have escaped.

Example:

*in a 4-player game, **Mr. Bones** is the second player to escape the city. He must pay $1k to be able to take his turn, and after moving to the exit and trying to avoid the Police Officers, he pays $5k to leave the city.*



2-player games:($k) 0, 10
3-player games:($k) 0, 5, 10
4-player games:($k) 0, 5, 10, 10
5-player games:($k) 0, 5, 5, 10, 10,



***Note:** Your Notoriety is still updated on the turn you escape. This may cause other players to move Police Officers towards you. In this case, the police are moved towards your last known location: the exit tile where you escaped.*

FINAL SCORING

Only players who manage to escape the city are eligible to win the game.

Before final scoring, each player must discard 1 Contact card from their Player board for each Handcuff card they have.

The player with the most money wins



Fill the scoring pad with the following:

- Total money collected on the visited buildings of the first group (check Escape Plan card)
- Total money collected on the visited buildings of the second group (check Escape Plan card)
- Total money collected on the visited Safe Houses (check Escape Plan card)
- Money behind your Player screen
- $10k per each Asset tile used (flipped face down)
- 0,10,30,60,100k for having 1,2,3,4,5 Contact Cards on your Player board
- Total money from collected Locker and Exit tiles

You lose money for the following:

- Your position on Notoriety track (between 0 and -100 depicted to the side of the track)
- -20k for each Wound cube in your Red Wound box.

In the case of a tie:

- The tied player with the most money behind their screen wins.
- If there is still a tie, the tied player with the least notoriety wins.
- If there is still a tie, the tied player with the least Wounds wins.
- In the rare case of another tie, all tied players share victory.

ONLY 2 PLAYER

In a 2-player game, there is an game-controlled 3rd player: **Sandra the Police Inspector.**

During Phase 1, Sandra does not receive any income.

During Phase 2, each player will get to place 2 City tiles (Sandra does not count as a player for this).

During Phase 4, adjust Sandra's turn order according to her Notoriety as normal.

During Phase 5, Sandra takes an Action in turn order as normal.

- Also, for the purpose of a player avoiding Police Officers, Sandra counts as another Police Officer of any type (chosen by the player avoiding her).
- Sandra visits closed businesses if the card comes out.
- At night and dawn, Sandra uses her Extra Tokens if she has any.

***Note:** After taking a Contact card in a 2-Player game, slide all Contact cards to the right to fill any gaps and then draw a new card to place in the leftmost position of the display. Do the same when Sandra takes Cantact cards.*

SANDRA'S TURN

On her turn, Sandra always moves, she never rests.

STEP 1: TRAVEL

Reveal cards one by one from the Inspector deck until you reveal a card depicting a Location which is currently in the city. Move Sandra directly there (she has unlimited MP).

***Exception:** Ignore Exit cards for open exits, Sandra will only move to a closed exit.*

STEP 2: AVOID

Sandra is a Police Officer herself, so she ignores this step.

STEP 3: VISIT

If one or more other players are at her Location, her Notoriety increases according to the normal rules.

Each time Sandra gains Notoriety during her turn, place one of her Notoriety cubes above her Notoriety marker. Similarly, each time Sandra loses Notoriety during her turn, place one of her Notoriety cubes below her Notoriety marker.

Then, follow the instructions on Sandra's card.

After all steps have been performed, remove that card from the game; Sandra never visits the same location twice. Cards that were skipped in the TRAVEL step are returned to the deck and shuffled back in. There is no Discard Pile.

Sandra's cards are explained below.



Business Locations:

1. Sandra gains 1 Notoriety.
2. Place one of Sandra's cubes in the white hex of the business. If this is the 2nd cube placed for that business, the building closes as usual.
3. Discard the 2 rightmost Contact cards (back to the game box). If any or both of the discarded cards have the ability of giving an Extra Action disc, she gets that disc.
4. If, this turn, Sandra has now visited a group of businesses, she receives an Extra Action disc.



Safe Houses:

1. Sandra loses 1 Notoriety.
2. Place one of Sandra's cubes in the red hex of the Safe House.
3. Discard one key at random from that Safe House (return it to the box).
4. Discard one Fixer tile at random (return it to the box).
5. If, this turn, Sandra has now visited all 3 Safe Houses, she gets an Extra Action disc



Stores:

1. Sandra gains 1 Notoriety (Stores A and C) or loses 1 Notoriety (Stores B and D).
2. Discard one Locker tile at random from the depicted stack of Locker tiles (return it to the box without anyone seeing it).
   For Store D, discard one Locker tile at random from every stack of Locker tiles.
3. Discard the 2 rightmost Contact cards (back to the game box). If any of the discarded cards gives an Extra Action disc, she gets that disc.



Closed Exits:

1. Sandra loses 1 Notoriety.
2. Discard one of the Exit tiles on this exit at random (return it to the box without anyone seeing it).
3. Discard the 2 rightmost Contact cards (back to the game box). If any of the discarded cards gives an Extra Action disc, she gets that disc.

ADJUSTING NOTORIETY

Sandra's Notoriety is adjusted at the relevant time by checking the number of her Notoriety cubes above and below her Notoriety marker on the Notoriety track. If there is a cube above, her token moves up, and vice versa. If there is one cube above and one below, her token does not move. After her token has been moved, return all of her Notoriety cubes back to beside the board.

If she passes a threshold, each player with less Notoriety than her moves one Police Officer in her direction following the normal rules.

If any player passes a threshold and Sandra has less Notoriety, the non-active player moves one Police Officer on Sandra's behalf. The rules for moving Police Officers remains the same.

TIPS

You unlock Asset tiles when:



- Every time you increase Notoriety and cross the threshold lines on Notoriety track.
- By paying $3k at the beginning of the 2nd and 3rd day, during the Income phase if you have Notoriety below the first threshold line.
- Visiting the Church or the Clinic.
- Using the Spy card.
- Visiting any one of the groups of buildings.

You can get extra Actions when:



- You visit a completed group of business
- You visit all 3 Safe Houses
- Getting the ID Card Fixer tile
- Using the Setup Asset tile
- Using the Fixer Contact Card
- Crossing the last threshold line.

You lose Notoriety when:



- You visit a Safe House - *"You are safe, you think"*
- You use the service of an Informer card - *"That guy will blame another"*
- You use a Gang - *"Send the gang to do the dirty job"*
- You visit the Church - *"You seem to be a good fellow"*
- You visit a completed group of business - *"You are just a businessman minding your own business"*

You gain Notoriety when:



- You pay for a service on a card with the red star. -*"Getting help this way call the cops attention."*
- You visit a Location with 1 or more other players. -*"Too much noise to be unnoticed."*
- You visit the Hospital.- *"It's the law. You are wounded, doctors have to warn the police."*
- You replace a card or a tile in your Player board.- *"No mob likes to be replaced. Leaving equipment behind leave clues".*

CARDS AND TILES DESCRIPTION

Fixer Tiles – 1x use:

- **Helicopter (Cost $1k):** When on a tile with a Helipad, use this tile and spend 1 MP to move to any Location or Land space on a City tile 1 or 2 tiles away from your current tile. If you move 2 tiles away, ignore all Police Officers from the tile you move through. You still need to avoid ones on the tile you left.
- **Safe (Cost $3k):** Receive Income.
- **Disguise (Cost $2k):** Lose 1 Notoriety.
- **ID Card (Cost $4k):** Take an Extra Action disc (see page xx).
- **First Aid Kit (Cost $1k):** Heal 1 Wound (move a cube from your Red Wounds box to your Green Wounds box).
- **Motorcycle (Cost $2k):** Use one ability of a gang. You do not need to have a gang member for this.
- **Energy drink (Cost $2k):** Flip back all your face-down Equipment tiles and Contact cards.
- **Telephone (Cost $2k):** Take a Contact card (see page xx).

Asset tiles – 1x use

- Avoid all Police Officers on one tile.
- Move one Federal (Red) Police Officer from any tile to any other tile without that type of police.
- Move one County (Blue) Police Officer from any tile to any other tile without that type of police.
- Move one SWAT (Black) Police Officer from any tile to any other tile without that type of police.
- Open any closed building or any locker (a master key).
- Heal 1 Wound (move a cube from your Red Wounds box to the Green Wounds box).
- Take an Extra Action disc and place it in the indicated space on your Player board. (see page xx).

Equipment tiles:

- **Vest (Cost $2k):** Avoid a Federal (Red) Police Officer.
- **Hat (Cost $2k):** Avoid a County (Blue) Police Officer.
- **Helmet (Cost $2k):** Avoid a SWAT (Black) Police Officer.
- **Gas Mask (Cost $3k):** Avoid a County (Blue) or SWAT (Black) Police Officer.

Contact Cards:

- **Snitch:** Remove 1 Police Officer of the indicated color from the board and put it back in the box.
- **Fixer:** Take an Extra Action disc.
- **Fighter/Boxer/Ninja:** Avoid all Police Officers of the colors indicated on one tile.
- **Bribe/Rally:** Move any Police Officer of the indicated color to any tile without that type of police.
- **Informer:** Lose 1 Notoriety.
- **Spy 1:** Take 1 Contact card.
- **Spy 2:** Unlock 1 Asset tile.
- **Spy 3:** Flip over all face down Contact cards and Equipment on your Player board. Note: Remember that Contract cards are flipped face down after resolving their effect.
- **Medic:** Heal 1 Wound.
- **Medevac:** Move directly to the Hospital. You may not move again this turn.
- **Gang:** Use one of the 3 possible Gang Executive Actions.
- **Chopper:** Move from a tile with a Heliport to a Location or Land space 1 or 2 tiles away.
- **General Store:** Gain income.
- **Stunt:** Avoid 1 Police Officer of any type.
- **Fast car:** Avoid all Police Officers on one tile.
- **Jet Ski:** You can move through Water spaces on one body of water this turn.
- **Sewer:** Move to a tile 2 hexes away as per the diagram. Ignore the Police Officers on the tiles you move between. Pay movement costs as normal. If the you leave the sewer in a different land type than when you enter it, one MP is used. Otherwise is free.

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