



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.

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

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:**
 - a. 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.
 - b. 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.

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

1. Players entitled to roll more than 6 dice just re-roll the dice until they reach their full allotment.
2. **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.
3. **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.