


PLACE PRIMARY COMPONENTS *General Use - Items used by ALL players*

Game Board	1	Place in middle of table	
Rule Book	1		
Blocked Symbol Tokens	12		
City Crime Track	1		
Dice	6		
Donut Tokens	18		
Green Van Token	1		
Red Car Token	1		
Murder Investigation Board	1		
Murderer Token	1		
Upgrade Tokens	12 (3 of each of the 4 types: Movement, Emergency, Arrest, and Investigation)		
Urgent Marker	1		
Street Gang Cards	4		
Unknown Circumstances Markers	20 (plus 4 additional blanks to make your own)		Shuffle and place these items face-down next to Game Board.
Crime Marker	1		Place at start of the City Crime Track.
Crime Scene Investigation Cards	14 (8 Nothing Yet, 1 Shell Casing, 1 Blood Spatter, 1 DNA Trace, 1 Fibers, 1 Fingerprint, 1 Shoeprint)	Shuffle and place face-down on the Parking Lot space.	
Examine Body Investigation Cards	10 (8 Nothing Yet, 1 Manner of Death, 1 Time of Death)	Shuffle and place face-down at the Morgue.	
Interview Witness Investigation Cards	10 (8 Nobody Home, 2 Witness Statements)	Roll one die and place on the Apartment Building of the matching City Block number.	
Murder Weapon Investigation Cards	8 (7 Nothing Yet, 1 Murder Weapon)	Roll one die and place on the Warehouse of the matching City Block number.	
Event Cards	39 (24 Emergency Events, 15 Special Events)	<ul style="list-style-type: none"> Remove Internal Affairs Investigation Card if not playing with the Dirty Cop variant and shuffle. Draw cards from Event Deck until 2 Emergency Cards are drawn, place them on the board as instructed, and take additional actions as follows: <ol style="list-style-type: none"> If there is an add Street Punks symbol, roll 1 die per Street Punk required and place in matching Bad Hood. If there is an Unknown Circumstances symbol in the middle of either card, draw and place an Unknown Circumstances Marker face-down on the card. If the two Emergency cards placed on the board are the same color, place the Urgent Marker on the first Emergency Card placed. Shuffle Event Cards not on the board and place the deck next to the board. 	

DISTRIBUTE PLAYER COMPONENTS *Items given to each individual player*

Character Cards (each w/ 2 Characters)	8	Select one of the 16 Characters along with the matching Police Car and place unused Character Cards back in the box. <ul style="list-style-type: none"> Take two Character cards if playing a solo game.
Federal Agent Tokens	2	Pierce gets 1 Federal Agent Token, which can be used once to successfully handle any Emergency. Place the extra back in the box.
SWAT Tokens	3	Kirkland gets 2 SWAT Tokens, which can be used once to roll 2 extra dice on any Emergency. Place the extra back in the box.
Police Cars	8	<ul style="list-style-type: none"> Players flip Police Cars over to the type they want to use (Marked with Siren symbol or Unmarked) and place them on 3rd Street North next to the Police Station (labeled "Police Precinct"). Marked Police Cars allow players to move one extra Street Space. Unmarked Police Cars allow players to take an extra Investigation Card. Choice can be changed later if player is next to the Police Station.
Player Aid Cards	6	Distribute one to each player
Support Vehicles	2	If playing a solo or 2-player game, place one of the Support Vehicles in Marked mode next to the Police Station.
First Player Marker	1	Given to the player most recently in contact with law enforcement officials, or any other method of randomly selecting.

VARIABLE COMPONENTS *Items used to create the "perfect tension" in YOUR game session*

Police Cards	44	Deal number of Police cards to each player as indicated in the table in the rules found on page 3 (or page 16 if playing with the Dirty Cop). Deal face-up (unless playing with the Dirty Cop).
Street Punk Tokens	18	<ul style="list-style-type: none"> Determine the number of Street Punk Tokens for this game session's stockpile as indicated in the table in the rules found on page 3 (or page 16 if playing with the Dirty Cop). Then place remaining Street Punks back in box. Roll 6 dice and place 6 Street Punks from the stockpile on the sidewalks in the Bad Hoods according to the numbers on the dice. If a die roll results in a situation where a 4th Street Punk would be placed into a Bad Hood already containing 3 Street Punks, keep re-rolling that die until that Street Punk can be placed in a Bad Hood that has 2 or fewer Street Punks.
Calendar Marker	1	Place on the exact date (space) as is indicated in the table in the rules on page 3 (or p. 16 if Dirty Cop used).
Patrol Officer Tokens	8	Place 4 Patrol Officers at the Police Station. If playing with the Dirty Cop, place either 4 or 5 Patrol Officers as indicated in the table on page 16. (Extras allow for players to make the game easier if they so choose)
Loyalty Cards	8 (6 Good Cop, 2 Dirty Cop)	If playing the game with the Dirty Cop, decide on which option you want to play (i.e. - how many Dirty Cops, etc. - see explanation on page 17 and associated table on page 18 for details). Then distribute one card face-down to each player.