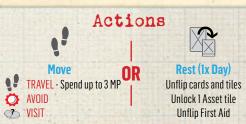
# Day Phases

- 1. Get income If Notoriety 1 or 2, pay 3 to unlock Asset tile
- 2. Reveal Patrol cards
- 3. In turn order, place City tiles, place Police on new tiles
- 4. Adjust turn order by Notoriety, from most to least
- 5. In turn order, all players take 1 action. Then adjust Notoriety. Repeat min. 3x, max. 5x
- 6. Prepare new day



# Move steps

#### TRAVEL

1 MP = Enter/Exit location or change terrain type May also use transportation

On your turn, take any number of **Executive Actions: Use Contact cards,** Asset, Equipment, and Fixer tiles, Gangs, First Aid.



# Police Officers

- Each City tile can only have one Officer of each type
- Police must be avoided when you leave a City tile

# To open Lockers:

- Your Notoriety level, plus the number of Contact cards on your Player board must be equal to or higher than the big number on the bottom of the Locker tile.
- Flip a key of the corresponding color, or a master key.
- Draw a number of tiles equal to the number of your Contact cards and keep one. Return remaining tiles and shuffle.

# Notoriety





- · Use card with star
- Replace card/tile
- Visit Hospital
- Visit an occupied buildina





- · Visit a Safehouse
- Use a Gang member
- Use an Informer
- Visit a group of buildings
- · Visit the Church



## Business Buildings

- · Gain income or end-game money
- Take 1 Contact card



## Safe houses

- Lose Notoriety
- Get a Key
- Buy a Fixer tile



## Gangs

Pay 5 to take 2 Gang Members Return 1 Gang Member to choose one:

- Lose Notoriety
- Fly up to 2 tiles from a helipad
- Ignore all Police Officers on 1 tile (§)



# EXIT1

### Exits

- If open, may get \$
- If closed, may get so or 1 Exit Tile
- Take a Contact card
- If last open Exit, may pay \$ to exit City



Helipads





## Hospital

- Gain Notoriety (ignore other players)
- Heal Wounds: 4 1 1 / 4 3 1 / 4 6 1



### Church

- Pay F 1 5 to lose 1 Notoriety
- Unlock 1 Asset tile
- Take 1 Contact card



### Store

- Take 1 Gasoline token
- Buy 1 or 2 Equipment tiles
- May use 1 Key to open a Locker



### Clinic

- Heal 1 wound
- Unlock 1 Asset tile
- Take 1 Contact card



### Subway

- Movement between stations is free
- Gain 1 extra MP



## Heliport

Fly to a space up to 2 tiles away