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

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

Actions
- Move
  - TRAVEL - Spend up to 3 MP
  - AVOID
  - VISIT
- Rest (1x Day)
  - Unflip cards and tiles
  - Unlock 1 Asset tile
  - Unflip 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
How to Gain: ★
- Use card with star
- Replace card/tile
- Visit Hospital
- Visit an occupied building

How to Lose: ★
- Visit a Safehouse
- Use a Gang member
- Use an Informer
- Visit a group of buildings
- Visit the Church

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.
**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
defeated by icon
- Ignore all Police Officers on 1 tile

**Exits**
- If open, may get $1
- If closed, may get $5 or 1 Exit Tile
- Take a Contact card
- If last open Exit, may pay $ to exit City

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

**Church**
- Pay 1 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