

GAME DESIGN:

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**CONTENTS:**

5 Game Trackers
10 Equipment
22 Promotions
8 Medal Trackers
40 Medals

SETUP

The setup is the same as the base game except:

Game Tracker Tokens: Put the Game Tracker Tokens out with the "GAME X" sides up.

Medal Trackers: Give each player a Medal Tracker.

Promotions: Shuffle the Promotions deck and put it near the Game Tracker tokens.

Medals: Put all the medals with the point side down and mix them around so no one knows how many points are under each Medal.

LATEST RULES

OBJECTIVE

You're still trying to take down the opposing Leader but now you're playing 5 games in a row where you'll earn Medals for winning games. These Medals give you victory points and help you earn Promotions, which give you unique and powerful abilities. Earn as many victory points as you can in the 5 game series to win it all!

MEDALS

Medals are the only way you can earn victory points and Promotions in the game. When you earn a Medal, it is placed on your medal tracker point side down so no one knows how many victory points you have, but YOU may look at the points on your medals at any time.

Whenever you get your first, third, or fifth Medal, you must immediately draw 3 Promotion cards and choose 1 to keep and put face-up in front of you.

PROMOTIONS



Promotions give you an action only you may use on your turn instead of your normal turn action. You may have multiple Promotions. Once you earn a Promotion, you keep it until the 5-game series ends.

GAME END

Once each **game** ends, do the following:

Flip Game Tracker: Flip the Game Tracker Token corresponding to this game to the COMPLETED side.



Draw Medals:

- In the **first four games**, everyone on the winning team draws 1 Medal. The winning Leader also awards a Medal to 1 player other than themselves.



- In the **final fifth game**, everyone on the winning team draws 2 Medals.



Award Promotions: Anyone who has enough Medals to get promoted (See *Medals*) can draw their 3 Promotion cards and choose 1 to keep face-up in front of them for the rest of the 5-game series.

Re-Deal: Any Equipment that was active or in players' hands from the previous game is returned to the Equipment deck. Shuffle and re-deal Equipment and Integrity cards, just like in the base game.

SERIES END

After the fifth **game** ends, the **series** is complete. Everyone flips over all their Medals and counts up their points. The player with the most points wins!

If there is a tie, add up the bullet holes at the bottom of all of your Promotions. The player with the most bullet holes of the tied players wins. If it's still tied, you share victory.



FINAL RANKS

You are awarded a final rank based on your performance in the series:

13 Points: Chief

7 Points: Sergeant

1 Point: Rookie

11 Points: Captain

5 Points: Detective

0 Points: Cadet

9 Points: Lieutenant

3 Points: Patrol Officer

Everyone can flip over their Medal Trackers, including the unused ones in the box, and find the one matching their rank. Take a selfie with it and tag #GcbcGame or @PullThePinGames.

