



RULE BOOK



SUMMARY

THINGS HAVE GOTTEN UGLY. RUMRUNNERS, MUGGERS, AND OTHER LOWLIFES LIKE YOU HAVE STAKED A CLAIM TO THIS CITY, AND "THE LAW" IS HERE TO REMIND EVERYONE WHO MAKES THE RULES: THE COPS DO. THE POLICE TAKE TO THE STREETS TO ENFORCE THE FULL EXTENT OF THE LAW, EITHER RULING A SECTION OF TOWN, OR FORMING A TASK FORCE TO TACKLE THE USUAL SUSPECTS, VICES, OR HAUNTS.

YOU CAN CLEVERLY DISPATCH OFFICERS WITH AN ANONYMOUS TIP TO PLAGUE THE MOYERS AND SHAKERS WHO WORK AGAINST YOU, BUT BEWARE, BECAUSE THEIR LAWS APPLY EQUALLY TO ALL! AS CIRCUMSTANCES SHIFT, YOU MAY BE JUST AS LIKELY TO RUN AFOUL OF A PATROL AND SUFFER THE BITING STING OF THE RULES THEY ENFORCE. CONTROL OF THESE STREETS IS CONSTANTLY SHIFTING AND YOU STILL INTEND TO SEIZE THAT OPPORTUNITY, BUT THE ONE THING THAT IS IMMUTABLE IS THE LAW, SO YOU'D BETTER MAKE IT WORK FOR YOU!



GAME INFO



AGE: 14+



DURATION: 30 MIN +



PLAYERS: 2-4



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KALANI ROBINSON, AND CLEROMANCY GAMES

DEVELOPED: PREVIOUSLY PLUTO

COMPONENT LISTS



CHARACTERS
x1



INFORMANTS
x1



AGENDAS
x3

SCENE CARDS (x3)



WHO x1



WHAT x1



WHERE x1

NOIR CARDS (x20)



GOONS x7



LOOT x2



REACTION x2



PATROLS x9



ABOVE THE LAW ICON

NEW CARD TYPE: PATROL

A **PATROL** CARD REPRESENTS POLICE PRESENCE SOMEWHERE IN THE CITY. **PATROLS** ARE DIFFERENTIATED BY THE BADGE ICON IN THE TOP RIGHT. **PATROLS** HAVE A NAME AND EFFECT. **TO PLAY A PATROL**, CHOOSE A COLUMN OR ROW OF **SCENE CARDS**, AND PLACE IT ABOVE OR TO THE RIGHT OF THAT COLUMN/ROW RESPECTIVELY. THAT **PATROL** WILL AFFECT SCENE CHANGE ATTEMPTS MADE IN THAT COLUMN/ROW. **SEE NEW MECHANICS** BELOW FOR ADDITIONAL DETAILS.



UPTOWN	<p>THE PRIVATE EYE</p> <p>4</p>	<p>THE DOPE DEAL</p> <p>4 5</p>	<p>THE TRAIN STATION</p> <p>3 4</p>
	<p>THE VIGILANTE</p> <p>4</p>	<p>THE STAKE OUT</p> <p>4</p>	<p>THE INTERROGATION ROOM</p> <p>4 6</p>
	<p>THE CRAZY KILLER</p> <p>4</p>	<p>THE MOB WAR</p> <p>4</p>	<p>THE DOCKS</p> <p>4</p>
MIDTOWN			
DOWNTOWN			



NEW MECHANICS: PATROLS

IN THE BIG SHUFFLE, WHO (👤), WHAT (🚗), AND WHERE (🏠) SCENE CARDS ARE MOVED BETWEEN UPTOWN, DOWNTOWN, AND MIDTOWN. WITH "THE LAW" EXPANSION, PATROLS WILL BE PLAYED ABOVE A SCENE TYPE (WHO, WHAT, OR WHERE) OR NEXT TO A PART OF TOWN (UPTOWN, DOWNTOWN, OR MIDTOWN). PATROLS CONTRIBUTE THEIR EFFECT TO ALL SCENE CHANGE ATTEMPTS OF THAT TYPE.

SINCE PATROLS CAN BE PLAYED BOTH ABOVE AND TO THE RIGHT OF THE CITY, SOME SCENE CHANGE ATTEMPTS WILL BE SUBJECT TO TWO DIFFERENT PATROLS. FOR EXAMPLE, IF THE FEDS ARE PLAYED ABOVE THE WHERE (🏠) AND THE TRAFFIC COPS ARE PLAYED NEXT TO MIDTOWN, A MIDTOWN WHERE (🏠) SCENE CHANGE ATTEMPT WILL BE SUBJECT TO BOTH THE EFFECTS OF THE FEDS AND THE TRAFFIC COPS.



SOME EFFECTS CAN MOVE A PATROL. TO MOVE A PATROL, PICK A COLUMN/ROW THAT PATROL ISN'T ALREADY PLAYED ON, AND MOVE IT TO THE NEW COLUMN/ROW. THIS DOESN'T COUNT AS PLAYING A PATROL.

THERE CAN ONLY BE ONE PATROL PLAYED ON EACH COLUMN/ROW. IF A CHARACTER EVER PLAYS A PATROL ON, OR MOVES A PATROL TO A COLUMN/ROW THAT ALREADY HAS A PATROL ON IT, DISCARD THE PATROL THAT WAS THERE FIRST.



FAQ

IF I PLAYED **NOT ON MY WATCH!** ON A SCENE, CAN A CHARACTER ATTEMPT TO CHANGE A SCENE FROM **UPTOWN** OR **DOWNTOWN** THAT WOULD COVER THAT SCENE?

YES. CHARACTERS MAY STILL ATTEMPT SUCH A SCENE CHANGE AND MAY EVEN SUCCEED, SINCE THE DEFINITION OF A SUCCESSFUL SCENE CHANGE IS ONE WHICH THE CHARACTER'S "MODIFIED INFLUENCE IS EQUAL TO OR GREATER THAN THE DIFFICULTY." HOWEVER, IF THE SCENE CHANGE IS SUCCESSFUL, IT WILL NOT BE MOVED, SINCE THAT WOULD CAUSE THE SCENE WITH **NOT ON MY WATCH!** TO HAVE ANOTHER SCENE MOVED ON TOP OF IT.

IF I PLAYED **NOT ON MY WATCH!** ON A SCENE, CAN **THE CAR CHASE** OR **THE SERIAL KILLING SPREE** STILL MOVE THAT SCENE TO THE BOTTOM OF ITS DECK?

YES. **NOT ON MY WATCH** ONLY PREVENTS SCENE CHANGES ON THAT SCENE OR SCENE CHANGES FROM MOVING OTHER SCENES ON TOP OF IT. SINCE **THE CAR CHASE** AND **THE SERIAL KILLING SPREE** DON'T CAUSE SCENE CHANGES, THEY WILL CIRCUMVENT **NOT ON MY WATCH**.

IF I HIRED THE **+3/-3 GOON** FROM 'THE LAW' EXPANSION DURING ANOTHER CHARACTER'S TURN AND I HAVE **THE CRUSIER LOOT**, CAN I CHANGE A SCENE DURING THAT CHARACTER'S TURN?

NO. YOU MAY NEVER ATTEMPT A SCENE CHANGE DURING ANOTHER CHARACTER'S TURN.



IF I START A SCENE CHANGE WHERE **THE VICE SQUAD** IS PATROLLING WHILE I HAVE MORE THAN FOUR CARDS IN MY HAND, BUT DURING THE SCENE CHANGE I PLAY CARDS OR DISCARD CARDS AND END UP WITH LESS THAN FOUR CARDS, DO I GET +2 INFLUENCE?

YES. THE FINAL CHECK FOR HAVING FOUR OR FEWER CARDS IN HAND WILL OCCUR DURING THE "DETERMINE SUCCESS" PART OF THE SCENE CHANGE ATTEMPT. IF YOU HAVE FOUR OR FEWER CARDS BY THAT POINT, **THE VICE SQUAD** WILL GRANT YOU +2 INFLUENCE.

IF I CHANGE A SCENE WHERE **NEIGHBORHOOD WATCH** IS PATROLLING, CAN I CHOOSE MYSELF TO DRAW THE CARD?

YES. **THE NEIGHBORHOOD WATCH** CAN HELP YOU OUT. THAT SAID, YOU COULD ALSO BARGAIN AWAY THE HELP OFFERED BY **THE NEIGHBORHOOD WATCH** AS AN INCENTIVE FOR ANOTHER CHARACTER TO HELP YOU CHANGE A SCENE. ONLY THE SAVVY COME OUT ON TOP, AND IF IT MEANS USING YOUR NEIGHBORS, SO BE IT.

IF I USE **THE VIGILANTE'S** ABILITY TO GIVE ANOTHER CHARACTER +1 INFLUENCE DURING THEIR SCENE CHANGE AND MY INFORMANT IS **THE PHILANTHROPIST**, WILL I DRAW A CARD BECAUSE OF **THE PHILANTHROPIST'S** EFFECT?

YES. **THE VIGILANTE'S** ABILITY COUNTS AS HIRING A GOON. YA KNOW, NOW THAT YOU MENTION IT, THAT **PHILANTHROPIST** DOES

