

POLICE PRECINCT



POLICE LINE DO NOT CROSS POLICE LINE DO NOT CROSS

A game designed by Ole Steiness.

For 1 – 6 players age 13 years and up. Playing time: 60 – 120 minutes.

Background Check

The Heat is On! It's June, and summer is already heating up. Gang activity is on the rise, the Street Punk population is growing, and emergencies are happening at an unprecedented rate. You and a handful of select officers have been appointed to a task-force in charge of investigating a high profile murder case. The big challenge is to solve this mystery before the murderer escapes your precinct jurisdiction, while trying to stay on top of your normal workload. Even worse, Internal Affairs suspects that someone in the police force is corrupt, maybe even someone on the investigation task-force itself! Rumor has it, whoever this Dirty cop is, they are being bribed by forces in the underworld to prevent the crime from being solved. Will you be able to complete the murder investigation if there is a cop-gone-bad in your ranks? If you can get this situation under control before the murderer flees, you will win the game and receive honors from the mayor himself!

Game Overview

Police Precinct is a game for 1-6 players that offers pure cooperation or a semi-cooperative experience with an optional traitor element. Players work together to solve a murder (which happened before the game started) and – by successfully doing so - defeat the game. Each player takes on the role of a character which has certain special abilities. Use these abilities wisely, and help your other fellow officers to keep the city protected – or sabotage investigations, and foil everything as the Dirty Cop!

In a cooperative game, all of the players are Good Cops. But in a game involving the Dirty cop, one amongst you is corrupt! The good cops will have to work together if they want a shot at winning. Victory is yours to share if, together you can manage to solve the murder case before the suspect escapes, and before the City Crime Track reaches fail. But if the murderer escapes, or the crime track fails, the Good Cops lose, and the Dirty Cop wins!

SET-UP CHART

Number of Players	Dirty Cop?	Police Cards Dealt	Street Punks Used	Start Turn	Patrol Officers Used
1	NO	2	14	1st	4
2	NO	2	14	1st	4
3	NO	3	16	8th	4
4	NO	2	15	12th	4
	YES	6	16	12th	4
5	NO	2	14	14th	4
	YES	5	16	14th	4
6	NO	2	13	15th	4
	YES	4	15	15th	4

If you are playing a 1 or 2 player game, or a game with a Dirty Cop, see Special Rules before you begin.

NOTE: For an easier game, try starting a turn or two earlier, or using more Street Punks. For a more challenging one, try using less Street Punks or Patrol Officers. Police Precinct is adjustable to your groups playing style. See page 13 for more information.

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Game Components and Detailed Set Up

- 3 BOARDS: Place Game Board (A) Murder Investigation Board (B) and City Crime Track (C) on the table.
- 1 CRIME MARKER: Place the City Crime Marker (D) at the start of the City Crime Track.
- 6 PLAYER AIDS: Hand out Player Aids (E) to each player.
- 12 UPGRADE TOKENS: Place the Upgrade Tokens (F) next to the board, face-up.
- 44 POLICE CARDS: Shuffle the deck of Police Cards (G) and place it next to the game board, face-down.
- 39 EVENT CARDS: Draw two random Emergency Cards from the Event Cards deck (H) Place them on the board, as instructed on the card itself (this is the initial active Emergencies when the game starts). Keep drawing Event Cards until two Emergency Cards are drawn and placed (not the purple Special Event Cards) Shuffle the rest of the Event Cards and place the deck face-down next to the board. If an Orange Emergency is drawn, randomly roll and place 1 (or 2) Street Punks on the map (see Street Punks below for more details).
- 20 UNKNOWN CIRCUMSTANCES: Shuffle and place the stack of Unknown Circumstances markers (I) next to the game board, face-down, with room to form a discard pile next to it. Draw and place an Unknown Circumstances marker on each of the Emergency Cards placed on the board if any of them has an empty spot labeled "Unknown Circumstances". Place it face-down without looking at it.
- 1 URGENT MARKER: If the two Emergency cards placed on the board were the same color, place the Urgent! Token (J) on the first one placed. If not, then place the Urgent! Token next to the board.
- 1 TURN MARKER: Place the Turn Marker (K) on the start turn based on the number of players.
- 4 STREET GANGS: Shuffle the stack of Street Gang Markers (L) and place face-down next to the board.
- 18 DONUTS: Place the Donuts (M), next to the game board. Donuts are a limited resource.
- 6 DICE: Place the Dice (N) next to the game board.
- 1 RED CAR: Place the Red Car (O) next to the game board.
- 18 STREET PUNKS: Roll six dice, and place one Street Punk (P) for every die result in the Bad Hoods on the city blocks with the same number as the dice results (on the sidewalks with the words "Bad Hood") Do not place any Street Gang Markers during setup. If a die roll results in a 4th Street Punk placed in any given bad hood during set-up, do not place the 4th Street Punk in the bad hood. Keep re-rolling the die until all bad hoods have 3 or less Street Punks. Place the remaining Punks in a pile next to the board.
- 5 PATROL OFFICERS: Place the Patrol Officers (Q) in a pile next to the board. Place the 5th back in the box.
- 1 MURDERER: Place the Murderer (R) next to the game board.
- 15 BLOCKED MARKERS: Place the Blocked Markers (S) in a pile next to the board.
- 14 CRIME SCENE CARDS: Shuffle the Crime Scene Cards (T) and place them face-down in the parking lot just east of Tolloty Apartments on Block 4. This is where the body was found.
- 10 INTERVIEW CARDS: Shuffle the Interview Witness Cards (U) and place them face-down at a randomly selected Apartment Building (roll a single die to select location . Place in the city block of number rolled).
- 10 EXAMINE BODY CARDS: Shuffle the Examine Body Cards (V) and place them in the Morgue face-down.
- 8 MURDER WEAPON CARDS: Shuffle the Murder Weapon Cards (W) and place them face-down at a randomly selected Warehouse (roll a single die to select location. Place in the city block of number rolled).
- 1 GREEN VAN: Place the Van (X) next to the game board.
- 8 CHARACTERS: Each player picks a Character Card (Y) and places it face-up in front of them. The unused Character Cards are put back in the game box. The player most recently in contact with Law Enforcement gets to pick their character first, then clockwise around the table.
- 10 POLICE CARS: Each player takes the Car Token (Z) with their character's name written on it and places it on the street by the Police Station (3rd Av. North). The player decides which side of the Car Token to show (face-up). The side of the Car Token affects the movement capabilities of the car (see page 4). Put the unused Car Tokens back in the game box.
- 2 FEDERAL AGENT TOKEN: If any player took Detective Pearce, they take one Federal Agent token (AA).
- 3 SWAT TOKENS: If any player took Detective Kirkland, they take two SWAT tokens (BB).
- 1 FIRST PLAYER SHIELD: The last player to choose a Character takes the First Player marker (CC).

TIP: Success is easier to find if a nice balance is found between specialists (investigation, arresting, and emergency). Character cards contain corresponding symbols demonstrating the strengths of each character.

First Player

Give the First Player Shield to the player who selected their character last. At the beginning of each of the First Player's turns, advance the Turn Track (except for the very first move of the game). The Turn Track shows where to place the murderer as he moves through the Bad Hoods in preparation to flee the city. When the Turn Track marker reaches the 16th, place the murderer on the board in bad hood number 6. Each time the First Player's turn begins, advance the Turn marker, and THEN move the murderer marker to the next lower numbered Bad Hood (if the murderer is on the board). Continue this process with each passing turn until he reaches Bad Hood #1. This is the last chance to apprehend him, because his next move is off the board. If he runs off the board, then all of the good cops lose the game. Maybe you wanted that after all, didn't you...I smell a Dirty Cop!

Choosing Your Car

You are allowed to choose between a marked patrol car (making you very visible in traffic, thus able to move an extra street) or an unmarked car (indicating that you work in discreet plain clothes, thus drawing an extra Investigation card when investigating the murder). Car types occasionally play a role when revealing some Unknown Circumstances markers, as well as some Police Cards. At the start of any of your future turns, you may change your vehicle, but only if you are at the police station (Simply flip over your Car Token).



A Player Turn

When your turn starts, do the following in the order listed.

1. Move your Car
2. Perform an Action
3. Draw a Police Card*
4. Draw an Event Card

*A player can play one or more Police Cards on their turn to influence gameplay. See page 10 for details.

NOTE: The special skills written on the Character Cards also allow for extra, special actions that can be carried out by that player when circumstances allow it – see the individual Character Cards to see when these actions can be used.

PHASE 1: Move Your Car

You may move your car up to two streets (three, if you drive a marked patrol car). Streets are not the “squares” in intersections. You have moved one street each time you pass through an intersection and on to the next street. You may only move between adjacent streets and never place your car on a corner or an intersection. The game board does not “wrap” (i.e. you cannot move from 1st Street South to Calhoun Avenue West in one move, for example). Your car never leaves the streets, so when you need to interact with a building you always do this from the street with the white arrow pointing into the relevant building. If you want, you can also discard Donuts you have earned earlier to move extra streets. Each discarded Donut allows you to move one extra street.

You may NOT play any Police Cards during your movement phase. This means for example, you can NOT dispatch officers while driving past the police station. You must end your turn or begin your turn at the station in order to do this.

Example:

This player on Stickel Avenue and is about to move. She has the following options:

- a) She can move one street to 1st Street. South
- b) She can move one street to 2nd. Street. South.
- c) She can move two streets to Vasek Avenue East.
- d) She can move two streets to Vasek Avenue West.
- e) She can move two streets to 2nd Street North.
- f) She can stay where she is, and not move at all.

The emergency (Traffic Accident) at the intersection of Vasek and 1st prevents moving through this intersection this turn, so 1st Av. North is out of reach.



PHASE 2: Perform an Action

You may choose to perform one of the actions listed below, when they are available at your current location. You may only perform one action, even if several are available to you. Remember that using your special Character skills and/or playing Police Cards does not count as an action!

Investigate the Murder: When you are at a location related to the murder investigation, (i.e. - there is a stack of Investigation Cards) such as Crime Scene Evidence, Interview Witness, Examine Body, or Murder Weapon, you may try to advance the murder investigation, (find evidence) by following these steps in this order:

1. Determine how many Investigation Cards to draw.
Take as many Investigation Cards from the stack at your location as indicated on your Character Card under “Investigation” (the magnification glass). If you drive an unmarked car, you draw an extra Investigation Card.
2. Take an extra Investigation Card for each other player on the same street as you.
3. Discard Donuts you have earned earlier to draw extra Investigation Cards if you wish.
(Each discarded Donut allows you to draw one extra card).
4. Ask for help from other players (regardless of their location). They may play one or more Police Cards with a Magnifying Glass symbol in the top right corner, to further aid you. The cards are played face-up and in any order. For each card played with this symbol in the top right corner, you (not the players playing the cards) may take an extra Investigation Card, if the card has a double symbol you get two extra cards.
5. Look at the Investigation Cards drawn.
Any evidence cards may be revealed and placed face-up on the Murder Investigation Board, on an empty card slot in the category it belongs to. The rest of the (“useless”) cards are then placed at the bottom of the stack, except one, which you must discard permanently from this game.

The investigation card stack is then shuffled (unless your character has the “Thorough” special power).

Important: A Dirty cop may claim that all the cards he/she has drawn are useless, even if evidence was among them, and then shuffle the evidence back into the deck. He/she would still have to discard a truly useless card from the deck, however. Evidence cards may **never** be discarded from the game.

Arrest Street Punks: You can attempt to arrest Street Punks when at their location. Most often this means when you are on a street in a Bad Hood that currently has one or more Street Punks present. You are in a Bad Hood when on a street where the sidewalk has the text “Bad Hood” written on it, (like 1st Street North, for example). To arrest Street Punks, follow these steps in this order:

1. Determine the number of dice to throw.

Take as many dice as shown by the Handcuffs symbol on your Character Card.

Take an extra die for each other player on the street with the Street Punks you are trying to arrest.

2. Decide if you want assistance from one or more Patrol Officers. They must already be in the same Bad Hood as the Street Punks you are trying to arrest. For each Officer removed, roll one extra die. (Return removed Patrol Officers to the stockpile, do not remove them from the game).

3. Discard Donuts to roll extra dice. Each discarded Donut allows you to roll one extra die.

4. Ask for help from other players (regardless of their location). They may play one or more Police Cards with a Handcuffs symbol in the top right corner, to further aid you. The cards are played face-up and in any order. For each card played with this symbol in the top right corner, you (not the players playing the cards) may roll an extra die.

5. Roll the dice.

For each die result that is equal or higher than the total number of Street Punks on the location, you must remove one Street Punk. A die result of 6 always lets you remove a Street Punk, regardless of the number of Street Punks present. A result of 1 never lets you remove a Street Punk, even if only one is present.

The removed Street Punks are placed back in the stockpile next to the board.

Arrest Results:

If you arrested THREE or more Street Punks from the board on your turn (from any locations) take a Donut.

If you removed the last Street Punk from a Bad Hood with a Street Gang, remove that Street Gang.

If you did not manage to remove **any** Street Punks during your arrest, you are injured instead! Move your car to the Hospital and discard two Police Cards from your hand (if possible). Do not draw a Police Card, and immediately draw an Event Card. Your turn is over!

Note: When making arrests (and handling emergencies), there is no maximum number of dice you may roll at one time. If you are able to roll more than 6 dice at one time, simply pick up the dice and re-roll any bad rolls until you have rolled your full allotment.

Example:

Costello decides to Arrest Street Punks in a Bad Hood. There are currently four Street Punks, so the player will need to roll die results of “4” or higher. Kirkland cannot assist with his car, as he is not on the same street. Instead, he chooses to assist by playing a Police Card with the Handcuffs symbol in the right corner. Costello gets to roll a total of three dice (two for her basic character skill, plus one for the card played by Kirkland). The results are 1, 4 and 5, allowing Costello to arrest a total of two Street Punks. Nice result, but no donut, and the Street Gang still remains. On Kirkland’s turn, he decides to move to the same street that Costello is on and bust some punks himself. Since there are only 2 Punks left (thanks Costello) he needs to roll “2” or higher. He rolls a total of 2 dice (one for his basic character skill, plus one for assistance from Costello, because her car is on the same Street). The results are 2, and 4. Success! Kirkland removes the last two Street Punks from the Bad Hood as well as the Street Gang marker.

Arrest the Murderer: When all Evidence Cards have been placed on the Murder Investigation Board, you can try to arrest the murderer. For die rolling purposes, the murder is considered to be the equivalent of 2 Street Punks. If he is in a bad hood with 2 other Street Punks, a die roll of 4 is needed to arrest the Street Punks. Furthermore, the murder is the last one to be arrested. When the murderer is arrested, the good cops immediately win the game!



Handle an Emergency: When you are at a location that currently has an Emergency Card on it (an Event Card with the “Emergency” text written at the very top), you may try to handle it. Follow these steps in this order:

1. Determine the number of dice to throw.

Take as many dice as shown by the Flashing Light symbol on your Character Card.

Take an extra die for each other player adjacent to the Emergency.

2. Discard Donuts to roll extra dice. Each discarded Donut allows you to roll one extra die.

3. Ask for help from other players (regardless of their location). They may play one or more Police Cards with a Flashing Light symbol in the top right corner, to further aid you. The cards are played face-up and in any order. For each card played with this symbol in the top right corner, you (not the players playing the cards) may roll an extra die.

4. Reveal Unknown Circumstances marker on the card, if there is one. **

5. Roll the dice:

look at the highest result only (do not add the dice results together).

Emergency Results:

If the highest die result is **equal or higher** than the number written on the Emergency Card, you successfully handled the Emergency: Pick a bonus from the bottom of the card. Sometimes you get both of the bonuses. Sometimes you also receive something extra from the Unknown Circumstances marker – if that is the case, resolve the bonus from the Unknown circumstances marker first. Discard the Event Card on the stack of discarded Event Cards and the Unknown Circumstances marker (if present) on the stack of discarded Unknown Circumstances. Remove the Urgent! Token from the card (if present) and place it next to the game board

If every die rolled shows a result **lower** than the number written on the Emergency Card, you failed to properly handle the Emergency. Do not remove the Emergency Card from the board, and leave any revealed Unknown Circumstances marker on the Emergency Card (face-up).

NOTE: Some Emergencies will send you to the Hospital if you fail – if that happens, move your car to the Hospital and discard two Police Cards, if possible. It is also possible to successfully handle 2 Emergencies in one turn (Example: Pierce using his Federal Agents token, thus earning ALL applicable rewards on both)!

Tip: Emergencies with Orange Text add Street Punks to the board. (either 1 or 2, see symbol in upper right).

**Unknown Circumstances markers show special circumstances for that particular Emergency and which might affect the attempt to handle the Emergency in a good or, more often, bad way. Some of them affect the difficulty of handling the Emergency, while others might give a bonus afterwards. Once revealed, you cannot back out of the Emergency – you must try to handle it, even if the odds of making it just got worse. See page 14 for details.

Example: The player in the unmarked car has just finished moving and now has the following options available from this location:

- He can try to solve the Traffic Accident (the Emergency card located at the intersection).
- He can investigate the murder (pick up Investigation Cards) from either the Murder Weapon deck, or the Interview Witness deck.
- He can try to arrest Street Punks in Bad Hood 2.



Upgrade Your Character: When at the Police Station, you may discard Donuts to improve your character's abilities. Pick any one of the available Upgrade Tokens and place it in front of you, to indicate that you have now upgraded your character. Pay one donut for each upgrade. You can only acquire two Upgrade Tokens in total and not two of the same kind. The upgrade bonus is written on the Token itself and lasts for the remainder of the game. Players are allowed to buy both of their upgrades at the same time if they wish.

Draw a Police Card: This action simply lets you draw a Police Card.

**** Accuse Another Player of being Dirty:** See page 12

**** Reveal Yourself:** See page 12

****Only if playing with a Dirty Cop**

PHASE 3: Draw a Police Card

Regardless of your location or what action you chose, you now get to draw a new Police Card. Players have a hand limit of 7 cards measured at the end of a player's turn.

Note: You do NOT get to draw a Police Card if you were sent to the Hospital in this turn.

PHASE 4: Draw an Event Card

Draw an Event Card and look at it. Reveal it to everyone and follow the instructions on it. If you cannot draw a new Event Card, shuffle the discarded Event Cards to make a new deck to draw from, and increase the City Crime Marker one step. If any Event card instructs you to place Street Punks on the board, and you cannot do so because there are not enough left in the stockpile, don't place any, but instead advance the City Crime Marker one step. When done with the card, discard it, by putting it face-up in the discard pile.

Emergency Cards:

Emergency Cards have the flashing light symbol in the top left corner (to indicate that Police Cards with this type of symbol can be used to assist in handling Emergencies). Emergencies are placed on the locations indicated on the card. If it is a building (e.g. Duffy's Bar), there will be a relevant slot on the board for it, but if it is an intersection/corner (the Traffic Accidents), you simply place the card on the corresponding intersection/corner. If a drawn Emergency Card matches the color of another Emergency Card already on the board, but without the "Urgent" Token on it, you must take the Urgent Token and place it on the card that is already on the board. If the Urgent Token was located next to the board when picked up, nothing else happens, but if it was already on another Emergency Card, then the card it was taken from is immediately failed and discarded (as police failed to react in time), along with any Unknown Circumstances Marker on it. Increase City Crime one step on the City Crime Track. This means that there can never be more than one Emergency of the same color at the same time on the board without an Urgent Token being on the board. If the Urgent Token is already on the board, but happens to be the only emergency of that color on the board (this can happen), and then another emergency of that same color is drawn, the Token is NOT moved. Emergency Events sometimes instruct you to place 1, or 2 Street Punks on the board in random locations, so as emergencies are drawn be sure to notice how many Street Punks ALSO need to be placed on the board (Orange Text). If an Emergency Card has a slot on it for an Unknown Circumstances marker, draw one and place it face-down on the card (to be dealt with once a player tries to handle the Emergency). When you run out of these markers, shuffle the discard pile, and make a new stack of markers to be drawn from. A few of these are nice for the good cops, but most often they complicate things. If the location is randomly decided (i.e. a Warehouse or an Apartment Building) and the rolled location is already occupied by an Emergency Card, re-roll the die until a location without an Emergency Card is found. If the location contains an Investigation Card deck, place the Emergency Card ON TOP of the Investigation Deck. The Emergency Card must be removed before players may draw or look at cards from the Investigation Deck below the Emergency Card.



Example: In this example, one red and one blue Emergency (see arrows) are currently active on the board (not yet handled successfully by any player).

At the next Draw Event Card Phase, another blue Emergency is drawn and placed. As it is the second blue Emergency on the board, the Urgent! Token must be placed on the first blue Emergency. If another blue Emergency is drawn, the one with the Urgent! Token automatically fails and is removed. The same goes if another red Emergency is drawn, as there is only one Urgent! Token in the game. If that happened, you would fail the blue emergency where the Urgent! marker is, and move the token to the 1st red emergency that was on the board.



Special Event Cards:

Special Event Cards are cards with a purple banner on top. These cards all have special situations that need specific attention to solve. Carefully read each one, and keep these cards out on the table until handled. Once handled, take any applicable rewards, and move the card to the discard pile. If failed, refer to the specific card for possible penalty.

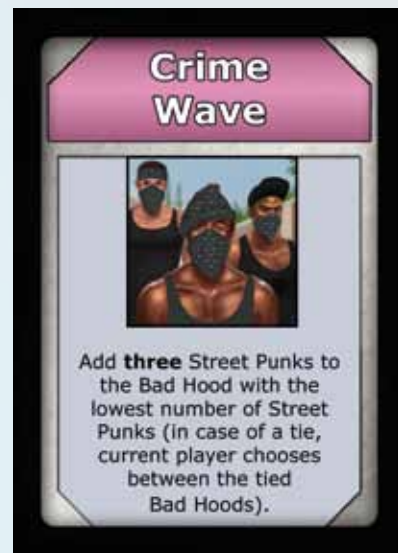
Emergency Cards with Orange Text:

These cards are just like regular ones, except you must randomly place 1 or 2 Street Punks as well.

Add two Street Punks



Emergency Card with Orange Text



Special Event Card

URGENT Token:

The Urgent! Token is placed any time a second Emergency of the same color arises. Place the token on the first Emergency of the same color. There are three ways the Urgent! Token can move:

1. If a third Emergency of the same color arises, Fail the Emergency where the Urgent! Token is, and move the token to the other card (not the new card just drawn).
2. If a second Emergency of another color is drawn. Fail the Emergency where the Urgent! Token is, and move the token to the first placed other color card
3. If an Emergency with the Urgent! Token is handled. Return the Urgent! Token to the side of the board.

Street Gangs

Street Gang cards are placed on sidewalks as soon as 4 or more Street Punks are on the same space. While a Gang is present, the effect described on the respective Street Gang card remains active until the Street Gang is completely removed (by removing every last Street Punk on that space).

Blocked Tokens

Blocked Tokens are placed on card decks to help you remember when certain cards or events prohibit you from using or drawing them. Feel free to use them to help remind you of other things too (like Gang Card effects).

The Patrol Officers

The four Patrol Officers can be dispatched (all at once) from the Police Station, by playing the “Dispatch officers” Police Card. You can dispatch as many Patrol Officers, as you want, as long as they are available (some events cause Patrol Officers to be discarded entirely from the current game).

To dispatch Patrol Officers, take any available from the stockpile or anywhere on the board (except any officer that might be used in the “Officer Down” event), and place them in any location(s) of your choice – you may even place several (or all) in the same location.

Patrol Officers can be used by any player attempting to make an arrest (Street Punks or the Murderer). To use a Patrol Officer, simply remove it from the board, and then roll an extra die when arresting. Patrol Officers cannot be used to assist when handling emergencies or investigating the murder.

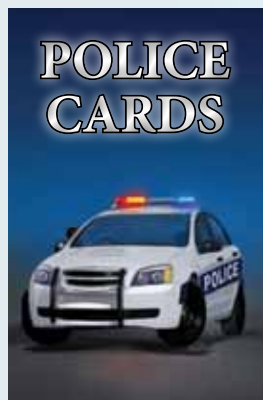
Turn Track

The Turn Track is used to track the game length and the escape path of the Murder suspect. Advance the Turn Marker by one at the beginning of each of the First Players turn (except the very first turn of the game). If the Turn Marker advances to Fail, the game is immediately over, and the Good Cops lose!

Police Cards

Playing Police Cards is NOT considered an action, and can be done in one of two ways:

1. On your own turn - Players **ONLY** follow the text instructions on the card(s) played **NOT** the Symbols. Cards played this way cannot be cards acquired in the current player's turn (e.g. a Police Card drawn or received as a bonus for solving an Emergency that same turn).
2. To assist other players on their turns - **Only** the symbols in the top right corner of the Police Cards are used when assisting other players. Text instructions are **ignored**. The Air Support card is the only exception, as it can also be played in other player's turns while following the text.



The City Crime Track

The City Crime Marker advances one step whenever the following things happen:

1. An Emergency is removed from the board because the Urgent! Marker is removed from the Emergency before players managed to successfully handle the Emergency.
2. If one or more Street Punks are required to be placed on the board due to an Event Card requiring this, but not enough are available in the stockpile. Do not place any Street Punks (even if some could be placed), and instead discard the Event Card drawn. Then, advance the City Crime Marker one step.
3. If a Street Gang marker is required to be placed on the board, but none are available (all 4 are on the board).
4. If the Event Card stack is ever emptied and the discard stack is reshuffled to make a new Event Card stack

NOTE: It is possible for the City Crime marker to move twice based on one event card that forces the Removal of the Urgent! Marker AND requires Street Punks to be placed but none are available.

Murder Investigation Board

When all slots under the same category of investigation on the Murder Investigation Board have been filled out, remove what remains of the stack from the game board, as there are no more useful cards to be found here.

The player who places the last Evidence card in any category (for example, you placed the second Witness Statement Card) immediately takes a Donut.

Only after the Murder Investigation Board has been filled out, can the murderer be arrested!



At the Hospital

When you are sent to the Hospital, you must discard two Police Cards of your choice, if possible. You do NOT get to draw a Police Card and you skip to Phase 4, Draw an Event Card. When at the hospital, your car can assist other players trying to solve special events on the street with the Hospital (such as stopping a Stolen Car). As soon as your next turn begins, you are released from the Hospital, and all Phases in your turn are played as usual.

Game End

The game ends immediately with a **LOSS** for the Good Cops if any of the following conditions are met:

1. The Murder Suspect has escaped without being arrested.
2. The City Crime Track marker moves to the "FAIL" space (before the murderer is arrested).

The game ends immediately with a **WIN** for the Good Cops once they arrest the Murder Suspect. In order to make the arrest, the murder suspect **MUST** be identified by successfully completing the Murder Investigation Board.

Special Rules

Solo Game

When playing a 1-player game, play with two characters and cars, just as if you were playing a 2-player game. Play the two characters separately. You may play with open Police Cards, but you may not exchange cards, donuts, or upgrades between the two characters for free, just because you control both of them yourself. Treat them as separate characters and follow the normal player turn order for each.

Support Vehicle

The support vehicle is only used in 1 or 2 person games. Place a support vehicle on the board at start of game at the police station in the marked-mode (meaning not undercover), thus it is able to move 3 spaces. The support vehicle is an unnamed extra car placed into the game, which does NOT have a character associated with it, nor can it earn Donuts, Police Cards or Upgrades, BUT it can be moved by each player on their turn in addition to their own vehicle to offer back-up assistance.

Note: The Support Vehicle rules can be adjusted to make the games harder or easier depending on your playing style. For a harder game, use it in unmarked mode (move 2). For an easier game, try using 2 Support Vehicles!

Dirty Cop

In games that involve a Dirty cop, players are allowed to discuss ideas, give advice and tell if they can help in some areas, or not, as long as they don't reveal specific details. For example, players are not allowed to show cards to each other, or name a specific card as it would make it very hard for the Dirty cop to play. Players are allowed to lie, to accuse each other, to point fingers, etc. Actually, it is encouraged in a game session with at least one possible Dirty cop!

Accusing another player of being Dirty

You may accuse any other player (only one per turn) of being the Dirty cop (even if you yourself are the Dirty cop, to divert the attention of other players, or try to remove Donuts from the player's hands).

To accuse another player, first discard a total of three Donuts (they may come from any player, it is up to you to convince them that this is not a waist of donuts).

The accused player must then reveal his/her Loyalty card to everyone:

If the accused player is the Dirty cop, his/her car and Character Card are removed from the game and the Dirty cop immediately goes underground. He/she also discards any Donuts and Police Cards he/she might have. The Dirty cop does not get to use the special skill printed on his/her Loyalty Card (as he/she was involuntarily revealed and barely escapes). You (and nobody else) receive a Donut for exposing the Dirty cop.

If the accused player is NOT the Dirty cop, you must still discard the three Donut Tokens – they are lost. Additionally, you must immediately discard ALL Police Cards from your hand, and end your turn.

Reveal your (lack of) loyalty

If, and ONLY if, you are an unrevealed Dirty cop, you may reveal your loyalty as your action on your turn. To do so, flip your Loyalty card, keep all of your donuts, and discard all of your other possessions (Police Cards, character card, and upgrade tokens), and take the turn of a Dirty Cop as instructed on your loyalty card.

Revealed Dirty Cop Turn

Once revealed, a Dirty Cop's turn consists of taking one action from their Loyalty Card, and playing his/her **Dirty Donuts**: Use your donuts on other players (during their turns) to foil their plans! When used this way, donuts effect only the targeted player, and only for that turn. See Loyalty Card for uses.

Tip: Groups are encouraged to alter the type of Dirty Cop game they play based on their style.

Limited information? Lots or no table talk? Its up to you, but make sure everyone agrees before you start. We recommend you use the above description on your first game, and adjust on future games.

Starting tips for new players

- To learn the game for the first time, we recommend that you set up the game as you read the rules, and maybe even play a few rounds yourself, before explaining the game to your gaming group. In addition, don't explain every single detail of the rules before starting to play. Many rules and associated details will be easier to grasp once the game is under way. Focus on explaining the objective of the game, and the different player turn phases, and then explain minor things, like Unknown Consequences and Emergency Bonuses as they occur in the game.
- If playing with the Loyalty Cards, make sure that everyone understands how the Dirty cop plays, and how he/she can reveal himself/herself (it might seem suspicious if a player asks questions about the Dirty cop while deep into the game).
- When things are calmer (not as many Emergencies or Street Punks on the board), focus on the Investigation.
- If you are the Dirty cop, but not revealed yet, do what you can to discreetly slow down the progress of the other players: Draw Investigation Cards but discard the ones with Evidence, ask for assistance when you really do not need it as much as others, drawing a Police Card (thus not helping to deal with any problems this turn), solve Emergencies but only pick positive rewards for yourself, play Police Cards that allow you to tamper with Events or Evidence, perform actions with risky odds, perform unimportant actions, "forget" to assist where you can, spread mistrust by verbally accusing other players of not helping, and so forth. There are lots of possibilities!

Adjusting Difficulty:

Police Precinct was designed to be adjustable so that you can make the game harder or easier as needed. Adjustments will affect not just difficulty but length of play, so if you want a shorter game or a longer game these options will help you do that as well. Feel free to adjust any of the following variables in any way you choose:

Turn Track: picking an earlier date will increase the number of rounds and decrease difficulty (and vise-versa).

Street Punk Supply: decreasing the number used at the start (pg. 1) will increase difficulty (and vise-versa).

Events: increasing the number placed on the board at the start will increase difficulty (and vise-versa).

Patrol Officers use an extra officer (5th token) or placing some on the board at start will decrease difficulty.

Police Cards: increasing the number given to each player at the start will decrease difficulty (and vise-versa).

Starting Street Punks: increasing the number placed at the start will increase difficulty (and vise-versa).

Dirty cop: increasing the number of Dirty cops (e.g. - putting one in a 3-person game, or two in a 6-person, etc.) will increase difficulty.

Support Vehicle in larger games: including this component in larger games (3-6 player) will decrease difficulty.

Support Vehicle speed: players can make it so that the support vehicle can only move 1 or 2 spaces.

Evidence Deck: removing cards will make the game easier (be sure to only remove worthless cards).

Donuts: Letting players start the game with a donut or two will make the game easier to win.

Upgrades: Removing limit on upgrades and or starting the game with some upgrades in place will make the game easier to win.

Unknown Circumstances: Players may adjust the deck by removing certain tokens. Removing good tokens makes the game harder of course.

Increasing Players: The game is designed for 1-6 players, but all the tools are available to play with seven or even eight players if you so choose. Increasing the number of players provides additional support vehicles and in that way makes the game easier.

Hint: Small adjustments in even one of these areas listed above can have a powerful impact on the game, so be careful not to over compensate with too big of a change or by changing to many variables all at once.

Experiment! Have fun! Please report your findings on Boardgame Geek on the Police Precinct page!
<http://boardgamegeek.com/boardgame/118536/police-precinct>

Unknown Circumstances Explained

...with insider knowledge



if successful

Look at 2 cards from any investigation deck

...and some punks



Lose a die from your arrest attempt

...with some stolen goods



if successful

Take an extra Police Card if successful

...not respecting uniformed cops



If in a marked car, lose a die from your arrest attempt

...respecting uniformed cops



If in a marked car, add a die to your arrest attempt

...with an angry dog



Lose a die from your arrest attempt

...wielding a big knife



Add 1 to the difficulty level of your arrest attempt (Ex. a level 3 is a 4)

...wielding a shotgun



Lose a die from your arrest attempt

...with a hostage!



You may not use Police Cards with the Emergency symbol on this arrest

...with a bomb



You may not use Police Cards with the Emergency symbol on this arrest

Special Cards Explained

Problems in the Hood: Yes, this card can trigger multiple gangs!

Street Riot: Card remains until all Punks are removed.

Gas Leak: To resolve successfully, 2 Police Cars need to be present on West Calhoun, and active player needs to discard 2 cards. Note: East Calhoun is not the same Street as West Calhoun.

Jail Break: Doesn't block street movement. Move to Hospital, then Knights Apartments, then off board.

Detainees Run Amok: Does not block street movement. Remains until all Punks are removed.

Dedicated Officer: May not use officer from Officer Down Card.

Officer Down: If all Patrol Officers have been removed from the game, fail this event and advance city crime by 1.

Overburdened: May not use officer from Officer Down Card.

Crime Wave: Watch out -- this card will often cause a new gang to appear!

Escort Van: Players may move the van along with their own vehicle for a space or 2, then continue without the van. It might take several players turns to move the van the total distance. During this process, the van can be left alone without a Police Car. Support vehicles may move the van also.

Optional Training: You MUST go to the Police Station to get the free card.

Car Theft: Timing is tricky here. Try ending your turn on the street in FRONT of the car, and have another player "meet you there" on their turn. Remember that Colfax is 4 Streets, and both players MUST be on the EXACT same Street space as the Stolen Car to apprehend it and earn their donuts. Example: Costello is on Colfax in front of the Morgue. Hartley is with the Stolen Car in front of the Hospital. While both Officers are on Colfax, the Stolen Car is NOT apprehended, since both Officers are NOT on the same Street space.

Internal Affairs: If not playing with a Traitor (Dirty Cop), then discard this card, and draw a new event.

CREDITS

Game Design: Ole Steiness

Game Development and Graphics: Common Man Games

Artwork: George Patsouras

Rules Editors: Brian Tolloty, Luna S. and Rachel Brand

Game Testers Team-Europe:

Kristine Thye Andersen, Nis Haller Baggesen, Kamilla Kate Brichs, Peter Brichs, Mads Lundgaard Christensen, Thomas Winther Christensen, Marton Domoki, Eva Einfeldt, Villads Einfeldt, Christian Engelbrecht, Magnus Falk, David Filskov, Benjamin Flösser, Janni Frandsen, Jakob Frandsen, Simon Gjerløv, Adel Hadi, Mads Halling, Morten 'Mazy' Hedegren, Søren Henriksen, Morten Repsdorph Husfeldt, Trine Repsdorph Husfeldt, Mathis Elmgaard Isaksen, Alexander Jacobsen, Flemming Borg Jensen, Mads Johansen, Athanasios Kastanidis, Malene Kjaer, Peter Krog-Meyer, James Lee, Jacob Mikkelsen, Niels Krogh Mortensen, Philip Mygind, Isak Owe, Mark Parker, Anders Pedersen, Reno Rasmussen, Robert Reznik, Kasper Rostkvist, André Samuelson, Nikolaj Settnes, Alexandar Skronski, Martin Spange, Dorte Steiness, Hanne Steiness, Thomas Steiness, Troels Vastrup, Martin Stensgaard Vetter, Anders Rasmussen, and Rasmus Keldorff.

Game Testers Team-North America:

Todd Choccol, Jen "Luna" Jud, Ryan Hurtig, Trevor Wong, John Eakins, Bruce Kruger, Marques Haley, Karl Fenner, Jonathan Greene, Art Soma, Josh Poulson, Brian Tolloty, Randy (THE Randy) Hoskinson, Micah Reese, Damon Brock, Matthew Gray, Joseph Thomas, Bill "the goat" Stevens, Adam Alleman, Travis Reynolds.

A Special Thanks goes out to all the Police Officers world wide for everything they do.

Our hearts go out to all the victims, families and survivors of the Aurora Theater shootings. At the time of press there was little information on the shooting, other than random violence is stupid and has no place in this world!

A GIANT THANKS to all the backers on Kickstarter!
Without you, Police Precinct would not be possible!



DO NOT CROSS POLICE LINE DO NOT CROSS

A Player Turn

1. Move your Car
2. Perform an Action
3. Draw a Police Card
4. Draw an Event Card

Possible Actions

Investigate the Murder (+1 if in an unmarked car)

Arrest Street Punks

Arrest the Murderer

Handle an Emergency

Upgrade Your Character (must be at Police Station) Upgrades = 1 donut. Max. 2 Upgrades/player, no duplicates

Draw a Police Card

Reveal yourself (as a Dirty Cop)

Accuse Another player of being a Dirty Cop (discard 3 donuts)

Police Cards

Playing Police Cards is NOT considered an action, and can be done in one of two ways:

1. On your own turn - Players **ONLY** follow the text instructions on the card(s) played **NOT** the Symbols. Cards played this way cannot be cards acquired in the current player's turn.
2. To assist other players on their turns - **Only** the symbols in the top right corner of the Police Cards are used when assisting other players. Text instructions are **ignored**.
The Air support card is the only exception, as it is played in any player's turns while following the text.

Police Card Symbols and Emergency Rewards

	<u>Investigate:</u> Use a card with this symbol on another players turn to assist them. They draw an extra Investigation card		+1 Donut if successful
	<u>Arrest:</u> Use a card with this symbol on another players turn to assist them. They roll an extra die per card played.		+1 Police Card if successful
	<u>Emergency:</u> Use a card with this symbol on another players turn to assist them. They roll an extra die per card played.		Look at 2 cards from any Investigation deck. Put one on top, and one on the bottom of that deck
			Look at the top Event Card, Keep it, or put it on the bottom of the deck.
			You do not draw an event this turn

Uses for Donuts

Move one extra street (1 donut per street moved)

Roll an extra die on an Arrest (1 donut per extra die rolled)

Roll an extra die on an Emergency (1 donut per extra die rolled)

Draw an extra card on an Investigation (1 donut for each extra card drawn)