

A PLAYER TURN

1. Move 2 spaces (3 if in a Marked car)
2. Perform an Action
3. Draw a Police Card
4. Draw an Event Card

POSSIBLE ACTIONS

Investigate (+1 if in an Unmarked car)

Arrest Street Punks, Murderer, etc.

Emergency (handle one)

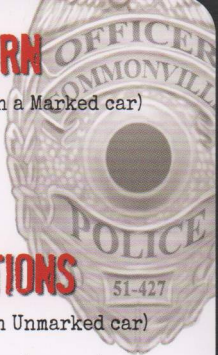
Upgrade Your Character (must be at the Station) limit 2 / game (max of 1 of each type). 1 Donut each. 2 at once is okay.

Police Card (draw one)

Accuse (3 donuts)

Reveal (as Dirty)

*If Playing
with
DIRTY COP!!!*



POLICE CARDS

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

1. **On your own turn:** Play as many cards as you want -- follow the text instructions on the card(s) played, NOT the symbols.

2. **To assist other players on their turns:** ONLY use the symbols on the Police Cards (text instructions are IGNORED!)

(end of turn hand limit is 7 cards)

USES FOR DONUTS

Upgrade Your Character

(1 Donut per Upgrade Token)

Move one extra Space

(1 Donut per Street Space moved)

Roll an extra die on Either Arrests OR Emergencies

(1 Donut per extra die rolled)

Draw an extra card on an Investigation

(1 Donut for each extra card drawn)

Donuts Can't Be Shared



REVEALED
DIRTY COPS
LOVE 'EM!