IN TOO DEEP

THE STORY

It is the year 2087. A global Criminal organization known as the Syndicate has set its sights on New Dawn City, a crumbling former utopia that is the perfect target for its network of cyber-enhanced underlings. You work for a secret agency devoted to defeating the Syndicate, and your scientists have finally discovered a way to turn the Syndicate's advantages against them. Using an experimental technology, your team can infiltrate the minds of Syndicate criminals, observing and even influencing their activities as you gain more skill.

To gather intel on Syndicate methods, and evidence to foil their final plot, you'll need to manipulate their operatives as they commit crimes around the city... but the more dangerous you allow them to be, the more corrupted you may become! You'll have to balance your approach. Too safe and you risk losing the city. Too reckless and you risk losing your soul.

In the end, one of you will betray us all. You just don't know it yet.

BURNT ISLAND GAMES

COMPONENTS

8 ZONE BOARDS
These form *New Dawn City.*

ZONE NAME

SKYPORT

HEAT SLOTS

ZONE POWER
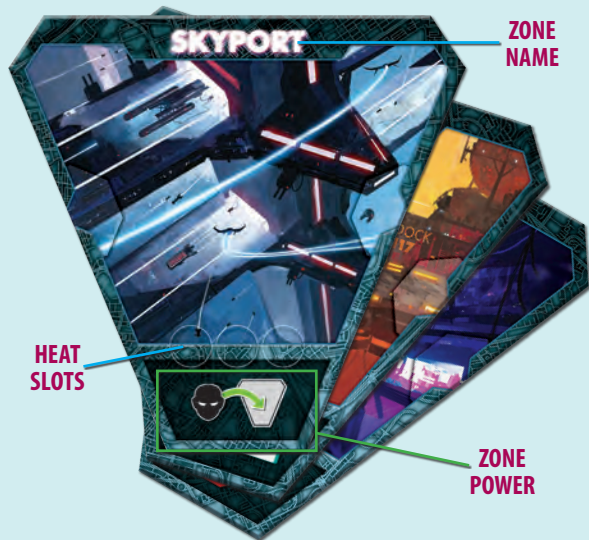
SYNDICATE BOARD
Front for 1-4 players (*shown here*), back for 5 players.

ASSIGNMENT SLOTS   CHAPTER SLOTS   CHAPTER END INFO

BONUS SLOTS

GAME END INFO

SHARED LOCKER   PLAYER LOCKERS
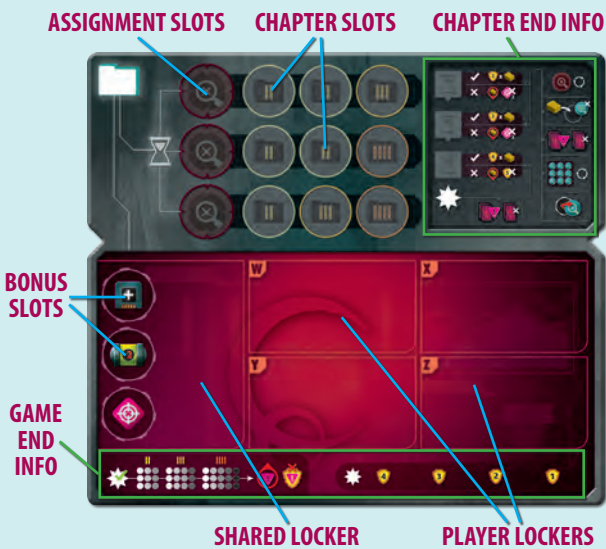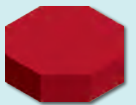
1 CHAPTER MARKER
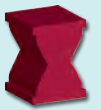
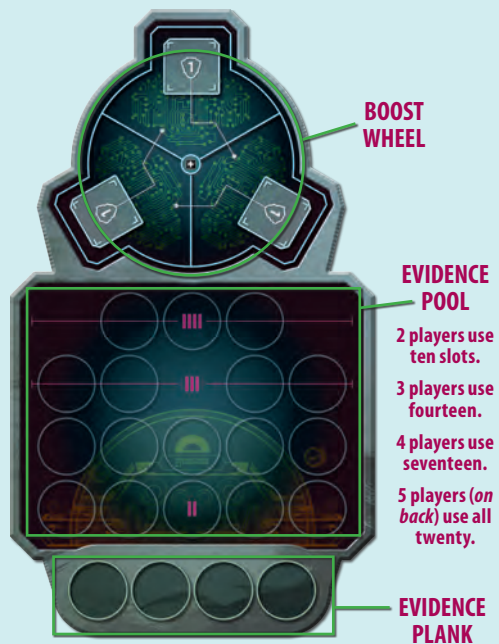## 9 DOSSIERS

2 BLOCKADES

EVIDENCE BOARD
Front for 1-4 players (*shown here*), back for 5 players.

BOOST WHEEL

EVIDENCE POOL

2 players use ten slots.

3 players use fourteen.

4 players use seventeen.

5 players (*on back*) use all twenty.

EVIDENCE PLANK

72 EVIDENCE TOKENS Twelve each of six types.

BACK	FINANCING	LOCATION	RINGLEADER	TACTICS	TIMING	WEAPONRY

6 ASSIGNMENT TOKENS

8 ITEM TOKENS

ASSET TYPE		ELECTRONICS TYPE	
PSYCODES	CASH	SCRAMBLER	CRACKBOX

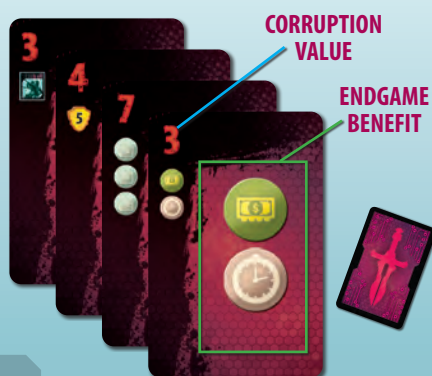| TRANSPORT TYPE		WEAPON TYPE	
COUPE	BIRDSEYE	GUNDROID	BLASTER
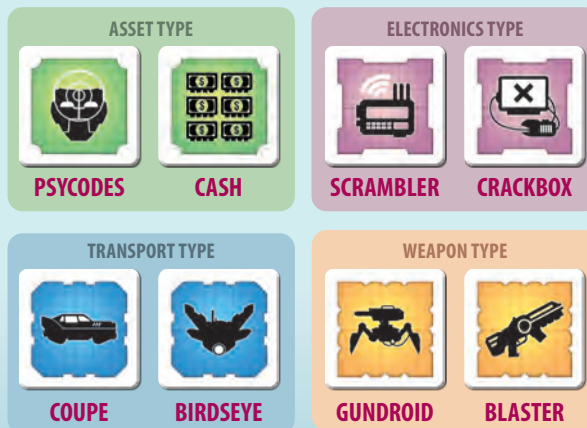
38 BOOST TOKENS
Many different types; see the back page for effect details.

BACK

72 DILEMMA CARDS

CORRUPTION VALUE

ENDGAME BENEFIT

25 TOLERANCE TOKENS
Five of each value.

-2 -4 -6 -8 -10

MANY INTEL CHITS
Several denominations, make change as needed. Technically unlimited; use a substitute if you run out.

1 5 10 20 50

49 STORY CRIME CARDS

Seven cards in seven Storylines. Each Storyline has three Level-1 crimes, three Level-2 crimes, and one Level-3 crime.

STORYLINE AND LEVEL INFO

4+ PLAYER INDICATOR

A1 TURN A GUARD
PRISON BREAK 1

STORY

Busting a few heavy hitters out of jail is a good way to add to Syndicate ranks. Follow a prison guard home and find a way to get him working for us.

CRIME CRITERIA

You must be in BLOCKS holding the SCRAMBLER.

EFFECTS

Drop the SCRAMBLER.

CRIME CRITERIA DIAGRAM

B

RESTRAINED APPROACH

RECKLESS APPROACH

SWIPE SECURITY CODES 2 1 3 2

FORCE COOPERATION 5 2 2 1

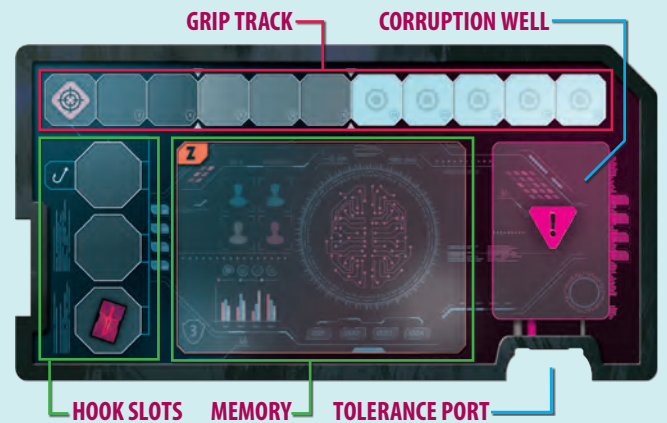## 21 SIDE CRIME CARDS

These share many features of the Story crime cards, but they have no Storyline or Level info, and only one Approach.

TRESPASS TRANSPORT DECOY PLANT

5 "CONSOLE" PLAYER MATS

GRIP TRACK

CORRUPTION WELL

HOOK SLOTS   MEMORY   TOLERANCE PORT

10 CRIMINAL STANDEES
Insert each standee into its plastic stand to form the Criminal's *pawn*.

| THE FIXER | THE PERSUADER | THE DRONEJACK | THE GHOST | THE SMUGGLER | THE SCOURGE | THE DISRUPTOR | THE MECHANIC | THE JUMPER | THE SPRINTER |

10 HOOK TAGS

50 GRIP DISCS Five for each Criminal.

10 PLAYER AIDS

Each front displays a Criminal and describes its Criminal Skill. The backs feature useful game information.

THE MECHANIC   THE SPRINTER   THE FIXER

1 SENTINEL

6 HEAT MARKERS

SOLO MODE COMPONENTS

The remaining components are for Solo Mode only; details on page 19.

3

SETUP

A. CITY SETUP

1. Set up the **Zones** randomly to form the octagonal *city*.
2. Randomly place one **Item** in each Zone.
3. Place the **Sentinel** in *Downtown*.
4. Place one **Blockade** on the clockwise edge of *Downtown*, and the other one on the opposite side of the city.
5. Decide which **Criminals** you are going to use (*five for 2-3 players, six for 4-5 players*). You can select the ones you want, or you can draw random Player Aid cards from a shuffled deck to get a random group, as each Player Aid has a different Criminal on the back.
6. For your chosen Criminals, place their **pawns** into random Zones, one per Zone and **none** with the Sentinel.
7. Place their **hook tags** in the *void* in the center of the city.
8. Place **Heat** markers in the Heat slots of these Zones: Three Heat in the *Blocks*, two Heat three Zones clockwise, and one Heat three Zones further clockwise.

B. GENERAL SETUP

Prepare your **Story Crime decks**. We recommend using only **five storylines** in each game (*you may try to use more, but it becomes harder to make storyline progress*). There are seven storylines in the game, so you will need to remove two. Shuffle the **Level-3** Crime cards and draw **two** cards. Each one has a code in the top left, which includes the letter that refers to its storyline (*A, B, C, etc*). These are the two storylines that will **not** be in your game; remove them from the game. Go through your Level-2 and Level-1 decks, and remove all cards from those two storylines as well.

If you are playing with fewer than four players, search your Story Crime decks for all cards with a 4+ symbol on the top right corner. Remove those marked cards from the game.
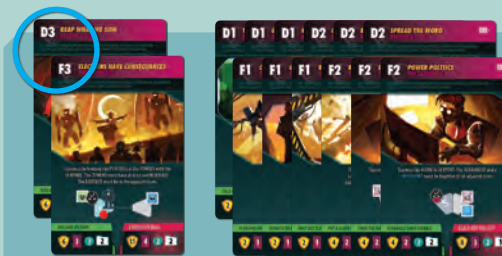
For example if you drew storyline D and F cards from the Level-3 deck, you'd remove all D and F storyline cards from the Level-2 and Level-1 decks as well.

4+ PLAYER INDICATOR
Remove all of these (there are two per storyline) if you are playing with fewer than four players.
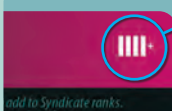
1. Separately shuffle your Level-1, Level-2, Level-3 and Side Crime decks into four face down draw piles near the city.
2. Shuffle the **Dilemma cards** into a facedown deck.
3. Place the **Evidence board** near the city, with the correct side up for your player count.
   - A. Mix the **Evidence tokens** into a facedown supply.
   - B. Draw 4 Evidence to place face up on the *plank*.
   - C. Place Evidence tokens **face down** into the large *pool*, filling the slots designated for your player count.
   - D. Shuffle the **Boost tiles** into a face down supply.
   - E. Draw three Boosts to place face up into the slots of the *Boost wheel*.
4. Place the **Syndicate board** near the city, with the correct side up for your player count.
   - F. Shuffle the **Assignment tokens** face down.
   - G. Place three random Assignments face up in the *Assignment slots*.
   - H. Place a number of **Dossiers** (*5/7/9/9 for 2/3/4/5 players*) on the Chapter slots marked with your player count or lower.
   - I. Place the **Chapter marker** on the first (*topmost*) space of the *Chapter track*.
5. Make supply piles of **Intel chits** and **Tolerance tokens**.
6. Put the **Player Aid cards matching your Criminals** Criminal-side up near the city.
7. Leave a space on the table for a **storyline display**. It's empty now, but players will add completed Story Crimes face up into a row here.

4

C. PLAYER SETUP

1. Take a **Console.** If you are playing with fewer than 5 players, no player may use Console **V**.

2. Take **1 Grip disc for each Criminal** in play; place your Grip discs on the starting (*leftmost*) space of your *Grip track*.

3. Take 1 random *Evidence token* from the **supply** and keep it face down in your Memory. *You may always peek at Evidence in your own Memory.*

4. Take **3 Intel** from the supply into your Memory.

5. Draw **1 Side Crime** and **1 Level-1 Crime** into your hand.

6. Take a leftover Player Aid card if you want one, and keep it info-side up for the length of the game.

7. Pick a start player.

   Clockwise after the start player, players 2 and 3 each **randomly** select **one** of their Grip discs to advance one space on their Grip track. Players 4 and 5 each **randomly** select **two** of their Grip discs to advance one space on their Grip track.

OVERVIEW

In Too Deep goes in turns. You spend your turns seizing and improving control over the Syndicate Criminals, and putting things in place for them to commit crimes in several nefarious *storylines*. The goal is to get close to the Syndicate, gather valuable *Intel* on their general activities, and piece together *Evidence* of both the *Final Plot* and the *Chapters* that lead up to it. The more you push your moral boundaries along the way, the more *Dilemmas* you'll accumulate. Dilemmas offer tempting rewards, but also dangerous *corruption*.

The game is divided into three *Chapters*. At the end of each Chapter (*when the Evidence pool runs out*), you'll earn rewards or penalties for how well you contributed to the Chapter's investigation. Each of you then secretly banks half of the Dilemmas you've gathered, trying to strike a balance between the rewards you desire and the amount of corruption you're willing to risk.

At the end of the game, the least-corrupt among you earns a bonus. The most-corrupt player has gone *In Too Deep*, and will suffer a major penalty... **if** the final plot was foiled. All players score Intel for their Grip progress, Evidence collections, and other rewards from their Dilemmas, then the player with the highest score wins!

Remember, it's not **you** committing crimes. These are determined Syndicate operatives that would be engaging in these acts anyway, and your presence in their minds only nudges them towards one behaviour or another. Even so, it's going to be a moral struggle to be involved in their transgressions; it's up to **you** how you conduct your mission, and how close you're willing to go to the edge of right and wrong in the pursuit of your goal. If you're not careful, you may even find yourself rooting for the Syndicate to succeed.

Take note: the New Dawn Police Force isn't aware of our activities; operations of this sort are **not** in the domain of regular law enforcement. Police presence (*Heat*) in the Zones makes things difficult for Criminals to operate, Blockades curtail movement, and robotic Sentinel units roam the city... With luck you'll be able to turn these factors into advantages instead of obstacles.
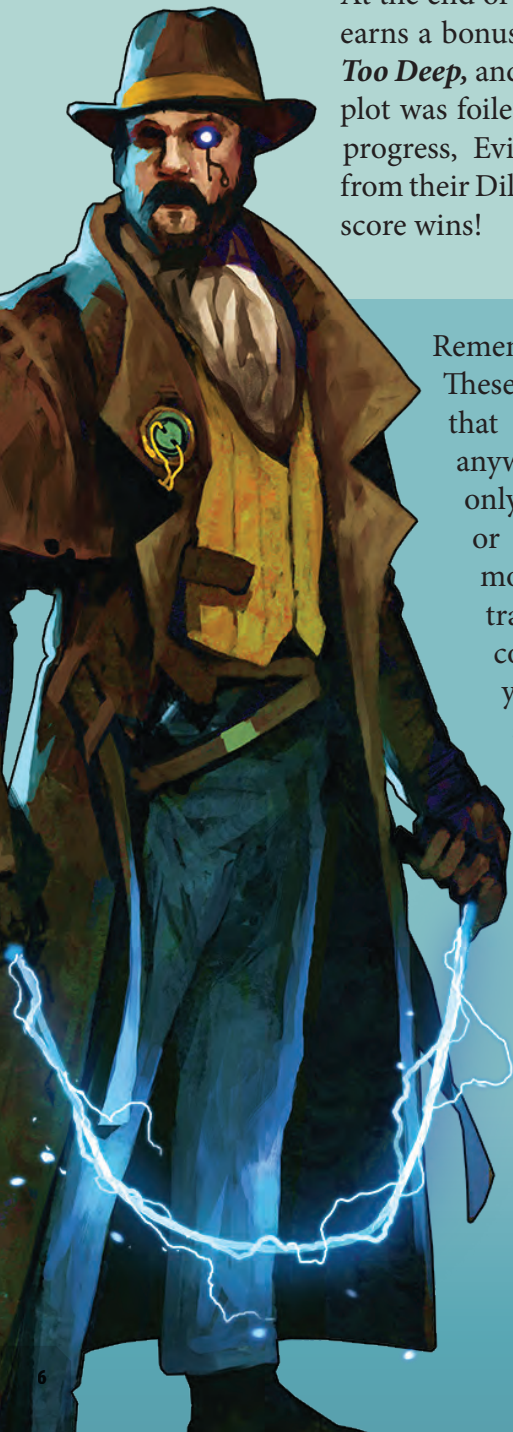
ON YOUR TURN

Your turn consists of five steps, then play passes to the next player clockwise. Perform these steps in order:

1. HOOK
2. GAIN GRIP
3. PERFORM ACTIONS
4. COMPLETE A STORY CRIME
5. DITCH AND DRAW CARDS

1. HOOK

You may hook (*at most*) one Criminal, bringing it under your control. *If you already control at least one Criminal, you may opt to skip this step; if you currently control zero Criminals, you **must** hook one.*

To hook a Criminal, take **any** hook tag (*from the void **or** from another player's Console*), and place it on the topmost empty **hook slot** of your Console.

- If you take from another player, you must **pay** them 🛡. (*If you can't pay, the player gains 🛡 from the supply instead*). The player you took from must slide any remaining tags up into their topmost hook slots so that there are no gaps.
- If you hook your **third** Criminal, draw a Dilemma from the deck into your hand. (*Trying to split your concentration between several minds at once is mentally fatiguing; there is a 🂠 symbol in your third Hook slot as a reminder.*)
- **Before** you hook a Criminal, you may freely **unhook** from any Criminal(s) you wish, returning their tags to the pool and sliding any remaining tags upward in your hook slots to fill gaps.

*Hook example: You already control the **Jumper**. You draft the **Persuader** away from another player, paying them 🛡 for the disrupting their investigation.*

*Gain Grip example: You gain one Grip each with the **Jumper** and **Persuader**.*

2. GAIN GRIP

Gain one Grip with **each of your hooked Criminals**, advancing each Grip disc one space on the Grip track.

- You **do** gain Grip with the Criminals you control even if you didn't hook a new Criminal this turn.

Gaining Grip improves your control over your hooked Criminals.

- If your Grip with a Criminal is in the **Skill** range (*or higher*), you become capable of using that Criminal's unique Skill (*see the **back page** for details*).
- If your Grip with a Criminal is in the **Stamina** range, you may **spend** units of Grip to gain extra actions **with that Criminal**, retreating the Grip disc one space on the track for each extra action you take.
- Grip can be **lost** (*by spending it for actions, or from other game effects*). If your Grip with a Criminal moves down below the Skill or Stamina range, you lose the benefit of that range until you regain enough Grip to reach it again.

> *There are faint **scoring values** on the Grip track. At the end of the game you will score points for the **lowest** Grip disc on your track… keep that in mind!*

SKILL RANGE   STAMINA RANGE

*With the current Grip, you have access to the **Skills** of both the **Jumper** and the **Ghost** while you are hooked into them. The **Ghost** disc is in the **Stamina** range, which means you could spend a Grip to get an extra action with **that criminal specifically**… doing so would move the disc down out of the Stamina range.*

3. PERFORM ACTIONS

You have **two actions** to spend on your turn. All of the actions below may be performed with **any Criminal you are currently hooked into**. You may split your actions among your hooked Criminals however you wish.

- ## • MOVE
- ## • PICK UP AN ITEM
- ## • USE A ZONE POWER
- ## • USE A CRIMINAL SKILL
- ## • GAIN 1 GRIP

FREE ACTIONS

- You may complete any number of **Side Crimes** from your hand (*see **Completing a Side Crime** on page 15*).
- **Dropping an Item** never costs an action. You may freely drop any Item you are carrying so that it becomes loose in the Zone.
- You may obtain spendable **Boost tokens** during the game in a variety of ways. Boosts give you extra capabilities (*see the **back page** for details*). During this step of your turn you may spend any number of Boosts for their benefits. Spending a Boost does **not** cost an action, but the Boost is discarded.

> *The **point** of all these actions in the city is to arrange things to match the criteria on your Crime cards... while all the other players are trying to do the same thing!*
>
> *Two actions doesn't seem like very much... but don't worry! As the game progresses, you'll get better at squeezing more out of your turns. Lifting your Grip up into the Stamina range with a few Criminals will allow you to extend your turns, and Boost tokens are a great source of free actions if you can get your hands on them!*

MOVE

Shift to an adjacent Zone. Criminals may not normally move through **Blockades**. When Criminals move, they bring any Item they are carrying along with them.

*We often use the term **shift**. This specifically describes moving something to the next Zone clockwise or counterclockwise, as opposed to moving something freely to any location.*

PICK UP AN ITEM

If there is a **loose** Item in your Zone, you may pick it up (*place the Criminal pawn on top of the Item to indicate that it is held, but make sure the Item protrudes so that it can be easily identified*). A Criminal may hold one Item at a time; when you pick up an Item, any held Item is automatically dropped.

Remember, dropping an Item is a free action.

USE A ZONE POWER

If your current Zone has **zero Heat** (*Heat represents police presence*), you may activate the **Zone power**. *Using these powers draws police presence to the Zone:* take **one** Heat token from **each of the three Zones** that **do** have Heat, and place **all three of them** in your Zone's three Heat slots. Then resolve the Zone's power (*see the **back page** for details*).

USE A CRIMINAL SKILL

If your Grip is in the *Skill range* with a hooked Criminal, you may use their unique skill. Many (*but not all*) of the Criminal Skills will cost you an action to use (*see the **back page** for details*).

GAIN 1 GRIP

You may gain one Grip with any Criminal **you are currently hooked into**.

ACTION EXAMPLE

You have two actions to spend. You are currently hooked into the Persuader and the Jumper, with the amount of Grip shown. With your first action you have a variety of options:

Ⓐ MOVE EXAMPLE

*You could shift the **Jumper** one Zone in either direction, or you could shift the **Persuader** to **Skyport**. Notice that you **can't** move the **Persuader** to **Downtown**, as there is a Blockade in the way!*

Ⓑ PICK UP AN ITEM EXAMPLE

*The **Jumper** could pick up the **Scrambler** Item in her Zone. The **Persuader** is already carrying the **Birdseye** in his Zone, but you could drop it as a free action if you want.*

Ⓒ USE A ZONE POWER EXAMPLE

*The **Persuader** could use the Zone power of the **Parish** (which would gain you a Tolerance token). Doing so would cause Heat to cycle into the Parish from the three Zones that currently have Heat. Notice that the **Jumper** can **not** currently activate the **Blocks** power, as there is Heat there.*

Ⓓ USE A CRIMINAL SKILL EXAMPLE

*Your Grip is in the Skill Range with the **Jumper**, but **not** the **Persuader**. You could use the **Jumper's** skill (and fly her across the city to the opposite Zone).*

Ⓔ GAIN 1 GRIP EXAMPLE

You could gain one Grip with either the Persuader or the Jumper.

9
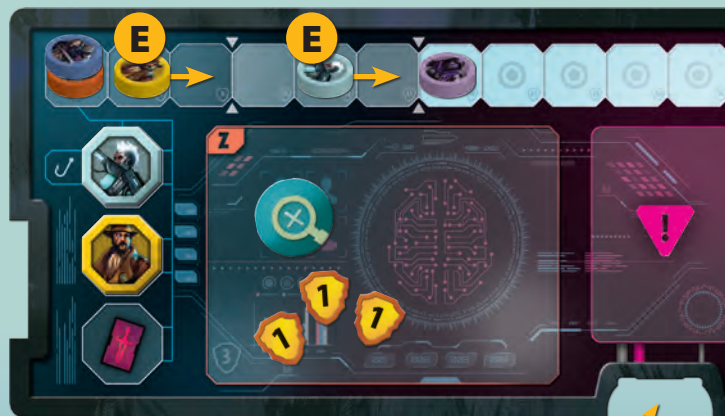
4. COMPLETE A STORY CRIME

If the board state meets the conditions of a Story Crime in your hand **and** all required *prerequisite crimes* have been completed in its *storyline*, you may complete **one** Story Crime from your hand. There are a few steps to completing a Story Crime:

A) CHECK PREREQUISITES

The very first thing you should do is reveal the card you want to complete, and check the *storyline display* to confirm that the **prerequisite** crimes (*if any*) have **already been completed.** Each storyline has crimes in the Level 1, 2, and 3 decks.

> **Level-1** crimes have no prerequisites.
>
> **Level-2** crimes require at least one Level-1 crime from that storyline to have been completed by **any** player.
>
> **Level-3** crimes require at least one Level-2 crime from that storyline to have been completed by **any** player.

- Multiple Level-1 and Level-2 Crimes in each storyline **may** be completed. You **may** complete an earlier crime even if later crimes in the storyline have already been completed.
- If a needed prerequisite is **not** completed, you must immediately take the Crime back into your hand, and proceed to *Step 5: Ditch and Draw Cards*.
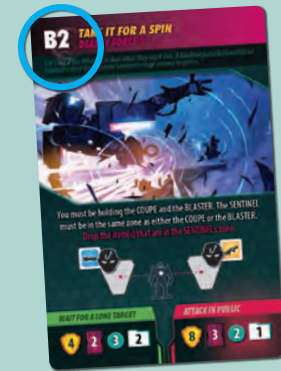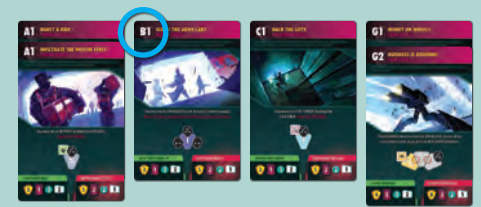
*You want to complete **Take it for a Spin** in the **Deadly Force** storyline. It's a B2 crime, so there must be at least one B1 in the display. You check, and yes, someone completed a B1 earlier. So far so good!*

B) CONFIRM CRITERIA

Read the card aloud and verify that **every part** of the Crime's criteria text is currently satisfied. If **any** part of the criteria is **not** satisfied, you must immediately take the Crime back into your hand, and proceed to *Step 5: Ditch and Draw Cards.*

CRITERIA CLARIFICATIONS

- If the criteria don't mention something, then that thing has no bearing on the crime's completion. All that matters is that a literal reading of the crime criteria is true.
- Similarly, if the crime doesn't specify an EXACT AMOUNT of something, it's okay if there are more of that thing than the bare minimum mentioned (*for example if a Crime required you to be in a Zone with two Items, it would be okay if there were three or more*).
- **YOU** refers to **any** Criminal you are currently hooked into. Sometimes the "you" might refer to multiple Criminals at once (*for example, if a crime required "you" to be in two different Zones, you would therefore need to be hooked into two different Criminals, one in each Zone*).
- **ALONE** means that **no Sentinel** and **no Criminals** (*other than the specific single Criminal acting as "you" in this instance*) are in the Zone. Your Criminal does **not** count as "alone" even if the only other Criminals in the Zone are ones you are hooked into.
- **ALONE WITH ___** means that you must be alone as described above but with the exception of the specific mentioned other entity.
- **TOTALLY EMPTY** means no Items, Criminals, or Sentinel in the Zone. The Zone **may** have Blockades and/or Heat markers.
- A **LOOSE** Item is one that is not currently held by a Criminal. A **HELD** Item is one that is currently being held by a Criminal. If a crime does not specify loose or held, then the Item may be either.
- When an Item **TYPE** (*see page 2*) is mentioned, the Item may be **either one** of that type.
- The **OPPOSITE** Zone is the one directly across the board.
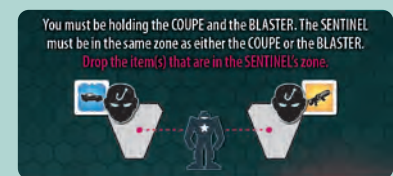
*According to the Crime criteria, you must be holding both the **Coupe** and the **Blaster**, and the **Sentinel** must be in the same Zone as at least one of them. You currently control the **Mechanic** and the **Ghost**, and they **are** holding those Items. The Sentinel **is** in the same Zone as the Coupe. Everything is in place!*

C) EFFECTS

Many crimes feature magenta instruction text that describe a consequence of completing the crime. You must follow those instructions.

The Crime says that Items in the Sentinel's Zone must be dropped, so your Ghost drops the Coupe.

D) CHOOSE AND RESOLVE YOUR APPROACH

Each Story crime has two *Approaches*; **Restrained** and **Reckless**. Read both Approaches aloud, and announce which one you will resolve.

The **Restrained** approach in the green window on the left is a more cautious and careful choice. You will gain less Intel and fewer tempting but risky Dilemmas, but you'll be able to file more Evidence with greater control.

The **Reckless** approach in the red window on the right is a more callous and villainous choice. You will gain more Intel and more corrupting Dilemmas, but you sacrifice your command over the Evidence that is needed to foil the plot and build a strong case.

Whichever Approach you choose, you **must** gain the displayed rewards from left to right.

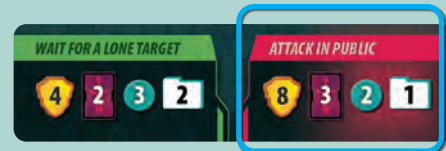|			
Gain the indicated amount of Intel from the supply into your Memory.	Draw the indicated number of Dilemma cards from the deck into your **hand** (*shuffle the discards if the deck runs out*).	Gain the indicated amount of Evidence into your Memory (*see **Gaining Evidence,** page 12*).	File the indicated amount of Evidence (*see **Filing Evidence,** page 13*).

*You must decide whether to "**Wait for a Lone Target**" or "**Attack in Public**". Taking stock of the general situation, you think that now is a good time to push the envelope a little... so you decide on the Reckless Approach.*

This gets you 8 from the supply and three Dilemmas into your hand. Then you draw two Evidence tokens into your Memory, and file one piece of Evidence.

E) DISPLAY THE CRIME

Add the completed Crime card to a face-up **storyline display** of completed Crimes. This display is **shared** by all players; players check this display to confirm prerequisites.

The display is a row of card columns, each dedicated to a particular storyline. Lay higher-level cards in the storyline over lower ones (and tuck lower ones under higher ones), so that only the top banner of lower-level crimes remains visible.

You add the completed Crime to the shared display. Now that there's a B2 in play, it's possible for players to complete a B3 Crime!

F) UNHOOK

Return **all** of your hook tags from your Console to the void.

Finally, you unhook from all your Criminals.

5. DITCH AND DRAW CARDS

First, you may discard any number of Crime cards (*Side and/or Story*) from your hand, returning them to the **bottom** of their relevant decks. Then, if you don't have **at least** one Side Crime and **at least** one Story Crime in hand, you may draw cards to reach those minimums. When drawing a Story Crime, you may draw from any Level deck you wish.

- *Remember that you may not complete a Story Crime of a particular level if nobody has yet completed a prerequisite… so it's up to you to decide when the risk of drawing from a higher deck is worth it.*

Finally, take any Crime cards that you gained **during** your turn (*which should be sitting face down beside your Console*) into your hand (*Crime cards gained during the turn are **always** placed face down beside your Console until this moment*).

After this step, your turn is over. Play passes to the next player clockwise.

- *If you realize at any point before your next turn that you have fewer than the minimum of one Side and one Story Crime in hand, you may draw cards as needed to reach the minimums (but may not discard any).*
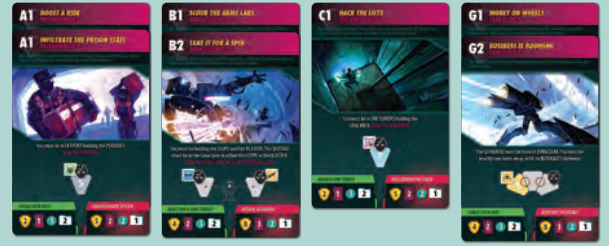
You end your turn holding only a Side Crime, which means you could draw a Story Crime... but from which deck? Level 1s are always safe, and there are four storylines eligible to complete Level-2s right now... you could even press your luck and draw a Level-3, as there are two storylines with a completed Level-2!

OTHER RULES

GAINING EVIDENCE

Whenever you gain any amount of Evidence, take it from the Evidence board into your Memory. You must choose the **first** token from among the four face up options on the *plank*, and **all subsequent** tokens (*if you are gaining multiple tokens at once*) from the large face down *pool*.

- Keep your gained Evidence face down in your Memory; you can peek at them any time, but you don't want other players to see what you have.
- If there are not enough tokens in the *pool* for you to take, take the ones you need from the *supply*.

After you are done taking **all** of your Evidence, reveal a random token from the *pool* and move it face up to the *plank*.

- *If you notice at any point later that the plank is not full because someone forgot to do this, immediately refill it from the pool.*
- If there are not enough tokens in the pool to refill the plank when it is supposed to be refilled, this means that **the end of the current Chapter has been triggered** (*see **End of a Chapter** on page 15 for details*).


THE POOL

THE PLANK

You have just gained three Evidence. The first one must come from the plank... you can choose any one of the Timing, Weaponry (x2) or Location tokens available. The second and third tokens must come from the facedown pool. When you are done, fill the empty spot in the plank from the pool.

FILING EVIDENCE

Evidence tokens may be *filed* from your Memory to one of two areas on the Syndicate board: to the **Chapter** or to the **Final Plot**. When filing multiple Evidence tokens, resolve each filing as a separate process.

- Filed Evidence **does not need to be** a token that you gained immediately prior; you may file **any** Evidence token from your Memory.

THE CHAPTER

BONUS SLOTS   **THE FINAL PLOT**   **PLAYER Z'S LOCKER**
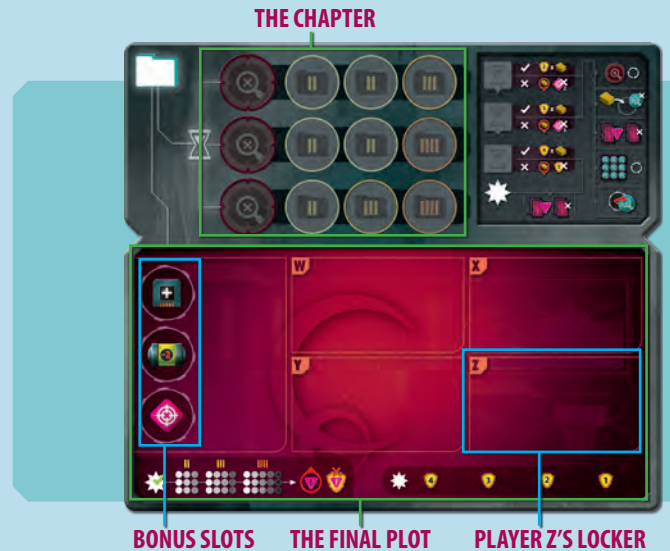
FILING TO THE CHAPTER

If you have Evidence that matches one of the current **Assignments**, **and** there is at least one Dossier remaining in that row, you may file the Evidence **face up** into the Dossier's slot and claim the Dossier into your Memory. Otherwise you may **not** file to the Chapter.

> **Why file here?** Dossiers will earn you rewards if the Chapter ends complete, or protect you from penalties if the Chapter ends incomplete (see **End of a Chapter** on page 15). The Assignments and Dossiers reset at the beginning of every Chapter, with escalating rewards and penalties as the game progresses.

*If you had a **Location** or **Tactics** Evidence token in your collection, you could file it to the **Chapter** as there are still Dossiers remaining for those Assignments. There is a **Ringleader** Assignment too, but since no Dossiers remain in that row, you may not file there any more.*

FILING TO THE FINAL PLOT

You may file **any** Evidence token into the Final Plot area. Evidence filed here must be **face down**. There are three **bonus slots** in the *Final Plot* area; if you file into a bonus slot, immediately gain the slot's bonus.

Gain 1 Boost (*see **Gaining Boosts**, page 14*).

Gain 1 Tolerance token (*see **Tolerance**, page 14*).

Gain 1 Grip (*with any Criminal, regardless of Hook status*).

If you file into the Final Plot but **not** into a bonus slot, place your token **face down** into **your own locker**. Each player has their own marked locker in the general area with a letter code matching the one on their own Console; there is a public locker too where face up Evidence will accumulate. You may freely peek at the Evidence in your **own** locker, but not at face down Evidence anywhere else.

*You could file any Evidence token face down to the **Final Plot**. There are still two empty bonus slots, so you could file to one of them and claim either a Boost token or gain 1 Grip.*

> **Why file here?** Firstly the bonus slots are nice. More importantly though, Evidence filed here (by all players together) will determine whether the Syndicate's plot has been foiled at game end. If the plot is foiled, the most corrupt player will suffer a large penalty… so any player who thinks they **won't** be the most corrupt should certainly hope to foil that plot!
>
> Additionally, the Evidence filed here will create the endgame scoring values; the more tokens of a particular Evidence type there are in the Final Plot, the greater the value of *that* symbol type in your collection.

GAINING BOOSTS

Boosts are tokens that give you a benefit or trigger an effect. When you are awarded a Boost, select the one you want from the Boost wheel and take it, along with any Intel chits that are in its sector. Then add 🛡️ from the supply to the **next sector clockwise** on the Boost wheel, and draw a new Boost from the stack to go **face up** in the empty slot. *If the Boost stack ever runs out, shuffle the discard pile.*

If the token is *blue*, save it in your Memory; you hold on to it however long you like and then spend it for its benefit during your own turn. If it is *pink with a lightning-bolt symbol* ⚡, it activates **immediately**; resolve it and discard it into a discard pile (*see the **back page** for details on the various Boost benefits*).

You take the indicated Boost plus the 🛡️ that was in its sector. This causes 🛡️ to be added (from the supply) to the next sector clockwise. Then you refill the empty Boost slot.

TOLERANCE

Tolerance tokens increase your ability to process the strain of the mission, subtracting from your current corruption value. Tolerance tokens go into the port at the bottom of your Console. **Each one applies the displayed negative value to your corruption**. Tolerance tokens are not spent, they apply their effect passively.

Tolerance is gained in increments of 2, and there are several denominations of Tolerance token. Make change with the token supply as needed, to track your Tolerance accurately. It is okay to keep more than one token, in the event that you go above 10 Tolerance (*the highest denomination*).

> *This corruption-reduction is useful in two instances: When resolving a corruption challenge from the **Blocks** Zone power, and at the end of the game when determining who is most or least corrupt!*

You currently have 4 Tolerance, and you gain another token. You discard the 4 token from your port and install a 6 from the supply instead!

THE SENTINEL

When you *shift* the Sentinel by any means, move it one Zone in either direction.
- The Sentinel can move through Blockades.
- Each time the Sentinel shifts, it can **escort** one Criminal (*plus whatever that Criminal is carrying, regardless of the Criminal's hook status*) along with it, even through a Blockade. The Sentinel can escort a **different** Criminal with each shift of a multi-shift movement, if you want.
- There a number of ways to move the Sentinel, including Zone powers, Boosts, and Criminal Skills.

> *Exploiting the Sentinel is a very handy way to move Criminals that you don't currently control, and also to bypass those pesky Blockades!*

*The Sentinel is in the **Towers**. You spend a Boost that gives you three Sentinel/Blockade shifts.*

*You shift the Sentinel twice into The **Blocks**, then a third space back into **Zinbazaar**, escorting the **Persuader** and the **Cash** he's holding through the Blockade.*

BLOCKADES

Blockades sit on the edges between two Zones, and prevent Criminals from passing through them. When you *shift* a Blockade by any means, move it to the next edge in either direction that doesn't already have a Blockade on it. Blockades cannot occupy the same edge. If a Blockade is moved towards an occupied edge, it skips that edge and proceeds to the next one.

Shifting this Blockade once would move it either one edge counterclockwise, or two edges clockwise.

COMPLETING A SIDE CRIME

If at any point during the *Perform Actions* step of your turn, the board state meets the conditions of a **Side Crime** in your hand, you may complete it as a free action. You **may** complete multiple Side Crimes during your turn. Completing a Side Crime is very similar to completing a Story Crime, with the following differences:

1. There are never prerequisites.

2. If you realize the criteria haven't been met, take the Side Crime back into your hand and continue your turn.

3. There is only one Approach, with one set of rewards. Sometimes the rewards include Boosts, which are gained in the usual way.

4. Completed Side Crimes are discarded, not displayed.
   If the Side Crime deck ever runs out, shuffle the discards to form a new deck.

5. Important: You **DO NOT Unhook** from any of your Criminals when you complete a Side Crime.

Completing a Side Crime is largely similar to a Story Crime but with a few key differences. Their risks and rewards are pretty minor, but the big advantage is that completing one doesn't force you to unhook from your Criminals.

END OF A CHAPTER

When the face-up Evidence **plank** needs to be refilled but there is no Evidence in the **pool** to do so, the end of the Chapter is triggered.

- If it is currently **Chapter 1 or 2**, resolve the Chapter at the end of the active player's turn.

- If it is currently **Chapter 3**, finish the active player's turn and then every **other** player gets one final turn; then resolve the Chapter.

In the period between a Chapter End triggering and resolving, continue to refill the plank from the **supply** as needed. Evidence that would normally be drawn from the pool for any reason is drawn from the supply instead.

RESOLVING A CHAPTER

The top right of the Syndicate board displays the steps to resolving each Chapter—just follow the arrow. Chapters 1 and 2 are essentially identical; Chapter 3 skips several of the steps.

1 CHECK FOR SUCCESS *(All Chapters)*

- If **no** Dossiers remain on the Chapter grid, the Chapter investigation was a **success**. Players **with** Dossiers earn the displayed reward for **each** Dossier (*Chapter 1: Gain* ② / *Chapter 2: Gain* ③ / *Chapter 3: Gain* ④). Players **without** Dossiers suffer **no** penalty.

- If **any** Dossiers remain on the Chapter grid, the Chapter investigation was a **failure**. The player (*or tied players*) with the **fewest** Dossiers suffers the displayed penalty (*Chapter 1: Lose 2 Grip / Chapter 2: Lose 3 Grip / Chapter 3: Lose* 🛡).

2 REFRESH ASSIGNMENTS *(1 & 2)*

Shuffle **all 6 Assignment tokens**, and place three random ones face up into the Assignment slots.

3 REFRESH THE CHAPTER GRID *(1 & 2)*

Discard all of the **filed Evidence tokens** from the Chapter slots back to the Evidence **supply**. All players return all **Dossiers** to the Chapter slots appropriate for the player count.

4 BANK PERMANENT CORRUPTION *(All Chapters)*

Each player does this. Look at the Dilemmas **in your hand**, and choose **half** of them (*rounding up*) to bank **face down** into the **Corruption Well** on your Console, adding to other Dilemmas you may have banked earlier. Discard the ones you **don't** bank into a shared face down discard pile. Do not let other players see your banked or discarded Dilemmas.

See *Final Scoring* on page 18 to learn how the different Dilemmas score.

You may **always** peek at the cards in your Corruption Well (*including while making the decision about which ones to bank from your hand*), but be sure to **never** mix up the ones in your hand with the ones in your Well.

*What should you bank? Each Dilemma has a **corruption value** and an endgame scoring **benefit**. At the end of the game the most corrupt agent will go In Too Deep and suffer a big penalty if the plot is foiled, so you want to be careful… but if the plot **isn't** foiled there is **no** penalty—it's possible that even a very corrupt player could get away with it!*

*The rewards on high-corruption cards are better than on low-corruption cards, so you have to balance the amount of corruption you think it's safe to take, and the rewards you think will benefit you best. The player who has accumulated the **least** corruption at the end of the game will receive a significant scoring bonus, so keep that in mind as well.*

5 REFRESH THE POOL *(1 & 2)*

Shuffle the Evidence supply (*including the tokens that just came off the Chapter slots*). Fill any gaps on the plank face up, and refill the pool with face-down tokens just like during Setup.

6 CLEAR THE BONUS SLOTS *(1 & 2)*

Flip any Evidence currently in the Final Plot **bonus slots** into the **shared locker** of the final plot **face up** (*freeing those slots up to be filed into next Chapter*). This gives everyone a little bit of shared information about what Evidence is building up towards foiling the plot!
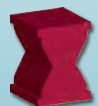
If you just finished Chapter 1 or Chapter 2, move the Chapter marker down one space on the Chapter track, and continue playing with the next player in turn order.

If you just finished Chapter 3, proceed to *Endgame*.

You've got these three Dilemmas in your hand from the first Chapter, and you'll have to bank two of them. You decide that it's early in the game and you'll have time to be careful later… so you bank the higher-corruption cards and discard the single Financing symbol.

In future Chapters, you'll try to build on these banked cards to create valuable scoring sets.

*A **Ringleader** and two **Location** Evidence tokens are revealed at the end of the Chapter. Add that knowledge to your hidden tokens in your locker that you can peek at, and you can start to get a sense of how the case is developing!*

ENDGAME

The game is over... time to discover whose efforts have paid off! Prepare for final scoring by following these four steps in order:

1. SCORE GRIP
2. FIND OUT WHO WENT IN TOO DEEP
3. CHECK IF THE FINAL PLOT WAS FOILED
4. SET EVIDENCE SCORING VALUES

1. SCORE GRIP

First, **gain Intel for the lowest Grip disc** on your Grip track. The track bears faint numbers to remind you of that scoring value.

Many of your Grip tokens are quite high, but the Mechanic lagged behind... the value of its space is 12.

2. FIND OUT WHO WENT IN TOO DEEP

Who was the most corrupt agent? Reveal your banked Dilemma cards, total their corruption, and subtract your Tolerance to get your **final corruption score**. Compare your final corruption score with the other players.

- The player with the **lowest final corruption** gets a bonus: Gain 5 for **every** other player with higher final corruption.
- The player with the **highest final corruption** has gone *In Too Deep*, and will suffer a penalty... but only **if** the final plot was foiled (*see below*)!

*It is possible for **multiple** players to tie for least and/or most corruption. All tied players receive the full benefits/penalties of the status. If **all** players have the **same** corruption, they are **all** considered to be **In Too Deep** and treated accordingly; in that case there is no reward for lowest corruption.*

*With these Dilemmas and Tolerance tokens, your corruption score is 24. If that's the **lowest**, you gain 5 for each more-corrupt player! If it's the **highest**, you went **In Too Deep**!*

3. CHECK IF THE FINAL PLOT WAS FOILED

Reveal **all** of the face down Evidence tokens in the Final Plot, and group them by type (*it no longer matters which lockers tokens are in*). For the plot to be foiled, there needs to be **at least 3 tokens** of x Evidence types; x is based on player count:

2p: 3 types • 3p: 4 types • 4p: 5 types • 5p: 6 types

This graphic on the Syndicate board is a reminder of how much Evidence is needed to foil the plot for different player counts.

- If the plot **was** foiled, **the In Too Deep player immediately loses Intel equal to their final corruption score**.
- If the plot was **not** foiled, the In Too Deep player suffers **no** penalty.

In a 3-player game, we need at least four Evidence types with least three tokens in the Final Plot... and there are! Ringleader, Weaponry, Timing, and Location all have three or more. The plot has been foiled! The In Too Deep player immediately loses Intel equal to their Final Corruption!

4. SET EVIDENCE SCORING VALUES

Stack the Evidence tokens in the Final Plot by type. Place the tallest stack (*or stacks*) in the leftmost scoring bracket, then the next-tallest stack (*or stacks*) in the next bracket, and so on. This determines the value of the players' Evidence collections (*the tokens in their Memory and the symbols on their Dilemma cards*). If the brackets are full, any "leftover" Evidence types with at least one token in the Final Plot go into the rightmost (1) bracket.

Proceed to *Final Scoring!*

SCORING BRACKETS

Ringleader and Weaponry have the tallest stacks, so those types are worth 4 each. Location and Timing have the next-tallest, so they're worth 3 each. Tactics is next-tallest so is worth 2 each. No Financing Evidence at all appeared in the final plot, so they are worth zero.

FINAL SCORING

Add the value of your Evidence tokens and Dilemma benefits to your score, in the following categories:

EVIDENCE COLLECTION

Reveal your Evidence collection. With luck, you will have built a collection of symbols that has high scoring value.

Score **each type** of Evidence in your collection by counting the symbols **of that type** on your tokens and Dilemma cards, then multiplying the total by the **scoring value** for that type.

If there are **no** tokens of a certain symbol in the Final Plot, that type has no value in collections.

TACTICS **RINGLEADER** **TIMING** **WEAPONRY** **FINANCING** **LOCATION**

We recommend calling out a scoring bracket value and the types in it, then having all players add their scores for those types. (For example, call out "Ringleader and Weaponry symbols score four each".) Work your way from most-valuable to least in the scoring brackets. This will help everyone to score all types correctly.

DILEMMA INTEL

Score the Intel values displayed on your Dilemmas.

WANTED POSTERS

Count the number of **unique** Wanted Posters on your Dilemmas (*ignore any duplicates*). Multiply that number by itself to find their score value.

SENTINEL SIGILS

For each set of **exactly three** Sentinel Sigils, score 20. Sets of fewer than three Sigils do not score. It is possible to score more than one set.

The player with the highest score wins the game! *In the event of a tie, the tied player with lower final corruption is the winner; if that's also tied, the victory is shared.*

Your Evidence collection is composed of these tokens in your Memory and symbols on your Dilemmas. According to the Evidence values we established in the example on the previous page, your collection is worth:

$2 \times 4 = 8$
$3 \times 4 = 12$
$1 \times 3 = 3$
$0 \times 3 = 0$
$5 \times 2 = 10$
$1 \times 0 = 0$

...for a total of 33.

You have a single Dilemma worth 1.

Your collection includes four unique Wanted Posters. Four multiplied by itself is 16.

You didn't get a set of three Sentinel Sigils. Sadly this card is worth 0, but at least it didn't contribute to your corruption!

*With these Dilemmas and tokens, you add a total of 50 to your score. Will it be enough to make **your** casefile the one that unlocks the Syndicate's secrets?*

YOU WON... BUT WHAT DOES IT MEAN?

IF YOU *WEREN'T* IN TOO DEEP AND THE PLOT *WAS* FOILED...

The Syndicate slinks away from New Dawn City, defeated... the program is a complete success! You are promoted to run the division, and you pledge to guide it with wisdom and integrity.

IF YOU *WERE* IN TOO DEEP AND THE PLOT *WAS* FOILED...

Your spiral into darkness almost destroyed your case, but in the end your dubious tactics paid off. New Dawn City is bruised but not beaten. Next time you may not be so lucky.

IF YOU *WEREN'T* IN TOO DEEP AND THE PLOT *WASN'T* FOILED...

Sadly it's too late for New Dawn City... but your casefile is a gold mine of information on the Syndicate's inner workings. The next time they make a move to expand, we'll be ready!

IF YOU *WERE* IN TOO DEEP AND THE PLOT *WASN'T* FOILED...

You have gone over to the Syndicate. The city is under their sway, and you have a thick file of the Agency's methods and technology to hand over. You will be richly rewarded in their new regime.
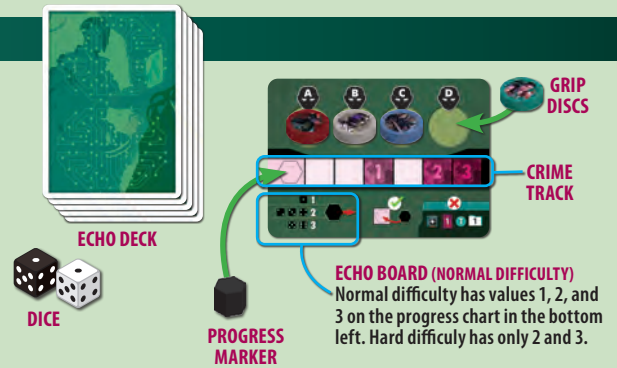
ECHO MODE - SOLO RULES FOR IN TOO DEEP

*"Echo" is the Agency hacker that developed the Hook Program. **Echo Mode** is an artificial intelligence that simulates her infiltration style and provides a challenging opponent for you to compete against when playing solo. Good luck… you're going to need it!*

ECHO SETUP

Set up as if for a 2-player game (*treating Echo as player 2*), with these exceptions:

- Use only **four Criminals** instead of five as normal for a 2-player game.
- Shuffle the **Echo deck** and keep it face down near Echo's Console, with the **dice** nearby.
- Place the **Echo board** near the deck, with the side up pertaining to the difficulty level you desire. Place the **Progress marker** on the start of the **Crime track**. Randomly place unused **Grip discs** (*matching the Criminals in your game*) into slots A B C and D; this will establish which Criminal corresponds to which letter for your game.
- Deal one Level-1 Story Crime card face down to Echo, and **no** Side Crime card.
- Place an **unused Grip disc** randomly on **one** of the **Blockades** to mark it.
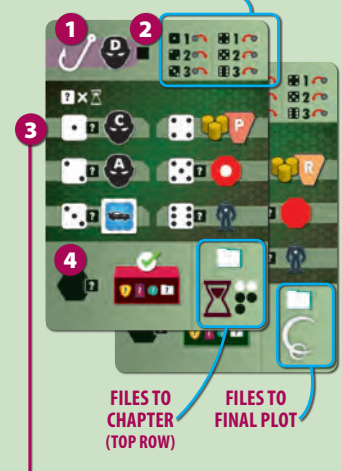
ECHO DECK

DICE

PROGRESS MARKER

GRIP DISCS

CRIME TRACK

ECHO BOARD (NORMAL DIFFICULTY) Normal difficulty has values 1, 2, and 3 on the progress chart in the bottom left. Hard difficulty has only 2 and 3.

ECHO'S TURN

Flip the next Echo card face up. The card will generate Echo's behaviour for her turn, following these steps in order:

1 Echo hooks the indicated Criminal, and gains Grip with it (*if she hooks your Criminal, she pays you* 🛡 *as usual*).

2 Echo moves that Criminal, ignoring Blockades. Roll the black die and consult the **movement chart** to see how it moves.

3 Echo affects other board elements by rolling both dice (*white die determines **which** thing, black die determines **how** it moves using the movement chart; ignore Blockades for movement of Criminals and Items; a held Item **is** moved by Echo*). Do this **once** in the first Chapter, **twice** in the second, **three times** in the third. Echo will never affect the same thing twice in a turn; if she ever duplicates a white-die result during a turn, reroll it until a unique result is achieved.

4 Roll the black die to see how far to move the Progress marker on the Crime track; the Echo board has a chart which shows what the die result means. If Echo **doesn't** reach the milestone matching her current Story level, she gains the rewards shown on the Echo board. If she **does** reach her milestone, return the Progress marker to the start of the Crime track and then:

   a. Check the Echo card to see which **Approach** Echo takes (*restrained or reckless*) Echo unhooks from her Criminals, then reveals her Crime card. Echo earns the rewards indicated on the card for the relevant Approach.

   b. Place the completed Crime card (*criteria do not actually need to be met*) in the Storyline display.

   c. Echo draws a new Crime card face down. She will draw Level-1 Crimes until all storylines have a Level-1 in the display, Level-2 Crimes until all storylines have a Level-2 in the display, and Level-3 Crimes thereafter.

ECHO FILING BEHAVIOUR

Echo **always** gains Evidence from the **pool**, never the **plank**. Echo's Evidence **always stays face down** during the game, **even when filing to the Chapter**. Check the card to see whether she files into the Chapter or the Plot. When she files into the Chapter, she files into the highlighted row; if that row has no Dossiers left, she files to the Plot instead. When filing to the Plot, Echo always files into the topmost bonus slot available, and gains the reward indicated. If no Bonus slots are available, she files to her locker. Echo may not file to two bonus slots in a single turn. When Echo is supposed to file a **second** Evidence in a turn, she always files to the Final Plot.

BOOSTS, GRIP, AND ZONES

- When Echo gains a Boost, she takes the one with the most Intel on it (*if tied, you choose*), gains the Intel, and discards the Boost without activating it.
- Whenever Echo gains Grip with an unspecified Criminal, she advances her **lowest** Grip marker. Whenever she loses Grip with an unspecified Criminal, she chooses her **highest** Grip marker. In either case if there is a tie, you choose.
- When Echo cycles Heat into a Zone on her turn, if the indicated Zone already has Heat in it, cycle the Heat instead to the next Zone clockwise that has no Heat. Echo only triggers **some** Zones' powers when she cycles the Heat in; she ignores the powers of other Zones. At the **Parish** she gains a Tolerance token. At **Riverside** she gains one Evidence. At **Ion Heights** she gains one Boost.

MOVEMENT CHART Indicates 1-3 Zones clockwise or counterclockwise.

FILES TO CHAPTER (TOP ROW)

FILES TO FINAL PLOT

⚀	Move the indicated Criminal.
⚁	Move the indicated Criminal.
⚂	Move the indicated Item.
⚃	Move the 3-Heat group to the indicated Zone. Ignore black die.
⚄	Move the marked or unmarked Blockade as indicated.
⚅	Move the Sentinel.

CHAPTER RESOLUTION & GAME END

Chapter end is triggered by the player as normal, or when Echo needs to gain Evidence and there is none in the **pool**. Echo gains/loses Chapter rewards/penalties just like a live player. To bank Echo's Dilemmas, shuffle her hand, randomly bank half (*rounding up*) into her Corruption Well face down, then discard the rest.

Treat the end of the game and all final scoring as if Echo were a human player. Echo will not reliably build a very good Evidence or Dilemma collection, but she makes up for it with relentless progress during the game, accomplishing the equivalent of at least a Side Crime on every single turn. ***Can you beat her?***

ECHO WITH TWO HUMAN PLAYERS!

Try having Echo join you in a 2-player game, setting up as if for a 3-player game! Her presence adds a tricky wildcard element that fleshes out the straightforward 2-player experience. The only change is that you will use **five** Criminals instead of only four. To accomodate this, at the end of each of Echo's turns you must cycle the Grip discs on the Echo board as shown so that she can affect all five.

After her turn, the disc that's off the board circles around into slot A and pushes every other disc one notch to the right.

CRIMINAL SKILLS
*For all these Skills, **nearby** means in the Criminal's Zone or in an adjacent Zone. A Blockade is nearby even if on the far edge of an adjacent Zone.*
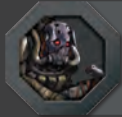
DISRUPTOR
The Disruptor may shift a nearby Blockade or Sentinel. The first time this is done in a turn it is a free action, then it costs one action per shift.
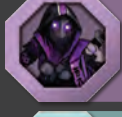
DRONEJACK
The Dronejack may spend an action to shift or pick up one nearby loose Item. The ability ignores Blockades completely.

FIXER
The Fixer may spend an action to activate the power of a nearby Zone that has no Heat. The ability reaches through Blockades.

GHOST
The Ghost ignores Blockades while moving, and is always considered to be Alone for Crime-completion criteria.

JUMPER
The Jumper may spend an action to move to the opposite Zone.

MECHANIC
When controlling the Mechanic, you may consider her carried Item to be the other Item **of the same type** for Crime-completion criteria.

PERSUADER
The Persuader may spend an action to shift one nearby Criminal one Zone. The ability reaches through Blockades but can not move the affected Criminal through one.
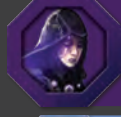
SCOURGE
Once per turn, the Scourge's controller may gain Grip with a nearby Criminal other than itself as a free action.

SMUGGLER
The Smuggler may pick up loose Items in his Zone, and may steal Items from other Criminals in his Zone, as a free action.

SPRINTER
The Sprinter may spend an action to move to any Zone that is reachable without crossing any Blockades.

ZONE POWERS

THE BLOCKS
You may pick a rival to challenge. Both of you reveal your Dilemmas **in hand only** and compare the total corruption (*including Tolerance*). Higher total loses. Loser pays 2 to winner, secretly chooses one Dilemma to discard face down.
- You may choose to **not** challenge. Challenger and target must both have at least one Dilemma in hand to challenge. Challenger wins ties.

DOWNTOWN
Make up to three shifts with the Blockades and/or the Sentinel. You may split your shifts up however you like among the Sentinel and the two Blockades.

ION HEIGHTS
Claim one Boost from the Boost wheel, **or** draw one card from any Crime deck and place it face down by your Console without looking at it until the end of your turn.

THE PARISH
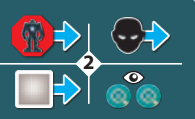Gain a Tolerance token from the supply.

RIVERSIDE
Gain one Evidence **or** File one Evidence. Follow the normal process for either.

SKYPORT
Move one Criminal (*along with any held Item*) from its current location to any Zone. Hook status and starting location of the Criminal is irrelevant.

THE TOWERS
Choose two options, or the same option twice:
- Shift one Criminal (*may not pass Blockade*)
- Shift one loose or held Item (*may pass Blockade*)
- Peek at two face down Evidence (*in Pool or Final Plot*)
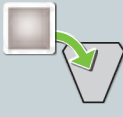- Shift one Blockade or Sentinel once.

ZINBAZAAR
Swap any two Items. Either or both may be loose or held; a loose Item swapped with a held Item itself becomes held.

BOOST TILES

Swap any two Items. Either may be loose or held.

Move one Item. To any Zone, may be loose or held, arrives at destination loose.

Swap Item with Criminal. Item may be loose or held, hook status of Criminal irrelevant.

Swap any two Criminals. Hook status irrelevant, they bring held Items.

Move one Criminal. From any Zone to any other Zone, hook status irrelevant, brings held Item.

Shift Sentinel/Blockades. Up to the number shown. May split up shifts between Sentinel and Blockades as desired.

Swap hook tags. **All** tags you control for **all** tags a rival controls. Do not gain Grip.

Discard a Dilemma. From your hand or your Corruption Well.

+2 -2 Draw and discard Dilemmas. Draw two from deck into hand, discard two from hand; discards **may** include drawn cards.

Challenge a rival. Same rules as the Zone power of the Blocks.

Lock a Hook tag. Place on a hook tag you own. No rival may hook that Criminal until you unhook by completing a Story Crime.

Peek at two Evidence. Face down in Pool or Plot.

Peek at two Evidence, then take one of them. Face down in Pool or Plot.

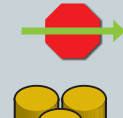**Take one Evidence.** Face down in Pool or Plot.

Reveal one Evidence. Face down anywhere in Plot, into the public locker.

Draw Side Crimes. Number shown; keep them face down beside your Console until turn end.

Gain Grip. Amount shown. May split how you like among any Criminals, hook status irrelevant.

May Ignore Blockades. Effect lasts for your whole turn.

Move all Heat from any one Zone. To Zone with zero Heat.

Gain a Tolerance token. From the supply.

Hook a Criminal. Follow the usual rules; gain Grip as normal.

Gain Actions. One action per symbol.