

ESCAPE PLAN



SETUP

- Place the Game Board with the side face-up according to the number of players.
- Randomly place the Start City tiles face-up on the 'S' spaces.
- Shuffle each letter of City tile into 4 face-down stacks, then flip the top tiles face-up.
- Place all Police Officers into the bag. Draw 2 to the top of each City tile stack and the 'D' Convenience Store on the Board.
- If any City tile now has 2 Police Officers of the same colour, return 1 to the bag.
- Place Gas Canisters and Gang Members onto their spaces.
- Place the Time marker on the start of the Time track.

8. Place Patrol cards into a face-down pile on their space, discard the top card unseen.

9. Place Business and Safe House tiles face-up on their spaces.

10. Place the Keys randomly face-up in the spaces next to the Safe Houses.

11. Place the Fixer tiles in a face-up stack on their space.

12. Separate the Locker tiles by colour, shuffle and place face-down on their spaces.

13. Separate the Equipment tiles by type and place face-down on their spaces.

14. Separate the Exit tiles by colour, shuffle and place face-down next to the Board.

15. Shuffle the Contract cards into a face-down pile, draw 7 into a face-up display.

16. Each player chooses a colour and takes:

1 Player Board

1 Player Screen

1 Income pawn - place on the Hospital location.

9 Income cubes - place on the spaces on your Income track.

2 Gang Control markers - place in your Gang area.

1 First Aid token - place in your space.

3 Wound aid cubes - place on its Green Wounds space.

1 Rest token - place Sun side up on its space.

4 Notoriety cubes - place in the start space of your Notoriety area.

\$9 - placed behind your Player screen.

1 Escape Plan card - kept secret.

1 Notoriety marker - placed at the bottom of the Notoriety track.

1 Turn Marker

3 Police Officer Asset tiles - place face-up on the top Item spaces.



1 Extra Action Asset tile - place on the \$5 unlocked Asset tile space.



3 Remaining Asset tiles - place face-up on the bottom Contact card spaces.



17. Determine Start player. The 1st player places their Turn marker on the '1' space, each other player places clockwise in numerically ascending order.

2 PLAYER SETUP



18. Place Sandra's pawn on the Hospital location.

19. Place Sandra's Notoriety marker on a start space of the Notoriety track.

20. Place Sandra's Turn marker on the '3' space of the Turn order track.

21. Shuffle the Sandra cards into a face-down pile next to the Game board.

22. Place 4 Notoriety cubes and 9 Income cubes next to the Sandra cards.

GAMEPLAY

The game is played over 3 Rounds each consisting of 6 Phases.

1) INCOME (skip in Round 1)



- Gain Income equal to the lowest visible number on your Income track.
- If your position on the Notoriety track is less than 3, you may spend \$3 to unlock an Asset tile.

2) PATROL

- Reveal the top 2 cards of the Patrol deck (In Round 3, draw last card). Place on the indicated Patrol space(s).
- If a 2nd card is placed on a Patrol space, that Exit is blocked. If the Exit tile is on the Board, place either Exit tile stack on it. Otherwise place the stack as soon as the Exit tile is revealed.

3) CITY

Each player in player order places 1 new City tile with the Police Officers on it, until all 4 are placed.

- Place City tiles adjacent to at least 2 others. At least 1 Land type must match, if possible.
- If the City tile has a Business/Safe House, place an available Business/Safe House tile on the Location.
- If the tile has a Gang, place 2 Gang members on the Location.

Then flip 4 new City tiles face-up and draw 2 Police Officers to place on top of each City tile stack. If any City tile now has 2 Police Officers of the same colour, return 1 to the bag.

4) TURN ORDER

Adjust Turn Order to correspond with positions on the Notoriety track, the player in highest position becomes first player. If players are tied, reverse their relative positions.

5) PLAYER ACTION

This Phase is divided into 5 parts: 3 Required Turns, and 2 Optional Turns.

- During each Required Turn, all players in turn order either REST or MOVE, and perform any number of Executive Actions.
- During the final 2 Optional Turns, players must discard an Extra Action disc to participate (Sandra always uses her Extra Action Discs if she has any). Then all participating players in turn order either REST or MOVE, and perform any number of Executive Actions.
- If at least 1 other player has escaped you must pay \$1 at the start of each turn otherwise you are ARRESTED.
- Once participating players have finished each turn, move the Turn Order marker to the ★ space and adjust the Notoriety Track, then move it again to the next Turn space.

REST

Can only be performed once per Round.

- Flip your Rest token to the Moon side.
- Reset your First Aid token, all used Contract cards and Equipment tiles.
- Unlock an Asset tile.



MOVE

- Players have 3 Movement Points (MP), they must move and must end on a Location. Water may only be moved into if at least 1 City tile in that Water area has a Ferry. You may spend Gas Can tokens to gain 1 extra MP per token.

- 1 MP to move from a Location to a Land space.
- 1 MP to move from a Land space to an adjacent Location.
- 1 MP to move from 1 type of Land to a different type of Land.



- 0 MP to move between Subway Stations, Gain +1 MP when leaving the destination Subway.



- 1 MP to fly from a HELIPORT Location to any Location/Land space up to 2 City tiles away.



- 1 MP and 1 Gang Member to fly from a HELIPAD tile to any Location/Land space up to 2 City tiles away.

2. Players need to attempt to avoid every Police Officer on each City tile they left.

Sandra must also be avoided in the same way as a Police Officer.

- For travel by Air, Subway, or Sewer only avoid the Police Officers on the starting tile.
- For each Police Officer you cannot avoid, gain 1 Wound. If you need to gain a 4th Wound, instead heal 1 Wound and use 1 Handcuff card to block the rightmost card space on your Player Board, discarding anything on that space.

3. Visit the Location.

SANDRA'S TURN

- Reveal Sandra cards until a Location on the Board is revealed. Place Sandra there. Ignore open Exits on Rounds 1 and 2, Sandra can always visit Closed Businesses.
- Gain 1 Notoriety for each other player on the Location. Then perform the following:



- Gain 1 Notoriety, +1 per each other player at the Location.
- Place 1 cube on the White hex.
- Discard the 2 rightmost Contact cards from the display. If they grant Extra Action discs gain them.
- If this is the 3rd Business in a group gain 1 Extra Action disc.



- Lose 1 Notoriety, +1 per each other player at the Location.
- Place 1 cube on the Red hex.
- Discard 1 random Fixer tile and 1 Key.
- If this is the 3rd Safe House gain 1 Extra Action disc.



- Stores A & C: gain 1 Notoriety; B & D: lose 1 Notoriety; +1 per each other player at the Location.
- Discard the 2 rightmost Contact cards from the display. If they grant Extra Action discs gain them.
- Stores A, B, & C: discard 1 random Locker from the depicted stack. Store D: discard 1 from each stack.



- Lose 1 Notoriety, +1 per each other player at the Location.
- Discard 1 random Exit tile.
- Discard the 2 rightmost Contact cards from the display. If they grant Extra Action discs gain them.

6) CHANGE OF ROUND

- Reset each player's Rest token to the Sun side.
- If this is the end of the 3rd Round, perform END OF GAME scoring.

ESCAPING

On Day 3, you may Escape from the Unblocked Exit.

- You still need to avoid any Police Officers on the Exit tile.
- Pay the Escape Cost depending on the number of players that have already Escaped.



END OF GAME

- Any player who was ARRESTED has a score of zero.
- Discard 1 Contact card on your Player Board.
- Calculate your final score:

- Collect \$ from Businesses and Safe Houses according to your Escape Plan card.
- Add \$ collected behind your Player Screen.
- Gain \$10 for each flipped Asset tile.
- Gain \$ according to the number of Contact cards on your Player Board.
- Gain \$ from Locker and Exit tiles.

- Potentially lose \$ according to your position on the Notoriety track.
- Lose \$20 for each Wound.

THE PLAYER WITH THE MOST MONEY WINS.

Ties are broken by most \$ behind screen, then least Notoriety, then least Wounds.



BUSINESSES

You can only visit each Business once per game.

- Gain 1 Notoriety for each other player (including Sandra) there.
- Take the top-most cube from your Income track and reference your Escape Plan card:
 - If an Income symbol is shown, immediately receive Income and place the cube on the Hexagon with the Income symbol.
 - Otherwise place the cube on the White Hexagon without the Income symbol.
- Gain 1 Contact card.



- After 2 visits in a 1-3 player, or 3 in a 4-5 player game, flip the tile to Close the Business. You can only visit a Closed Business by flipping an unused Key.
- If you visit all 3 Businesses in the same group either:
 - Gain an Extra Action disc or Unlock an Asset tile and lose 1 Notoriety.

CONVENIENCE STORES



- Gain 1 Notoriety for each other player (including Sandra) there.
- You may take 1 Gas token. You can hold a maximum of 2.
- You may buy up to 2 Equipment tiles face-up. You may make space for it on your Player Board by discarding 1 tile you own and gaining 1 Notoriety.
- You may open 1 Locker using a Key:
 - The sum of your Notoriety track and number of Contact cards you own must be equal to or higher than the Number on the bottom of the tile.
 - Flip the matching Key or Master Key Asset tile.
 - GREEN: draw a number of tiles equal to your sum +1
 - BLACK: draw a number of tiles equal to your sum
 - BROWN: draw a number of tiles equal to your sum -1
 - Gain 1 of the tiles face-down. You may make space for it on your Player Board by discarding 1 tile you own and gaining 1 Notoriety.
 - Return the other drawn tiles and shuffle the stack.

CHURCH



- Gain 1 Notoriety for each other player (including Sandra) there.
- You may pay \$1 to lose 1 Notoriety.
- You may unlock an Asset tile.
- Gain 1 Contact card.

GANGS



- You can only visit if no other player or Gang Control marker is on the Location.
- Pay \$5.
 - Gain both of your Gang Members from the tile.
 - Place 1 of your Gang Control markers on the Location.



SAFE HOUSES

You can only visit each Safe House once per game.

- Gain 1 Notoriety for each other player (including Sandra) there.
 - Take the top-most cube from your Income track and reference your Escape Plan card:
 - If an Income symbol is shown, immediately receive Income and place the cube on the Hexagon with the Income symbol.
 - Otherwise place the cube on the Red Hexagon without the Income symbol.
 - Lose 1 Notoriety.
 - Take 1 available Key from the area above the Safe House.
 - You may buy 1 Fixer tile face-up from the stack. You may make space for it on your Player Board by discarding 1 tile you own and gaining 1 Notoriety.
- If you visit all 3 Safe Houses either:
 - Gain an Extra Action disc or Unlock an Asset tile and gain Income.



EXITS



- Gain 1 Notoriety for each other player (including Sandra) there.
 - Open and Closed Exits:
 - If the Exit is open you may receive Income.
 - If the Exit is closed you may either receive Income or take 1 Exit tile.
 - Gain 1 Contact card.
- If you take an Exit tile:
 - Draw a number of tiles equal to the number of Contact cards you own.
 - Gain 1 of the tiles face-down. You may make space for it on your Player Board by discarding 1 tile you own and gaining 1 Notoriety.
 - Return the other drawn tiles and shuffle the stack.

CLINIC



- Gain 1 Notoriety for each other player (including Sandra) there.
- You may unlock an Asset tile.
- You may heal 1 Wound.
- Gain 1 Contact card.

HOSPITAL



- You may pay \$1, \$3, or \$6 to heal 1, 2, or 3 Wounds.
- Gain 1 Notoriety.

EXECUTIVE ACTIONS

You can use the following Executive actions at any time on your turn, unless they have the following icons on their assets:



Use during movement.



Use during the avoid step.



PERFORM FIRST AID

Flip your First Aid tile to heal 1 Wound.



USE A CONTACT CARD

- Pay the cost depicted on the card.
- If ★ is shown, gain 1 Notoriety.
- Use the benefit of the card.
- Flip it face-down.



USE AN UNLOCKED ASSET TILE

- Pay the value indicated below the tile.
- Gain its benefit.
- Flip the tile face-down.



USE A GANG MEMBER

- Return 1 Gang member to a Location where you have a Gang Control marker. Once both have been returned, take back your marker.
- Then either:
 - Lose 1 Notoriety.
 - During Movement -1 MP to fly from a HELIPORT Location to any Location/Land space up to 2 City tiles away.
 - During Avoid step - ignore all Police Officers on a tile of your choice.



USE A FIXER TILE

Flip the tile face-down to gain its benefit.



USE AN EQUIPMENT TILE

Flip the tile face-down to gain its benefit.



MOVING POLICE OFFICERS

When moving Police Officers for any reason, use the following rules:

- Players may take the Police Officers from any City tile and move them to any other tile, regardless of distance.
- No more than 1 Police Officer of each type can be on the same tile.
- No Police Officers can ever be on the Hospital tile.

GAINING CONTACT CARDS

When you have to take a Contact card choose 1 from the face-up Display, (slide all Contract cards to the right to fill gaps) then draw another card to refill the Display. Then do 1 of the following with the chosen card:

- Place the card face-up on the left-most empty Contact card space of your Player Board.
- Gain 1 Notoriety and use the card to replace a Contact card on your Player Board, discard the old card.
- Discard the card.

UNLOCKING AN ASSET TILE

- To unlock an Asset tile, move it to the most expensive empty Asset tile space on the left of your Player Board.
- If you have no empty spaces, discard the tile from the game.
- Move the remaining tiles to the right on the row the Asset tile was taken from.

NOTORIETY



- During each turn on your Player Board; track any gain in Notoriety by moving 1 cube into the Red box, and any loss in Notoriety by moving 1 cube into the Blue box.
- If all your cubes have been moved up and you need to track another gain or loss, instead move 1 cube from the opposite box down to the neutral area.

At the end of each of the 5 turns, each player in turn order updates their position on the Notoriety track according to the position of their Notoriety cubes in their Red and Blue boxes.

Each time you cross a threshold (if you cross multiple Thresholds, resolve them individually):

- All players with less Notoriety in turn order must move 1 Police Officer towards you if possible, it must end up on a tile at least 1 tile closer.
- Gain the indicated benefit:

Crossing the 1st Threshold: Unlock 1 Asset tile

Crossing the 2nd Threshold: Unlock 2 Asset tiles

Crossing the 3rd Threshold: Unlock 1 Asset tile and gain 1 Extra Action disc.

If your token is at the top of the track, gain 1 Wound for each additional increase.

CONTACT CARDS

Pay the cost depicted on the tile, if ★ is shown gain 1 Notoriety, then flip to use.

	BRIBE/RALLY - \$2 ★		CHOPPER - \$2 ★		FAST CAR - \$3 ★
Move any Police Officer of the indicated type to any tile without that type of Police.			Move from a tile with a Heliport to a Location or Land space 1 to 2 tiles away.		Avoid all Police Officers on 1 tile.
	BOXER/FIGHT/NINJA - \$2 ★		FIXER - \$4		GANG - \$2 ★
Avoid all Police Officers of the indicated type on 1 tile.		Gain 1 Extra Action disc.		Perform 1 of the 3 possible Gang Executive Action abilities.	
	GAS CAN - \$0		GENERAL STORE - \$2		INFORMER - \$3
+1 MP during Movement.		Gain Income.		Lose 1 Notoriety.	
	JET SKI - \$0		MEDEVAC - \$0		MEDIC - \$2 ★
You can move through Water spaces on 1 body of water this turn.		Move directly to the Hospital and end your movement.		Heal 1 Wound.	
	SEWER - \$2 ★		SNITCH - \$1 ★		SPY 1 - \$2 ★
Move to any City tile exactly 2 tiles away. This is a free Movement unless you end on a different Land type than you started, then it costs 1 MP.		Remove 1 Police Officer of the indicated type on the Game Board from the game.		Take 1 Contact card.	
	SPY 2 - \$3 ★		SPY 3 - \$3 ★		STUNT - \$1 ★
Flip back all of your face-down Equipment tiles and Contact cards.		Unlock 1 Asset tile.		Avoid 1 Police Officer of any type.	

FIXER TILES

Flip for a 1x use.

	DISGUISE - \$2 TO BUY		ENERGY DRINK - \$2 TO BUY		FIRST AID KIT - \$1 TO BUY
Lose 1 Notoriety.		Flip back all of your face-down Equipment tiles and Contact cards.		Heal 1 Wound.	
	GOLD BAR - \$3 TO BUY		ID CARD - \$4 TO BUY		MOTORCYCLE - \$2 TO BUY
Unlock 1 Asset tile.		Gain 1 Extra Action disc.		Perform 1 of the 3 possible Gang Executive Action abilities.	
	SAFE - \$3 TO BUY		SCUBA GEAR - \$1 TO BUY		HELICOPTER - \$1 TO BUY
Receive Income.		You can move through Water spaces on 1 body of water this turn.			Move from a tile with a Heliport to a Location or Land space 1 to 2 tiles away.
	SKATEBOARD - \$1 TO BUY		TELEPHONE - \$2 TO BUY		
Avoid all Police Officers on 1 tile.		Take 1 Contact card.			

ASSET TILES

Pay the cost indicated below the tile then flip for a 1x use.

	Avoid all Police Officers on 1 tile.		Master Key: use to visit any Closed Business or open any Locker.
	Move any 1 Red Police Officer to any tile without that type of Police.		Heal 1 Wound.
	Move any 1 Blue Police Officer to any tile without that type of Police.		Gain 1 Extra Action disc.
	Move any 1 Black Police Officer to any tile without that type of Police.		

EQUIPMENT TILES

Flip to use.

	VEST - \$2 TO BUY	Avoid 1 Red Police Officer.
	HAT - \$2 TO BUY	Avoid 1 Blue Police Officer.
	HELMET - \$2 TO BUY	Avoid 1 Black Police Officer.
	GAS MASK - \$3 TO BUY	Avoid 1 Black or 1 Blue Police Officer.