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# v1

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Game:	<b>ESCAPE FROM NEW YORK</b>
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For best results, print at 100% (on double-sided paper), laminate and trim to size.

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# ESCAPE FROM NEW YORK

## SETUP


Place the **board** in the middle of the table.

Shuffle the 8 red **point of interest** (POI) tiles and put 1 of them facedown in each red space on the board.

Put the **Library tile** faceup in the matching yellow space.

Put the **World Trade Center tile** faceup in the matching blue space. Then put the **Gulfire counter** on it.

Put the **helicopter counter** (red H/heliport side up) in the central space of Central Park.

Shuffle the **suburb counters** and put 1 facedown on each space marked with .

Put each **case token** on the matching icon in the top right area of the board.

Put the orange cylindrical **event level token** in the first space of the **event level track** in the top left part of the board.

Set up the **timer deck**:

- Shuffle the 3 red **timer tiles** and put them facedown on the matching space of the board;
- Put the **hurry up tile** face down on the red timer tiles;
- Shuffle the **standard** (black) **timer tiles**. In a 4/3/2/1 player game, put 12/11/10/9 of them facedown on the hurry up tile.

Put **President card** in the matching slot in the top right part of the board.

Set up the **case cards**:


- Remove the *President's Bracelet* and the *Tape* cards;
- Shuffle the 3 remaining cards, then remove 1 of them from the game without revealing it;
- Shuffle the 4 remaining cards (including the *President's Bracelet* and the *Tape*) and put 1 facedown in each case space.

Shuffle the **city tiles**, forming a city deck near the board.

Shuffle the **Central Park tiles**, forming a Central Park deck near the board.

Near the board, create a general supply with:

- The shuffled **items deck**, leaving a space for (facedown) discarded item cards.
- The shuffled **events deck**, leaving a space for (facedown) discarded event cards.
- The 4 **car cards**, white **ammo** and green **item cubes**, the **prisoner tokens** and **car figures**, the **roadblock counters**, and the **plastic bases** (4 red and 4 white).

Take all the **hero special** and **special New York action cards** (the cards marked with ) and put them facedown near the board.


Place the **New York board** near the board. Place the orange **noise cube** on the leftmost space of the noise track; 4 black **mission cubes** on the left mission box; each **boss figure** (with a red plastic base) on the matching picture; 1 red **hit points cube** on the rightmost space of each boss's hit points track; and the shuffled **New York action deck** on the left side of the board.

Each **hero player** chooses a color and takes the matching **summary card** and 2 **plastic bases**; then chooses a **hero**, taking the matching **hero action cards** (forming their starting hand) and **figure**, attaching 1 of their plastic bases to it, and placing the **hero board** in front of themselves.

They then put their **starting hero card** in the appropriate space:

- Cabbie starts with the *Taxi* card and the **taxi figure** on the board;
- Snake and Maggie each start with a **weapon**, placing the indicated number of **ammo cubes** on it;
- Brain starts with the *Diagram of Bridge 3* revealed in his personal supply;

Each hero randomly chooses 3 **level bars** with the same texture on their back, putting them facedown on their hero board (covering the corresponding level slots), then flips the level 1 bar.

They then put their 3 **special action cards** (action cards marked with ) near the board, and their figure on the Library at the center of the board.

Randomly take 6/5/4/3 **personal objective cards** for each color (blue and purple) in a 4/3/2/1 player game, then shuffle the 2 decks separately. Each player draws 1 card from each deck, looks at it secretly, and puts it below their hero board without revealing it. Put the remaining personal objectives facedown in the general supply forming 2 different decks (blue and purple).

Randomly choose 1 player to be the first hero to play their turn.

## TURN SEQUENCE

The game is played in a series of **turns**. Each player's turn consists of a **hero phase** and a **New York phase**, played in order.

### 1. THE HERO PHASE

#### 1. Reveal 1 timer tile

You may reveal 1 **timer tile** to return all your discarded action cards to your hand, then resolve the effect on the timer tile.

If you have only 0 or 1 action cards in your hand at the start of your turn, you *must* do the above.

#### 2. Choose action cards to play

Choose 2 **action cards** from your hand and place them facedown in front of you.

#### 3. Resolve 1 played action card

Reveal 1 of the 2 action cards you played, then resolve *all* the effects on it. Each card must be entirely resolved. If you cannot perform the entire action, skip all its effects, but the action still makes **noise**.

An action is still considered entirely resolved in these cases:

- You must reveal an empty space, but you cannot because all adjacent spaces are already revealed;
- You cannot inflict all of the damage you can because, for example, you have killed all enemies in range;
- You must stop a multiple tile movement because you take a car.

An icon at the top left of each action card indicates its effects:



This card lets you take a **movement action**.



This card lets you **inflict damage on enemies**.



This card lets you **take a special action**.

#### 4. Resolve the other action card


Reveal the other action card you played and resolve *all* the effects on it.

#### 5. Additional move using a car

If you have a **car** and there are no enemies in your space, you may move using it as described on the card.

If you move with a car (even using action cards), you may also transport another 1 willing hero (without a car) with you.

#### 6. Make noise

Calculate the **noise** you created while resolving your actions: this is represented by the number of **noise icons**  on the action cards you played and resolved. Move the **NY noise cube** to the right a number of spaces equal to the total noise you made.

Then put the action cards you played *facedown* in your own discard pile, to the left of your hero board. You may look at your own discarded action cards at any time.

#### 7. Receive damage from enemies

Determine the amount of **damage** you receive from each enemy in range and randomly discard that number of action cards from your hand without revealing them to the other players.

If you receive more damage than the cards in your hand, ignore the extra damage.

#### 8. Level up

If you have completed all the requirements listed on your current level bar, **level up**:

- Remove your current **level bar** and resolve the text revealed on your player board; then
- Flip the next level bar over (if present).

#### 9. Activate the building

If there is a **building** in your space, you must activate its effect.

## 2. THE NEW YORK PHASE

Take actions for New York, making choices for it when needed.

If there is only 1 card in the NY deck at any point during this phase, reshuffle all the NY action cards (those in play, those discarded, and any revealed prisoner bonus cards) to create a new deck.

#### 10. Discard New York's first action card

Discard the top card from the NY deck, putting it faceup in the NY discard pile (to the right of the New York board).

Then, New York gains 1 **noise**.

#### 11. Resolve/discard New York's next action

If New York has enough noise, spend the amount of noise shown on the back of the top card in the NY deck, then reveal that card and resolve the effects on it.

If New York does not have enough noise, instead discard the top card faceup and New York gains 1 noise.

#### 12. Move adjacent enemies

Move all disengaged enemies (enemies without any hero in their space) from the adjacent spaces indicated on the back of the top card of the NY deck into your hero's space, if possible.

Enemies cannot move through **roadblocks**, and they cannot move through **manholes** when moving in this step. **Tricked** enemies cannot move during the turn that they have been tricked.

While moving enemies, ignore the roadblock icon on the back of NY cards.


## ACTION CARDS



### MOVEMENT

Moving

Follow one of the roads on your space to an adjacent revealed tile or a facedown POI tile. If there's a **roadblock** blocking the road, you cannot go that way unless the action card allows you to destroy roadblocks while moving, in which case remove that roadblock by flipping the counter to its open road side (you can only do so if you pass through the previously blocked road).

When you move to another space, fully resolve the effects on the action card played. Then, if an **event icon**  is in the space, reveal event cards.

**Heroes and enemies cannot move into an empty space.** They can move onto revealed City and Central Park tiles, into the revealed spaces around the Library, and onto revealed POI tiles.

If the action card requires that there be no enemies in your space to move and there are, you cannot perform the action (skip all its effects, but still make **noise**).

#### Reveal an empty space

After moving, you may reveal 1 unexplored space adjacent to you.

If there are no adjacent empty spaces, you cannot reveal a tile. Draw the top tile from the appropriate deck (city or Central Park) and place it in that space. You may do this even if a roadblock is blocking the way to that space.


When a tile is revealed, add the indicated **resources** to it. Any event icons are ignored when revealing tiles.

You may reveal a POI tile *only* by moving on the tile or revealing a specific timer tile.

#### Reveal a point of interest tile

When you move onto a facedown POI tile, reveal it and resolve the effect described.

#### Reveal a suburb

If you reveal a space with a facedown **suburb token**  on it, you must flip that token. It adds an additional icon to the map tile just revealed.



### INFLECT DAMAGE ON ENEMIES

Range

When you resolve an action card or use items to inflict damage, you may distribute the damage among all enemies within the **range** indicated.

Range 0 targets enemies in your space, and range 1 also includes any adjacent spaces. Heroes and enemies can never attack each other through a roadblock.

#### Inflicting damage on prisoners

Prisoners normally have 1 hit point, so they take only 1 damage to be defeated and immediately removed from the board. Some NY action cards may increase prisoners' hit points.

Prisoners do not retain damage they receive between turns. To kill a prisoner with more than 1 hit point, you must inflict all of the damage required during a single turn, even if this means using multiple action cards or items.



As a requirement to level up, many level bars show **prisoner icons**: until the player's current level bar has visible prisoner icons, the player must place over them prisoners they kill. When there are no more visible prisoner icons, all prisoners killed are returned to the general reserve.

#### Inflicting damage on bosses

Bosses retain any damage they receive from turn to turn. Each has a dedicated hit points track on the New York board. When their hit points marker reaches 0, they are removed from the game (with the exception of the Duke).



### SPECIAL ACTIONS

Tricking enemies

When you **trick** an enemy, immediately move the enemy into an adjacent revealed space (they cannot move through a roadblock). Then lay them on their side: they cannot attack or move until the end of the current turn. At the end of the player's turn, after the New York phase, stand all tricked enemies back up.

With a single trick action, you may trick enemies into different adjacent spaces.

#### Other special effects

Other effects let you look at cards, move faster, ignore events, return cards to your hands, etc.



## REVEALING AN EVENT CARD



Every time you move into a space with an event icon (even if it already occurred in that space), you must resolve your current action, then reveal a number of event cards equal to the current event level (represented by the number under the current position of the event level token on the track in the top left of the board). Each card must be resolved in order.

If the event deck runs out, re-shuffle all the discarded event cards to create a new deck.

In the timer deck, there are tiles which move the event level token and force the current player to immediately reveal event cards.

## CASE CARDS

There are 2 ways you can **collect a case card**:

- Be in a space with a case token without any enemies at any point during your turn; or
- Steal a case card from another player by using a special action card.

When you collect a case card, put it facedown in your personal supply (to the right of your hero board) and put the matching case token back in its space at the top right of the board.

You can hold up to 3 cards in your supply, including the *President*, case, and item cards. If you collect a fourth, you must immediately discard a card (including to level up) from your supply to make space. You may look at your own item and case cards at any time.

There are 2 ways to **lose a case card**:

- Discard it voluntarily from your personal supply; or
- Be robbed by another player through a special action card.

If you **voluntarily discard a case card** for any reason, you must choose an empty case slot (a slot with a case token and without a case card), put the case card you want to discard facedown in this slot, and put the matching case token in your hero's space, so that other heroes can collect it.

## THE PRESIDENT CARD

There are 2 ways you can collect the *President* card:

- Be in the Duke's Camp POI space without any enemies at any point during your turn; or
- Steal the *President* card from another player by using a special action card.

When the *President* card is collected for the first time by any player, they must:

1. Add 1 prisoner to each adjacent revealed space around the Duke's Camp;
2. Flip the helicopter counter, if it has not already been flipped, indicating that the helicopter has landed; and
3. Reveal *all* the facedown POI tiles: for each POI revealed in this way, they must also discard 1 timer tile without resolving its effects;
4. Add The Duke on the *Nothing Here* POI tile.

The *President* card must be put in the player's personal supply. There is no way to voluntarily discard it, but the special action card *Not My Plan* lets other heroes steal it.

The *President* and *Tape* cards are required for a collective victory.

## ITEM & WEAPON CARDS



### Collecting an item card

A hero can collect items in these ways:

- If a hero is in a revealed space with 1 or more item cubes at any point during their turn and no enemies are in that space, they may return (as many times as they wish) 1 item cube to the general supply to collect 1 item card;
- By activating a Gun Shop or Library;
- By using particular action cards.

When you collect an item, draw the top card from the item deck and place it facedown in your personal supply (to the right of your hero board). If the deck is empty, you must re-shuffle all the discarded item cards to create a new deck.

You can hold up to 3 cards in your supply, including the *President*, case, and item cards. If you collect a fourth, you must immediately discard a card (including to level up) from your supply to make space. You may look at your own item and case cards at any time.

Revealed weapon and car cards are not part of the personal supply and not considered for the limit of 3 cards.

When an item is discarded in any way, put it facedown in the item discard pile. When hero starting items are discarded they are removed from the game.

### Using an item card

Item cards can be used (and immediately discarded) at any time during your turn, except during the resolution of an action card. There is no limit to the number of you can use in the same turn.

### Collecting and using weapon cards

A weapon card is treated as an item card (so it is stored facedown like a standard item) until the player reveals it, which they may do at any time, except during the resolution of an action card.

Then, the card must be placed faceup in their weapon space (to the top left of their hero board). Only 1 weapon can be in this place at a time, so if a weapon is already present when you add a second one, you must discard the older one.

Some weapons require **ammo**: this is indicated in their text. When you reveal a weapon with ammo, you must immediately put as many **ammo cubes** on the card as indicated. When you want to use a weapon of this type, you must spend ammo as indicated by the card (you do not discard the card, even if it runs out of ammo).

Other weapons do not need ammo and they can be used multiple times without discarding them.

When a player uses a weapon that makes **noise**, they immediately add the noise to the NY noise track. A weapon cannot have more ammo than the number shown on it. Some weapons, once revealed, cannot be spent to level up.

## PERSONAL ABILITIES

All heroes have an alternative action they may use once per turn during their turn, as described on their player board: instead of revealing 1 of the action cards you played, you may either **inflict 2 damage in your space** (range 0) or **move 1 space and reveal an empty space next to you**.

If you use this ability, it always makes **2 noise**. Discard the unrevealed action card facedown as normal (without it making any noise), and without revealing it to the other players.

## CARS & OTHER VEHICLES



### Collecting a car

You may acquire an abandoned car at any point during your turn if it is in your space and there are no enemies there.

Stop your movement, replace the car's white plastic base with one of your color, then take 1 **car card** from the general supply and place it in the top right space of your hero board with your hero figure on it.

### Using a car

- During any type of movement, you can transport 1 willing hero (without a car) in your space with you at no additional cost;
- A car can be discarded to move through a roadblock, destroying it; and
- A car can be used during your turn (after resolving your action cards) to perform an additional movement.

When you kill a prisoner with a car, take 1 prisoner from the general supply to put on your level bar.

### Losing a car

You may lose a car:

- If you use it to move through a roadblock, destroying it; or
- If you decide to abandon it.

If a car is abandoned, leave it in your space, replacing your color base with a white one. Return the car card and place the hero figure on the space you leave the car.

If *Cabbie's Taxi* is abandoned, remove it from the game instead.

## CARS AND PRISONERS



### Collecting a car

A car enters the game owned by a prisoner, but when they die, the car is abandoned.

A prisoner stops their movement and collects an abandoned car in its space if, at any moment, there are no heroes in that space. Replace the white plastic base with a red one and remove the prisoner token from the tile, returning it to the reserve.

A prisoner with a car has +1 **hit points**. They cannot use manholes to move. A prisoner with a car can be tricked.

A boss cannot collect a car, and they cannot be moved with a car.

### Using a car

When a prisoner with a car moves, it gains +1 **movement point** and can transport another disengaged prisoner along the way (a disengaged enemy is an enemy without any hero in their space).

When a prisoner with a car moves, it moves along the fastest route to the current player along which it can take another prisoner with it if possible (in case of tie, the current player decides).

If a prisoner with a car is forced to move through a roadblock, the car is removed and the roadblock is destroyed (flip the counter). Place 1 prisoner in the space to which he just moved.

When a prisoner with a car dies, replace the red plastic base with a white one, indicating that the car is abandoned.

## GULLFIRE COUNTER



The Gullfire is a means of transport out of the city, used for the matching personal objective. New York can destroy the Gullfire, preventing players from completing a lone victory with it.

## THE HELICOPTER



The helicopter is a means of transport out of the city, used for the matching personal objective. It may be moved to other Central Park spaces (revealed or unrevealed) using items and/or by revealing some timer tiles.

## LEVELING UP

You may level up your hero by satisfying the requirements on your current level bar. These will be some combination of:

- **Killed prisoners:** When you kill prisoners, put them on the level bar instead of returning them to the general supply.
- **Items:** During your turn (before leveling up), you may discard 1 item card (from your personal supply or from your weapon slot, if possible) to put an item cube on your level bar.

At the end of your Hero phase (*before* the Activate the Building step), if you have satisfied all the requirements on your revealed level bar you **must level up**, removing the bar (returning the prisoners and/or items to the general supply) and resolving the text revealed on your player board.

There are different types of effects:

- **LEVEL 1:** Take your special action cards, choose 1, and immediately add it to your hand (return the rest to the supply);
- **LEVEL 2:** Take your special action cards, choose 1, and immediately add it to your hand (return the rest to the supply); then, take 1 personal objective deck (blue or purple) of your choice, returning your matching personal objective card. Then, take any 1 card from this deck (even your previous objective) to become your new personal objective;
- **LEVEL 3:** Take 1 personal objective deck (blue or purple) of your choice, returning your matching personal objective card. Then, take any 1 card from this deck (even your previous objective) to become your new personal objective;

In addition, **flip your next level bar**, revealing the new requirements. You cannot level up more than once each turn.

### Steal effect on special action cards

When stealing items or cases this way, you choose the card, but you may not look at it before choosing.

## REVEALING TIMER TILES

There are 4 ways to reveal a timer tile:

- At the beginning of a player's turn, if they want (or are forced) to recover their discarded action cards; or
- When resolving some NY action cards; or
- When the *President* card is taken for the first time; or
- When the last mission token is moved to the right box by noise saturation.

When a timer tile is revealed in any way, resolve the effect described on it. The red timer tiles include 2 tiles with no effect and 1 tile which ends the game, in which case New York wins (and all players lose).

When the *President* card is taken for the first time by any player, the current player is forced to discard (not reveal) as many timer tiles as the facedown POI tiles they must reveal. In this case, the effects on the discarded tile must be ignored (except for the red timer tile which causes the collective loss).

### Hurry up tile

The **hurry up** tile must be revealed immediately when it appears at the top of the timer deck. Flip the helicopter counter over to indicate it has landed, allowing players (who have reached level 3) to complete their **lone victory** even if the President has not been rescued yet.

If New York forces a timer tile to be revealed, the current player must resolve it.

## ENEMIES

### Prisoners

These are the most common enemies. They normally have 1 hit point, move 1 space, and inflict 1 damage in their space (range 0).

During the game, New York may use special action cards to power up the prisoners' characteristics for as long as these cards are in play. Or they may collect cars (which increase by 1 the prisoner's hit points).

If you run out of prisoners, New York instead gains 1 noise for each prisoner not added to the board. Whenever there is a choice, the current player must choose where to put the last prisoners.

### Bosses

These very important prisoners enter play when specific POI tiles are revealed, and are immediately placed on that tile.

Each boss inflicts different damage with different ranges, has its own ability (shown on the New York board), and, unlike prisoners, retains damage between turns, using their hit points track.

Romero and Slag both own a case: if they are killed, remove their figure from the game and place the related case token in the space where they died.

Bosses (and prisoners) cannot collect cases on the board.

### Moving enemies

Every time New York moves an enemy, when not otherwise indicated, it must move in the direction of the current player's hero. When it has to choose which enemy to move, New York follows these priorities:

- Enemies who can reach the hero's space (in descending order of movement value and considering also manholes, as the tiles with manholes are considered for enemies movement; in case of a tie:
- Prisoners with a car; then
- Bosses (in descending order of movement value); then
- Prisoners;
- Enemies who can't reach the hero's space, following the same rule to handle ties used for the ones that can.

If there is still a tie, the current player may choose the enemy they prefer.

Important: engaged enemies—that is, any enemies in the same space as a hero—are not moved by New York or event cards.

## DAMAGE



During the hero phase, enemies in range always attack the current hero. Roadblocks prevent enemies from inflicting damage through them. **When a hero receives damage, they must randomly discard that many action cards from their hand, if possible.**

If your hand runs out of cards, you cannot receive any more damage until your next turn, when you must reveal a timer tile to return all of your discarded action cards to your hand.

Usually, only enemies in your space inflict damage, but some bosses and some prisoner bonuses let enemies shoot you from adjacent spaces. You can avoid damage by using specific items; staying in a space with a shelter; or staying behind a roadblock, which prevents enemy attacks from the other side.

## ROADBLOCKS

There are 2 ways to place roadblocks:


- When a tile with a  is revealed; or
- When an action card says so: place the roadblock on the road indicated on the back of the top card of the NY deck, which shows the layout of a tile indicating the position with the  icon.

Roadblocks must always be placed faceup (showing the roadblock icon). When a roadblock is destroyed, flip the roadblock counter to cover it. Destroyed roadblocks still count as open routes, and they are kept on the board to avoid confusion and make sure that players did not forget to place a roadblock in the first place.

If a roadblock must be placed where there already is one, ignore the action. If the roadblock must be placed where there is a destroyed roadblock, flip the destroyed roadblock to restore it.

If a roadblock must be placed on a road leading to a useless position (river coast or board edge), ignore the action. A roadblock can be placed to prevent normal movement onto a bridge.

## NY AND NOISE

New York may gain **noise**  in these ways:

- As a result of a player's action cards;
- When a player uses some weapons;
- At the beginning of the New York phase, by discarding the first NY action card to gain 1 noise;
- When the noise cost of an action card cannot be paid, New York discards it to gain 1 noise; or
- When an event card says it does.

### Noise saturation and mission cubes

If New York must gain noise but the noise cube is at the highest position on the track, move 1 **mission token** (1 for each noise) from the left to the right box instead. If there are now no mission cubes in the left box, reveal 1 timer tile, move the noise cube back to the lowest position (0 noise), then return all mission cubes to the left box. If New York should still gain noise after moving the noise cube to the lowest position, gain the remaining noise as normal.

**Move the noise cube back to 0 only when the noise saturates.** When you resolve a NY action card which moves the last mission token to the right box, you do not move the noise cube back.

Mission cubes can also be moved from the left to the right box as an effect of some NY action cards.

## MAP TILES

**City tiles:** These are placed only in black spaces on the board.

**Central Park tiles:** These are placed only in the green spaces on the right side of the board.

**Point of Interest tiles (POI):** The locations where the President, the case tokens, and the various bosses can be found. They can only be revealed when a hero moves onto them, when a player collects the *President* card, or as a result of some timer tiles. Flip the tile and follow the instructions on it.

**Library:** If you activate this building at the end of your hero phase, you may draw 1 item card or return 1 random discarded action card to your hand.

## NY SPECIAL ACTION CARDS

NY special action cards are added to the NY deck when some POI tiles are revealed. Each of them has a special **prisoner bonus** for, when resolved, they are placed above the New York board, displaying the bonus.

Each bonus card powers up a characteristic of all the prisoners in the game (including prisoners with a car). There can be multiple action cards with prisoner bonuses at the same time.

## SPECIFIC CARD EXPLANATIONS

### Come on

When moving with this card's effect, you ignore roadblocks and any other effect between the starting POI and the destination POI.

### I'll cover you / Let me think / Strong antitoxin / Take a breather

It is not possible to return this exact card to your hand when applying its effect, since it is not considered to be in the discard pile until the effect has been fully resolved.

### President's bracelet (Q52)

Once revealed, you cannot use the effect of the *President's Bracelet* anymore: it only works once. You may still complete a lone victory with it, though.

If the *President's Bracelet* has been revealed and a player loses it, it remains revealed for the rest of the game.

### Axe

Calculate the axe's additional damage before distributing damage.

### Dinner Bell

The current player must add 2 prisoners to two tiles with manholes on them within 2 spaces of their hero. If there are 0 or 1 tiles with manholes within range, add 0 prisoners or 1 prisoner, respectively.

## WINNING OR LOSING

The game immediately ends when any victory or losing condition occurs.

### Collective victory

Any number of players can win together if they are in the same space adjacent to a bridge and they collectively reveal the *President* card, the *Tape* card, the *Diagram of Bridge* card that matches the adjacent bridge, and 1 of them performs a movement action onto the bridge.

A player need not possess any of these cards to win; it is enough to reveal the cards as a group and perform a single movement along the bridge to make all the heroes in that space victorious.

If you attempt a collective victory but you do not manage to reveal all the required cards, flip them facedown and continue the game, with the heroes still in the space adjacent to the bridge.

### Lone victory

A single player can win alone at any moment of their turn if:

- The *President* card has been taken by any player and/or the top tile on the timer deck is red;
- Their hero has reached level 3; and
- They complete both of their personal objectives, revealing the required item or case card and using a specific means of transport out of the city.

### Collective loss

All players immediately lose if they reveal the red timer tile that indicates that New York wins the game.

## VARIANTS

### Hard variant

Setup as normal, but remove 1 extra black timer tile and/or remove 10 prisoners.

### Is the President dead or alive?

This set of 5 cards may change the destiny of your games. Instead of using the *President* card, you will shuffle a **President deck** formed by 3 cards (1 with *The President is Dead*, 2 with *The President is Alive*). Replace the standard *President's Bracelet* with its variant card.

When you reach the Duke's Camp tile and you want to bring the president with you, you will draw the first card of the president deck: if you draw *The President is Alive*, you will receive the president card as normal: if you draw *The President is Dead*, however, you and the other heroes will be forced to complete a lone victory (in this case, you continue playing as if the president was rescued).

### Wanted

Add the 2 new **personal objective cards** to the corresponding deck before shuffling and assigning personal objectives to the heroes. Keep the 3 **wanted cards** near the board.

Every time you defeat a boss, you get a wanted card (if possible). If your personal objective is the *Wanted* one, you may complete the lone victory if you own at least 1 wanted card.

Every time the Duke dies, he gives 1 wanted card to the hero who defeated him.

## EXTRAS

**Additional special action cards:** Add the 2 new cards to each hero's special action cards. When your hero levels up and you have to choose 1 special action card to take, you may choose from among the new ones as well.

**New weapon cards:** Add the 2 *Crossbow* cards to the item deck to increase its variability. Crossbows allow you to hit enemies from a distance without making any noise.

**New event cards:** Add the 2 *Explosion!* cards to the event deck to increase its variability.

**New timer tiles:** Add the 3 new tiles to the standard (black) timer tiles.

**Trap tiles and cards:** Shuffle the trap tiles with the other city tiles. When you move onto a trap tile, you must reshuffle all the trap cards, and then draw a random card. If you reveal the triggered card, apply the trap effect written on the tile; otherwise, nothing happens.

**Hard NY bot deck:** These 10 cards may be used to increase the difficulty, making the New York bot more challenging. Substitute all the standard cards with the new ones (labelled **HARD**).

**Variant art hero figures and hero boards:** Use whichever you prefer: the rules are the same.



# ESCAPE FROM NEW YORK

## TURN SEQUENCE

### 1. THE HERO PHASE

#### 1. Reveal 1 timer tile

You *may* reveal 1 **timer tile** to return all your discarded action cards to your hand, then resolve the effect on the timer tile.

If you have only 0 or 1 action cards in your hand at the start of your turn, you *must* do the above.

#### 2. Choose action cards to play

Place 2 **action cards** from your hand facedown in front of you.

#### 3. Resolve 1 played action card

Reveal 1 of the 2 action cards you played, then resolve *all* the effects on it. If you cannot perform the entire action, skip all its effects, but the action still makes **noise**.

An action is still considered entirely resolved in these cases:

- You must reveal an empty space, but you cannot because all adjacent spaces are already revealed;
- You cannot inflict all of the damage you can because, for example, you have killed all enemies in range;
- You must stop a multiple tile movement because you take a car.

#### 4. Resolve the other action card

Reveal the other action card you played and resolve *all* the effects on it.

#### 5. Additional move using a car

If you have a **car** and there are no enemies in your space, you may move using it as described on the card.

If you move with a car (even using action cards), you may also transport another 1 willing hero (without a car) with you.

#### 6. Make noise

Calculate the **noise** you created while resolving your actions: this is represented by the number of **noise icons** (🔊) on the action cards you played and resolved. Move the **NY noise cube** to the right a number of spaces equal to the total noise you made.

Then put the action cards you played *facedown* in your own discard pile, to the left of your hero board. You may look at your own discarded action cards at any time.

#### 7. Receive damage from enemies

Determine the amount of **damage** you receive from each enemy in range and randomly discard that number of action cards from your hand without revealing them to the other players.

If you receive more damage than the cards in your hand, ignore the extra damage.

#### 8. Level up

If you have completed all the requirements listed on your current level bar, **level up**:

- Remove your current **level bar** and resolve the text revealed on your player board; then
- Flip the next level bar over (if present).

#### 9. Activate the building

If there is a **building** in your space, you must activate its effect.

## 2. THE NEW YORK PHASE

Take actions for New York, making choices for it when needed.

If there is only 1 card in the NY deck at any point during this phase, reshuffle all the NY action cards (those in play, those discarded, and any revealed prisoner bonus cards) to create a new deck.

#### 10. Discard New York's first action card

Discard the top card from the NY deck, putting it faceup in the NY discard pile. Then, New York gains 1 **noise**.

#### 11. Resolve/discard New York's next action

If New York has enough noise, spend the amount of noise shown on the back of the top card in the NY deck, then reveal that card and resolve the effects on it.

If New York does not have enough noise, instead discard the top card faceup and New York gains 1 **noise**.

#### 12. Move adjacent enemies

Move all disengaged enemies (enemies without any hero in their space) from the adjacent spaces indicated on the back of the top card of the NY deck into your hero's space, if possible.

Enemies cannot move through **roadblocks** or **manholes** when moving in this step. **Tricked** enemies cannot move during the turn that they have been tricked.

While moving enemies, ignore the roadblock icon on the back of NY cards.

## ICONS



Place a **prisoner** on the tile.



When a hero moves onto this tile or reveals a timer tile with this icon, they must reveal **event cards equal to the current event level**.



Place a **car figure** here with a red plastic base, indicating that there is a prisoner inside.



Place 1 **item cube** here.



This icon allows enemies (and some heroes with special action cards) to **move to another space with a manhole icon** as if those spaces are adjacent.



Put a **roadblock** faceup over the icon, blocking that road.

## BUILDINGS



**Surgery:** If you activate this building at the end of your hero phase, return up to 2 discarded action cards of your choice to your hand.



**Gun shop:** If you activate this building at the end of your hero phase, choose one of these options:

- Draw 2 item cards, choosing 1 card to keep and discarding the other one; or
- Reload up to 2 ammo for your weapon. A weapon cannot have more ammo than the number on it.



**Shelter:** A hero on this tile ignores all damage they receive as long as they are there.

## SUBURB COUNTERS



When you reveal a space with a suburb counter, you must flip it. It adds an additional icon to the map tile just revealed.



A **raft icon** indicates there is a raft there, a means of transport that can be used to complete the matching personal objective and complete a lone victory.

# ESCAPE FROM NEW YORK

## TURN SEQUENCE

### 1. THE HERO PHASE

#### 1. Reveal 1 timer tile

You *may* reveal 1 **timer tile** to return all your discarded action cards to your hand, then resolve the effect on the timer tile.

If you have only 0 or 1 action cards in your hand at the start of your turn, you *must* do the above.

#### 2. Choose action cards to play

Place 2 **action cards** from your hand facedown in front of you.

#### 3. Resolve 1 played action card

Reveal 1 of the 2 action cards you played, then resolve *all* the effects on it. If you cannot perform the entire action, skip all its effects, but the action still makes **noise**.

An action is still considered entirely resolved in these cases:

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#### 4. Resolve the other action card

Reveal the other action card you played and resolve *all* the effects on it.

#### 5. Additional move using a car

If you have a **car** and there are no enemies in your space, you may move using it as described on the card.

If you move with a car (even using action cards), you may also transport another 1 willing hero (without a car) with you.

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Calculate the **noise** you created while resolving your actions: this is represented by the number of **noise icons** (🔊) on the action cards you played and resolved. Move the **NY noise cube** to the right a number of spaces equal to the total noise you made.

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#### 7. Receive damage from enemies

Determine the amount of **damage** you receive from each enemy in range and randomly discard that number of action cards from your hand without revealing them to the other players.

If you receive more damage than the cards in your hand, ignore the extra damage.

#### 8. Level up

If you have completed all the requirements listed on your current level bar, **level up**:

- Remove your current **level bar** and resolve the text revealed on your player board; then
- Flip the next level bar over (if present).

#### 9. Activate the building

If there is a **building** in your space, you must activate its effect.

## 2. THE NEW YORK PHASE

Take actions for New York, making choices for it when needed.

If there is only 1 card in the NY deck at any point during this phase, reshuffle all the NY action cards (those in play, those discarded, and any revealed prisoner bonus cards) to create a new deck.

#### 10. Discard New York's first action card

Discard the top card from the NY deck, putting it faceup in the NY discard pile. Then, New York gains 1 **noise**.

#### 11. Resolve/discard New York's next action

If New York has enough noise, spend the amount of noise shown on the back of the top card in the NY deck, then reveal that card and resolve the effects on it.

If New York does not have enough noise, instead discard the top card faceup and New York gains 1 **noise**.

#### 12. Move adjacent enemies

Move all disengaged enemies (enemies without any hero in their space) from the adjacent spaces indicated on the back of the top card of the NY deck into your hero's space, if possible.

Enemies cannot move through **roadblocks** or **manholes** when moving in this step. **Tricked** enemies cannot move during the turn that they have been tricked.

While moving enemies, ignore the roadblock icon on the back of NY cards.

## ICONS



Place a **prisoner** on the tile.



When a hero moves onto this tile or reveals a timer tile with this icon, they must reveal **event cards equal to the current event level**.



Place a **car figure** here with a red plastic base, indicating that there is a prisoner inside.



Place 1 **item cube** here.



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Put a **roadblock** faceup over the icon, blocking that road.

## BUILDINGS



**Surgery:** If you activate this building at the end of your hero phase, return up to 2 discarded action cards of your choice to your hand.



**Gun shop:** If you activate this building at the end of your hero phase, choose one of these options:

- Draw 2 item cards, choosing 1 card to keep and discarding the other one; or
- Reload up to 2 ammo for your weapon. A weapon cannot have more ammo than the number on it.



**Shelter:** A hero on this tile ignores all damage they receive as long as they are there.

## SUBURB COUNTERS



When you reveal a space with a suburb counter, you must flip it. It adds an additional icon to the map tile just revealed.



A **raft icon** indicates there is a raft there, a means of transport that can be used to complete the matching personal objective and complete a lone victory.

## BANDS OF NEW YORK


In this expansion New York is an active player. You can use it with any configuration of players, but it requires at least 1 hero.

### SETUP

Follow the standard setup, however the New York set up is different.

The **New York player** places the **NY player board** in front of them. They place:

- The **noise cube** on the leftmost space of the noise track;
- 1 mission cube (the **prisoner bonus cube**) on the leftmost space of the bonus points track;
- 1 mission cube (the **power up cube**) on the matching space (based on the number of heroes) on the power up track;
- Each **boss figure** (with a red plastic base) on the matching picture, with 1 **hit points cube** on the rightmost space of each boss's hit points track.

They takes the 4 **NY player action cards** to form their starting hand, and place the NY player special action cards (marked with  facedown near the board.

They then shuffle the **mission cards**, creating a mission deck to the right of the NY player board. Then they place the **NY summary card** near the same board.

Return the unused standard New York components to the box.

The New York player takes actions for New York, making choices for the antagonists when needed.

### THE NEW YORK PHASE

Follow the standard rules for the game except for the New York Phase, which is played by the NY player in a different way.

The **NY player acts only if the noise cube is equal to or higher than the power up cube**, following the steps below. Otherwise, the New York phase is skipped entirely, and the next hero begins their turn.

#### 10. Reset the bonus cube

If the bonus cube is on a **prisoner bonus space**, the NY player moves it to the leftmost space on the bonus points track.

#### 11. Play and/or discard action cards

The NY player may play and/or discard any number of **action cards** from their hand. When they decide to stop playing/discarding cards or when their hand runs out, the New York phase immediately ends.

### CARDS

#### Action cards

To play an action card, the NY player pays its **noise cost** (top-right corner of the card), resolves its effect (if possible) and places it into their discard pile.

When the NY player plays an action card, if the noise cube is equal to or higher than the power up cube (before paying its cost), they may also resolve the **power up** effect on the card they played in addition to the standard effect (they may freely choose the resolution order).

The NY player may choose to discard a card instead of playing it to gain **bonus points**: pay the noise cost indicated on the left side of the card, above the discard icon, then gain the bonus points listed below the icon.

#### Special action cards

NY player special action cards are added to the NY player's hand when some POI tiles are revealed, and can be used starting in the next New York phase. They are used just like the normal NY player action cards.

#### Mission cards

The NY player may choose to reveal mission cards from the deck (if it is not empty) by playing certain cards. When they do, they place it in play above the NY player board. There can be a maximum of 3 revealed mission cards at a time. If a fourth is put into play, they must discard 1 mission already in play.

When the NY player activates the mission cards in play, they must resolve all the effects of *all* mission cards in play, in any order they choose. When a mission is resolved it must be removed from the game.

### BONUS POINTS

When NY gains bonus points, move the bonus cube to the right (on the bonus point track) as many times as the number of points earned. If the cube is on the rightmost box, you cannot gain any more bonus points; excess points are lost.

At any time during the New York phase, the NY player may move the bonus cube to one of the **prisoner bonuses** shown below the bonus points track. You can only choose a prisoner bonus that is directly below or to the left of the bonus cube's current location.

This bonus remains in effect for all prisoners until the beginning of the next active New York phase: if the New York phase is skipped (because the noise cube is to the left of the power up cube), the bonus remains active.

**Only 1 prisoner bonus can be active at a time** (unlike in the standard game).

### NOISE SATURATION

If NY must gain noise but the noise cube is at the highest position on the track, they instead gain (if possible) an equal amount of bonus points. When noise saturates, the noise cube is not reset as in the standard game.

### MOVING ENEMIES

When NY moves enemies, the NY player may choose which enemies they want to move, regardless of their proximity to the heroes. All of the normal restrictions for moving enemies must still be followed, except that *engaged* enemies (in the same space as a hero) may be moved anyway.

### OTHER RULES

#### Returning cards to New York's hand

At the end of the New York phase, if NY's hand has run out, the NY player returns all their discarded action cards to their hand.

#### Peeking at POI tiles and case cards

At any moment, the NY player may peek at POI (red) tiles and case cards near the board (but not cards owned by a hero).

#### Discard timer tiles

The NY player may discard timer tiles using their action cards or activating mission cards. The tiles are *not* resolved.

### WINNING THE GAME

The NY player wins the game if the red timer tile that indicates that New York wins the game is revealed before the hero players can complete a collective or lone victory. The victory conditions for the heroes remain unchanged.

## UNITED STATES POLICE FORCE

### SETUP

Follow the standard setup, with these modifications:

Each hero player takes an additional *We Go In* action card.

Set up the **timer deck** normally, but only use 8/9/10/11 black timer tiles in a 1/2/3/4 player game.

Set up the **case cards**:

- Remove the *President's Bracelet*, *Tape*, and *Tracer* (from this expansion) cards;
- Shuffle the 3 remaining cards, remove 1 from the game (without revealing it), then reveal 1 of the remaining cards. Draw a **city tile** and place it in the space next to the bridge indicated by the revealed *Bridge Diagram* card. Don't add the indicated elements on this tile; instead, put a **cop** on it;
- Combine the remaining card with the *President's Bracelet*, *Tape*, and *Tracer* cards, shuffle them, and put 1 card facedown in each case space.

When you prepare the **item deck**, remove the 2 *Fake Tape* cards and the 2 *Charge Extractor* cards (from this expansion). Then, shuffle the rest of the cards and randomly remove 2 of them from the game without revealing them. Finally, put the 2 *Fake Tape* and *Charge Extractor* cards back into the deck and shuffle it to create the item deck.

If you play any variant that changes the item deck cards, ensure there is always 2 *Fake Tape* and 2 *Charge Extractor* cards.

Place the **USPF board** near the main board. Place **Bob Hauk's miniature** on the first circle, marked I, and put 8/9/10/11 **cops** for a 1/2/3/4 player game in the **AVAILABLE COPS** space on the USPF board.

Sort the **task** and **reward cards** by the number on the back. Shuffle each stack of task and reward cards separately, then randomly select a number of cards based on the number of players, without revealing them. Return unused cards to the box.

Players:	1	2	3	4
Reward 1 and task 1	4	4	4	5
Reward 2 and task 2	4	4	5	5
Reward 3 and task 3	4	5	5	5

Create the **reward deck** by stacking the reward 3 cards (on the bottom), then the reward 2 cards, and finally the reward 1 cards on top. Place this deck to the right of the USPF board.

Create the **task deck**, starting from the bottom: the task 3 cards; then shuffle the 4 *Transition 2-3* cards, draw 1 card, and stack it on the task 3 cards without revealing it; then the task 2 cards; then the *Transition 1-2* card, then the task 1 cards.

Draw and reveal the first 3 cards from the task deck and place them below the USPF board. Then, draw 3 reward cards without revealing them, and put 1 facedown under each revealed task card (so each reward is associated with a specific task).

Remove 20 **prisoners** (you will only use 20 prisoners).

### HERO PHASE

The *We Go In* card allows these new options. You may resolve one or both; if you choose both, resolve them in order.

#### 1. Resolving an active task

You may take 1 task card revealed under the USPF board if you have completed all of the indicated requirements. Discard it (above the USPF board) and put the matching reward card facedown near your hero board. You may look at this card at any time, which shows a variable number of **reward points** (useful for a collective victory).

#### 2. Activate the unlocked cop actions

When you resolve this effect, you may activate any number of **cop actions** that are at the same or lower level as Bob Hauk's current position on the USPF board.

They can be resolved in any order of your choice, and all cop actions are optional.

### TASK AND TRANSITION CARDS

When a timer tile is revealed (not discarded), the current player must also draw a new **task card** and place it on the left of the revealed task cards.

They also draw a reward card, putting it under the just-revealed task, facedown. If there are already 3 revealed task cards, the rightmost one (and the matching reward card) is discarded.

If they reveal the *Transition 1-2* card on the top of the task deck, move Bob Hauk's miniature to step II and discard the card.

If they reveal the *Transition 2-3* card, move Bob Hauk's miniature down to step III. Then put the revealed transition card near the board. This card indicates the minimum number of reward points that heroes need to perform a collective victory.

### COPS

Cops are added to the board by resolving task cards. They are not affected by enemies, never take damage, and can freely move into or out of spaces with enemies. They can only move onto revealed spaces and cannot move onto or reveal unrevealed spaces.

If a hero has a weapon that lets them inflict additional damage and they activate cops to inflict damage, damage by the cops is not increased by the weapon.

Cops cannot collect and use cars. If there is a cop in the same space with a prisoner and an abandoned car, the prisoner is not able to collect the car.

If the pool of available cops runs out, skip any instructions that add more cops to the board.

### VICTORY CONDITIONS

#### Collective victory

Any number of players can win together if they are in the same space adjacent to a bridge and they collectively reveal the *President* card, the *Tape* card, the *Diagram of Bridge* card that matches the bridge adjacent to them, and they reveal all of their reward cards with a total sum equal to or exceeding than number on the *Transition 2-3* card. Finally, one of them must perform a movement action onto the bridge.

If the *Transition 2-3* card has not been revealed yet, the current player must draw cards from the task deck until they reveal it. It must then be resolved (discard the drawn task cards without effect). The player must also discard a number of cards from the reward deck equal to the number of task cards discarded.

The *Tracer* card lets you use the **helicopter** instead of having a *Diagram of Bridge* card and moving onto that bridge, but you must reveal and resolve a timer tile before you escape that way.

If the reward point requirement has not been met, the heroes can't move onto the bridge and complete a collective victory.

#### Lone victory

A single player can win alone at any moment during their turn if the *President* card has been taken by any player *and/or* the top tile on the timer deck is red; their hero has reached level 3; they satisfy both of their personal objectives, revealing a particular item or case card and using a specific means of transport out of the city; and they reveal a *Charge Extractor* item card.