

GAME DESIGN:
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GOOD COP BAD COP PROMOTED



CONTENTS:
16 Medals
22 Promotions
10 Equipment Cards
8 Reference Cards

ART:
Wayne Biddix

SETUP

The setup is the same as the base game with the addition of these steps:

- 1 Medals:** Give 1 Medal to each player and put the rest in a pile.
- 2 Promotion Cards:** Shuffle the Promotions into a face-down deck.
- 3 Equipment Cards:** Shuffle all of the *Promoted* Equipment into the base game Equipment deck.
- 4 Reference Cards:** Replace each player's base game Reference Card with the ones from this expansion.

LATEST RULES



Tip: You can introduce *Good Cop Bad Cop*® by playing the base game first and then, if the group wants to play again, do all of these steps above right before the End Game steps on the next page to distribute Medals and some Promotions before the second game begins.



OBJECTIVE

You're still trying to take down the opposing Leader but now you're earning Medals as you go. You will trade in Medals for Promotions, which give you unique and powerful abilities. Good luck climbing up the ranks, officer!

GAME END



PULL THE PIN
GAMES

When a game ends, do the following:

- 1 Give Medals:**
 -  Everyone on the winning team takes 1 Medal.
 -  The winning Leader also awards 1 Medal to a player other than themselves.
- 2 Award Promotions:**
 -   Anyone with at least 2 Medals gets promoted:
 - They **discard 2 Medals**.
 - They **draw a Promotion** that they will keep face-up in front of them for all future games.
- 3 Deal for Next Game:** For the next game, keep your face-up Promotions. Shuffle and re-deal Equipment and Integrity cards, just like in the base game.

PROMOTIONS



Promotions give you an action only you may use on your turn instead of your normal turn action.

You can have up to 2 Promotions. When you get a third Promotion, you may replace it with one you already have.