

GAME DESIGN:
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GOOD COP BAD COP UNDERCOVER



CONTENTS:
13 Covers
10 Equipment Cards
8 Reference Cards

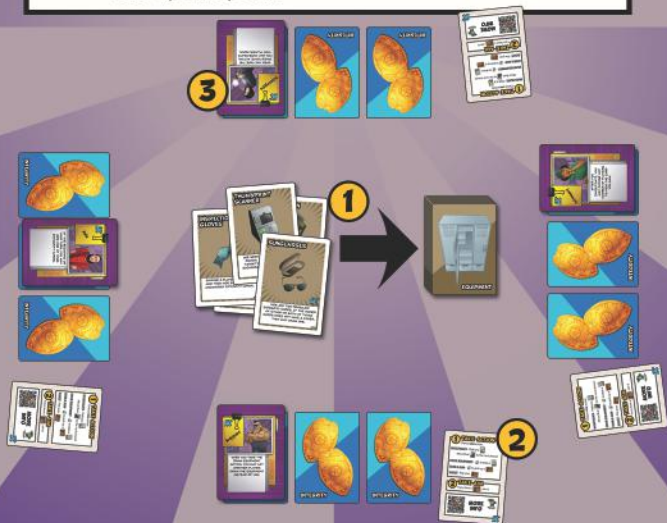
ART:
Dwayne Biddix

SETUP

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

LATEST RULES

- 1 Equipment Cards:** Shuffle all of the *Undercover* Equipment into the base game Equipment deck.
- 2 Reference Cards:** Replace each player's base game Reference card with the ones from this expansion.
- 3 Covers:** Deal each player one random Cover. Each player chooses one of their Integrity cards and places the Cover face-up on top of it.



OBJECTIVE



PULL THE PIN
GAMES

Leave your badge and uniform at home to go undercover as a common criminal and get to the bottom of who's honest and who's crooked. Use your undercover assignment to gather information, find the Agent or Kingpin, and take them out. The precinct has also ordered a shipment of new equipment to help you with your new assignment.

COVERS

Covered Cards: The Integrity Card that has your Cover on it may not be investigated.

Moving Covers: After you investigate any player who has a Cover, you must move their Cover to the Integrity card you just viewed.

Usage: Your Cover ability is passive, so it is always in effect.

Revealing Covered Cards: You may reveal the Integrity card under your Cover. Any time your Cover is on a revealed Identity card, immediately choose one of your hidden Integrity cards and move it to that card.

Blown Cover: Immediately when you do not have any hidden Integrity cards, you may no longer use your Cover's ability. Return it to the box.