

GOOD COP BAD COP



You are a cop. You and your fellow officers have gathered to discuss the growing corruption within the district. One of you is secretly leading the crooked cops as the Kingpin, while someone else is secretly leading the honest cops as an Agent. Work to discover the opposing leader and take them out before the other team eliminates your leader.

OBJECTIVE

Players will be divided into two teams: Crooked and Honest. Each team will attempt to locate and eliminate the leader of the opposing team.



VIDEO AND LATEST RULES

SETUP

Complete these steps to setup the game:

- Remove Integrity Cards:** Each Integrity card may have a number in the corner to indicate whether it will be used during this game. Before playing, remove any that show a number in the corner that is **greater than the number of players** in the game.

FIVE PLAYER EXAMPLE

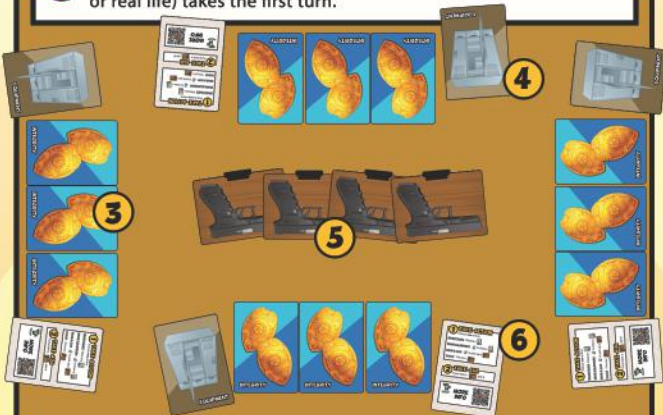


SETUP CONTINUED

- Deal 1 Integrity Card:** Remove the Agent and Kingpin cards from the Integrity deck and place them in a separate face-down pile. Shuffle the Integrity deck and add enough cards to that pile to deal one to each player. Do not view these cards. Shuffle that pile and deal one of the cards to each player.



- Deal 2 More Integrity Cards:** Then deal each player two more Integrity cards from the Integrity deck. If there is an Integrity card left over, remove it from the game without viewing it.
- Deal Equipment Cards:** Shuffle the Equipment deck and deal 1 Equipment card to each player face-down.
- Guns:** Lay all Guns in the center of the table.
- Reference Cards:** Give each player a Reference card.
- First Player:** The player who was most recently shot (in a game or real life) takes the first turn.



TEAM ASSIGNMENT

After viewing their Integrity cards, each player places them face-down on the table (face-down cards are called "hidden"). Players may place them in any order they choose, but this order cannot be changed once the cards have been placed on the table.

Players may discuss their Equipment or Integrity cards and provide truthful or false information about cards they have or have seen, but no one may **show** any hidden cards to any other player.

YOU ARE HONEST

If the majority of your Integrity cards are "Honest" and you do not have the Kingpin card

OR

If you have the Agent card (regardless of your other Integrity cards)



YOU ARE CROOKED

If the majority of your Integrity cards are "Crooked" and you do not have the Agent card

OR

If you have the Kingpin card (regardless of your other Integrity cards)



ON YOUR TURN

1 TAKE ACTION

On your turn, take **one** of the following actions:

INVESTIGATE: Take 1 hidden Integrity card from any living player that has at least 1 hidden Integrity card, view it, and place it back in its original location.

ARM: Take a Gun from the middle of the table and place it in front of you. If you have any hidden Integrity cards, **choose 1 to reveal** (permanently turn it face-up).

EQUIP: Draw 1 Equipment card. If you have any hidden Integrity cards, **choose 1 to reveal**.

SHOOT: Shoot your Gun at the player at whom you are aiming. Drop your Gun by laying it back in the center of the table.

2 TAKE AIM

If you are holding a Gun, you must aim it at any living player other than yourself.

3 END TURN

Play proceeds clockwise.

GUN RULES

- You may only hold one Gun at a time.
- Any time you get a Gun, immediately aim it.
- You may only **change** where you are aiming at the end of your turn during the Take Aim phase.
- When you aim a Gun, you must announce the name of the player at whom you are aiming. You must also place the Gun in front of you on the table with the barrel pointing toward that player.

GETTING SHOT

If you are shot, you must reveal all of your Integrity cards (permanently turn them face-up).

IF YOU ARE NOT THE AGENT OR KINGPIN:

- You are eliminated from the game.
- Turn your Integrity cards sideways.
- Return your Gun to the center of the table.
- Discard Equipment in your hand, but keep any Equipment active in front of you. (like Planted Evidence)

IF YOU ARE THE AGENT OR KINGPIN:

- You are **NOT** eliminated the first time you are shot.
- Draw an Equipment.
- Put a Wounded token on your Agent or Kingpin card.
 - You are eliminated if you are shot while you have a Wounded token.
 - If the Agent or Kingpin card moves, the Wounded token moves with it.



EQUIPMENT RULES

- Equipment may be used **at any time** unless otherwise specified on the card.
- When you use an Equipment, no other Equipment may be played **until yours is resolved**.
- You may choose to use an Equipment **after** a player has announced their **action** for their turn, but **before** the action is resolved. If you do, the player may choose to (or may have to) change which action they will take after the Equipment is resolved. Multiple Equipment may be played before an **action** is resolved.
- When you use an Equipment, put it into a **discard pile**. When the Equipment deck runs out, shuffle the discards to form the new Equipment deck.
- **The hand limit for Equipment is 1.** If you have more than one card, you must choose all but one to discard. You may not use any Equipment until you have reduced your hand size to 1.

WINNING THE GAME

The Honest team wins if the Kingpin is eliminated. The Crooked team wins if the Agent is eliminated.

If, at any time, a player has both the Agent and the Kingpin cards, that player wins alone.

CONTENTS



24 INTEGRITY CARDS
19 EQUIPMENT CARDS
8 REFERENCE CARDS
8 GUNS
8 STANDS
2 WOUNDED TOKENS

Game Design: Clayton Skancke, Brian Henk

Illustrations: Dwayne Biddix

Graphic Design: Clayton Skancke, Adrienne Ezell, Brian Henk

EXPANSIONS



ZOMBIES

Play as a zombie when you would otherwise be eliminated!



PROMOTED

Earn new abilities in one game that you use in the next!



UNDERCOVER

Stay hidden longer and use your unique player powers!



BOMBERS & TRAITORS

New secret roles add to the challenge!