

Truck Company

🎲 8 ⚡ 2



Gain 1 coin when anyone triggers this card.

Plantation

🎲 2-3 ⚡ 2



If you have less than 2 landmarks, get 1 coin.

University

🎲 8 ⚡ 4



Gain 2 coins when anyone triggers this card.

Boxing Ring

🎲 2 ⚡ 1



Gain 1 coin when anyone triggers this card.

Car Wash

🎲 2 ⚡ 6



Get 1 coin per Car Wash owned by all players.

Laboratory

🎲 2 ⚡ 3



Gain 1 coin. You can roll a single dice. If the roll is 3+, lose 1 coin. If not, gain 1 coin.

Tailor

🎲 1 ⚡ 3



Gain 1 coins when anyone triggers this card.

Pizza Parlor

🎲 7 ⚡ 3



Gain 2 coins when anyone triggers this card.



Laboratory [Crystal Meth]

5 3



Gain 1 coin for every URBAN card owned, and +1 coins for each Laboratory owned. Limit to +3 coins.

Car Wash [Money Laundering]

5 4



Get 3 coins on activation, and +1 per Special Card owned.

Tailor [Smuggling]

1 3



Gain 1 coin. Gain 1 coin for every two TAILOR you own. Up to three coins.

Pizza Parlor [Secret Drug Menu]

8 4



Gain 5 coins per PIZZA PARLOR owned.

Frat Party

Even 4



Gain 2 coins.

Fight Club

7 5



Gain 3 coins for every BOXING RING you have.

Smuggling Ring

8 3



For every PRODUCTION you have, gain 3 coins.

Tobacco Roller

11 5



Get 1 coin for every red owned by EVERYONE.



Fast Food Chain

🎲 8 ⚡ 1



Steal 1 coin from the player who rolled the dice.

Michelin Restaurant

🎲 7 ⚡ 1



Steal 1 coin from the player who rolled the dice.

Drive-by

🎲 9-10 ⚡ 3



Steal 2 coins from the player who rolled the dice.

Turf War

🎲 5 ⚡ 3



If player who rolled the dice has 2+ landmarks, steal 5 coins from them.

Pickpockets

🎲 3 ⚡ 3



Steal 1 coin from the player who rolled the dice.

Arms Dealer

🎲 6-7 ⚡ 3



Steal 1 coin from all players for each ⚡ card they have, up to 2 coins.

Casino

🎲 1 ⚡ 4



Steal 1 coin from every player, unless they roll 4 or higher.

The Last Breath

🎲 - ⚡ 4



If player who rolled the dice has 3+ landmarks, steal all their coins.

Saboteurs

 6-7  8



If the player who rolled the dice cannot pay the police, steal what the police takes.

Arson

 4  7



Choose two  cards to disable for the players' next turn, they may choose one of yours to be disabled.

Rich-get-richer

 8  10



Steal the same amount of coins as you currently have.

Counterfeiting

 9  6



Everyone, other than the person who rolled the dice, pays 3 to the police.





Pyramid Scheme

🎲 10 💰 1



At the end of each turn you may place 1 coin on this card. The total amount placed is your investment. When triggered, get coins equal to your investment from all players.

Tax Office

🎲 8-9 💰 4



Take half (rounded down) of the coins from all players with more than 10 coins.

Renovation Company

🎲 8 💰 4



Choose a non-ocurrency card, all buildings of all players of that type are now closed for renovations. Get 1 coin for each closed building.

Whistleblower

🎲 10 💰 12



All players pay 50% tax, rounded up.

Real Estate Agent

🎲 6 💰 10



When activated, steal one currency card from a player of your choice.

Sheriff

🎲 ~ 💰 12



Lose only half of the coins you usually give to the police, rounded down.

Scarlet Gray

🎲 8 💰 10



Trade one building and one currency card with another player, and increase collected coins from each Money Laundering currency card owned by 1 for the next two turns.

The Bar

🎲 6 💰 4



All other players pay you coins equal to how many more building cards they have than currency & building cards. No payment if building cards are greater.



Police Station

▲ Tier 4 ⚡ 22



Obtain half the coins paid to the police, rounded down. If there are multiple police stations, all players split the coins.

Airship

▲ Tier 5 ⚡ 30



You may build up to 2 buildings per turn.

Cargo Fleet

▲ Tier 3 ⚡ 16



If you roll doubles, get 1 free blue card.

Dry Dock

▲ Tier 2 ⚡ 10



Choose to double your dice roll value.

The Backstreets

▲ Tier 1 ⚡ 4



On your turn, you may make every player pay police tax. This may only be activated every other turn.



