

MARK MILLAR • JOHN ROMITA JR.

KICK-ASS

THE BOARD GAME



RULEBOOK

FRIDAY, 5PM



MARTY IS GOING TO FLIP
WHEN HE SEES THEY
MADE A GAME OFF ME.
WISH I HAD MORE TIME
TO PLAY. BEING A HERO
KEEPS ME BUSY.



ALTHOUGH HERO WORK
HAS ITS ADVANTAGES.
FAME, FRIENDS,
FOLLOWERS.... EVEN A
GAME BASED ON YOU!



MARTY SHOULD BE HERE SOON.
I'LL GO OVER THE RULES SO
THEY'RE FRESH IN MY HEAD.



OVERVIEW



KICK-ASS: MURDEROUS THUG OR CITY SAVIOR?

Editorial by Grace Grayson

With all the images of mangled and battered criminals splashed across the front pages yet again today, and all the calls for the vigilante named 'Kick-Ass' to remand himself into police custody, this newspaper asks: Have we already forgotten the headlines from just one year before?

Such images are nothing new to our fair metropolis. Sadly, over sixty percent of this newspaper's headlines prior to the first Kick-Ass incident involved criminal violence or official corruption on some level. Compared

to even Chicago or Los Angeles, our city's shame exceeds them by a large margin.

Yet now the majority of our most violent headlines are committed on behalf of the citizenry, not in predation of it. The victims are no longer innocent women and men going about their daily business, but criminals, themselves halted in the midst of horrific crimes.

While in the ordinary course of events, a civilization cannot stand on vigilante justice meted out by the will of a few masked individuals, this newspaper believes we need more heroes like Kick-Ass and Hit-Girl patrolling our streets.

In a city this far consumed by crime, costumed justice has become our only justice.

Kick-Ass is a cooperative board game for 1-4 players. The players take on the role of heroes coming together to defeat an evil boss and bringing down their entire operation – all while balancing the different facets of everyday life.

The team of Heroes must complete a series of individual Events to reveal the evil villain's Final Plot – the insidious scheme which the Heroes must thwart to win the game.

If the players' heroic team cannot stop the Villain's machinations or successfully protect City Hall from his or her criminal Minions, evil overtakes New York and the players lose the game!

It's up to the Heroes to do what's right. They must fight against the bad guys, all while doing their damndest to not get fired from their day job along the way.

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COMPONENTS



COMPONENTS



BASIC CONCEPTS

MAP BOARD

The map of New York, where *Kick-Ass* takes place, contains several important pieces of information necessary for gameplay.

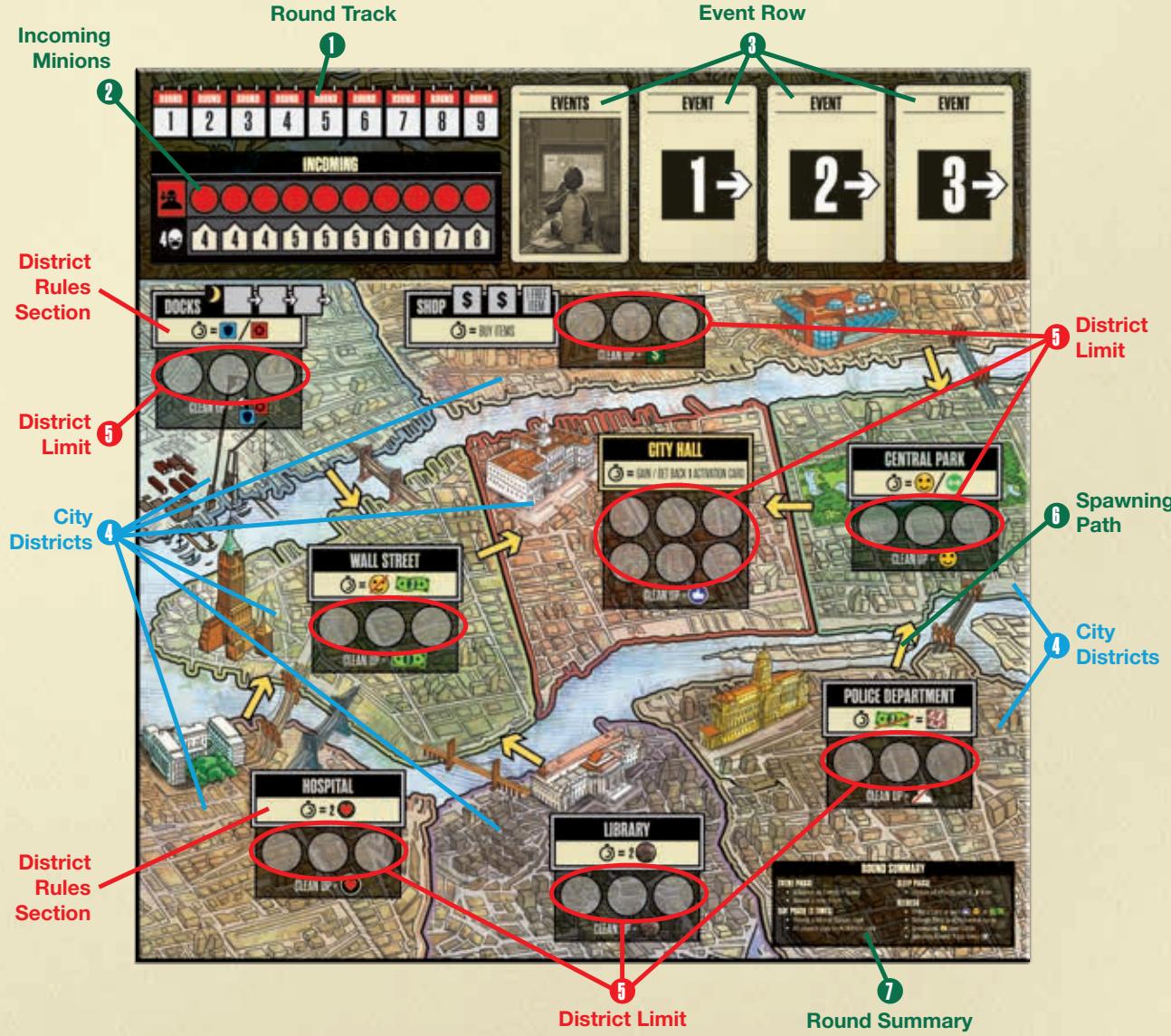
- 1 Round Track** – This track is used to show what Round the game is currently in. The game is lost automatically at the end of Round 9.
- 2 Incoming Minions** – This section uses the Incoming Track tile to show how many Minion miniatures are generated during spawning (see page 11).
- 3 Event Row** – These four spaces hold the Event Deck and keep track of the Events currently in play. It shows how the Event cards are moved as the game progresses.

4 City Districts – New York is divided into 8 separate Districts. Each District area is color-shaded on the map, and important information concerning gameplay is labelled in each one's rules section. The Districts and their rules are explained fully starting on page 15.

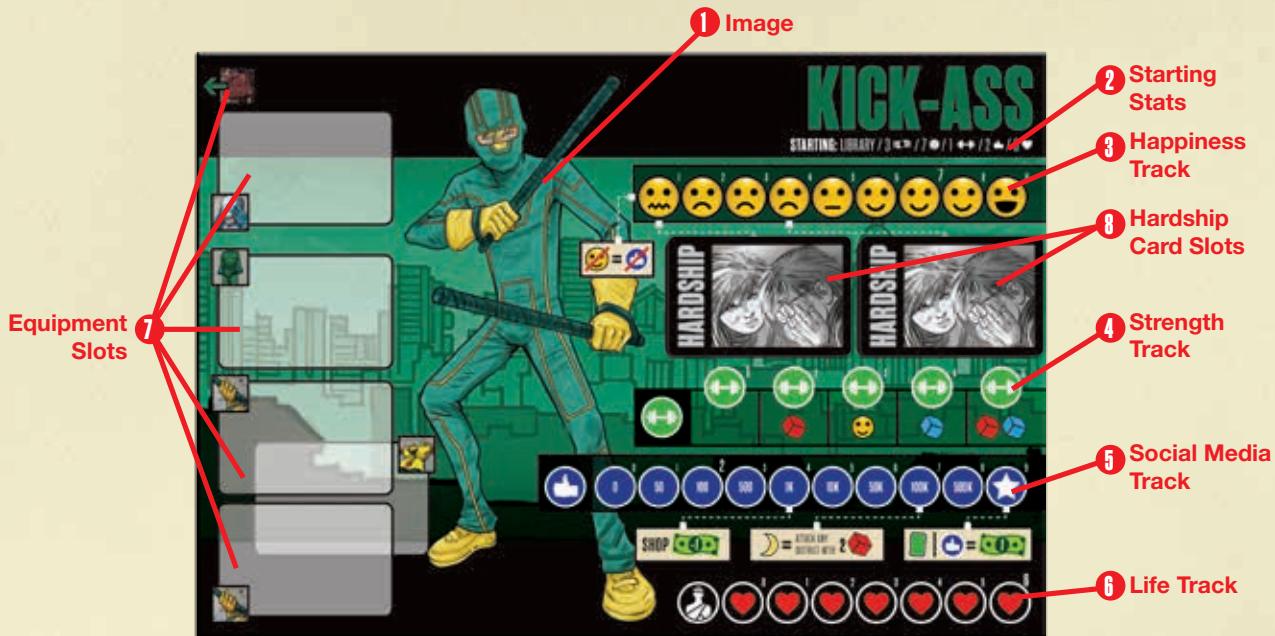
5 District Limits – Each District has a number of empty circles that represent how many Minions and/or Super Minions it can contain before it's overrun with villainy. The Minions/Super Minions are placed on the circles. Other miniatures assigned to the District are placed anywhere within the color-shaded area.

6 Spawning Path – Each District has a yellow arrow pointing to a neighboring District. When a District is at its Minion Limit, Minions that must be placed there are instead placed according to the Spawning Path.

7 Round Summary – This text box is a helpful reminder of how each game round progresses through its phases.



BASIC CONCEPTS



HERO DASHBOARD

Each player takes the Hero Dashboard matching the Hero they are bringing to the team. Using this, they will keep track of all their Hero's stats and their current well-being.

1 Image – This is a graphic representation of a player's Hero.

2 Starting Stats – This shows the Hero's Starting Location, their starting Dollars , and the starting levels for their Happiness , Strength , Social Media , and Life Tracks.

3 Happiness Track – This shows a Hero's current level of Happiness. Every time a player gains a , increase their Happiness Track by 1. When the player suffers a , decrease their Happiness Track by 1.

IMPORTANT! If a player is already at Happiness level 1 and suffers a , they remain at Happiness level 1. Instead, reduce their Social Media Track by 1. (I mean, it's tough to be Internet famous when your heroic life is a real bummer!)

4 Strength Track – This shows a Hero's current physical aptitude. Every time a player gains a , increase their Strength Track by 1. When a player suffers a , decrease their Strength Track by 1. Each Hero gains special benefits, unique to them, based on their current Strength.

5 Social Media Track – This shows a Hero's current social media status, or how well-liked they are by the public. Every time a player gains a , increase their Social Media Track by 1. When a player suffers a , decrease their Social Media Track by 1. A Hero gains special benefits as their Social Media presence increases. At Social Media level 4, the Hero is considered to be 'known in the neighborhood',

gaining a discount when buying items in the Shop District. A Hero is considered to have 'Gone Viral' at Social Media level 7, gaining a unique benefit from local fans while they Sleep. At level 9, a Hero is downright Famous, gaining another unique bonus: access to their prized green Famous Hero Activation card (see Activation cards, page 14)!

6 Life Track – This shows a player how close their Hero is to potentially Fainting, whether from Damage suffered in combat or just general fatigue and exhaustion. Every time a player gains a , increase their Life Track by 1. When a player suffers a , decrease their Life Track by 1. All heroes start at their maximum Life, but as they take Damage, their Life Track decreases. If their Life Track marker moves to the Faint space, the Hero could be knocked unconscious!

7 Equipment Slot – Each Hero can possess only a limited amount of equipped Items on their person. As a rule, they can equip with 1 Item card on their Head , 1 Item card on their Body , and 1 Item per Hand or a single larger Item in their combined Two Hands . Each Hero also has their own Backpack , where they can store specific Items. All Item cards have icons indicating the slots they fill as a requirement to be equipped.

8 Hardship Card Slots – Life as a Hero is mentally and emotionally taxing, and when things get bad, they get really bad. These 2 slots on the Hero Dashboard each contain a randomly assigned Hardship card, played facedown. Whenever a Hero's Happiness Track reaches level 4, the Hardship card on the right is flipped faceup and begins to affect the Hero. If their Happiness Track reaches level 1, the left Hardship card is flipped faceup and begins to affect the Hero as well. Hardship card effects are considered always in play while faceup. The good news is, however, that if a Hero

BASIC CONCEPTS

regains Happiness greater than the levels associated with each card, the corresponding Hardship card(s) are flipped back facedown and the Hero no longer suffers from them. Heroes should be careful though, because if that Happiness slips back down to the noted levels, the Hero will relapse and the Hardship(s) will become faceup and active again!

Each Hardship card is laid out as follows:



- **Hardship Name** – What sort of issue the Hero is currently dealing with.
- **Effect** – What permanent effect the card inflicts upon the Hero.
- **Image** – An image showing just how rough the anguish of the Hardship can be, making you really want to keep your Hero happy!

ITEM CARDS

During the game, players are able to acquire Items from the Shop District (see page 16) or as a reward from some Events. All Item cards have the same general layout.

Each Item card is laid out as follows:



- **Item Name** – The name of the Item the card represents.
- **Equipment Slot** – This symbol represents where this card must be placed on the Hero Dashboard when equipped, in order to be used by the Hero. The possible symbols are: Head, Body, Single Hand, Both Hands, or Backpack.
- **Item Cost** – This is how many Dollars a Hero needs to pay to acquire this card.

- **Image** – An image of what the Item looks like.
- **Item Effect** – This is what the Item actually does for the Hero that uses it. This can be displayed as symbols or in a written form anywhere within the border of the Item. The most common effects are:

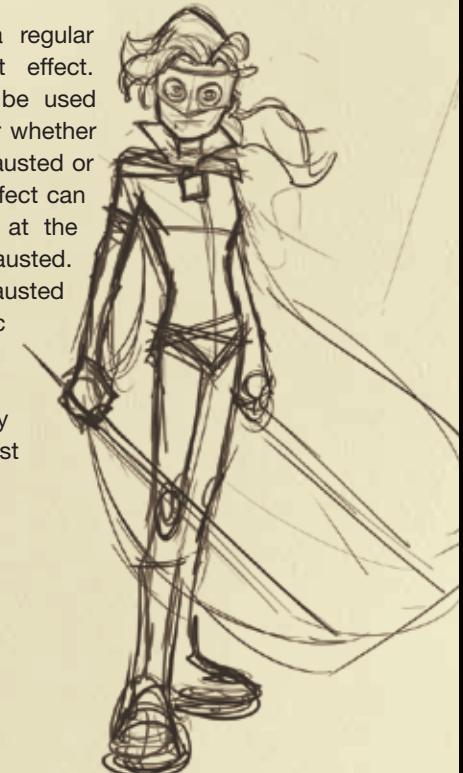
- » / : Roll 1 extra die of the indicated type: Attack (red) or Defense (blue).
- » / : Allows the Hero to reroll an Attack or Defense die.
- » / : Allows the Hero to reroll 1 die of any type.
- » : Add 1 Hit to the Hero's total Attack.
- » : Add 1 Shield to the Hero's Defense.

IMPORTANT! Heroes may reorganize their Item cards at any time, however they see fit. It is important to note, though, that Heroes may never trade Items between each other. They work hard for the money to buy their things, and they get quite attached to them!

EXHAUSTING ITEMS:

Items with the Exhaust symbol must be exhausted in order to be used or have their effect triggered during the game. Players should turn the card on its side to indicate that it is exhausted. Exhausted cards cannot have their Exhaust effect used again during the current Day Phase.

Some cards have a regular effect and an Exhaust effect. The regular effect can be used multiple times, no matter whether the card is currently exhausted or not, while the Exhaust effect can only be triggered once at the moment the card is exhausted. Items must be unexhausted , following a specific condition, or only during the Refresh Phase (see page 21), before they can trigger their Exhaust effect again.



SETUP



- 1 Place the Map Board in the center of the table.
 - 2 Set the Round Track token on the first space of the Round Track.
 - 3 Place the Incoming Track tile corresponding to the player count (1, 2, 3, or 4 ☠) on the Board in the incoming Minions space.
 - 4 Place the Incoming Track token on the first space of the Incoming Track.
 - 5 Place the Docks token on the playing area, near the Docks District.
 - 6 Place the Shop Track tokens on the playing area, near the Shop District.
 - 7 Place all other tokens, dice, and counter base rings close to the playing area where all players can reach them.
 - 8 Each player does the following:
 - A Select 1 Hero (either randomly or by choice) and take their corresponding Hero Dashboard and Miniature.
 - B Place their Miniature in their Starting District, as listed on their Hero Dashboard.
 - C Take all initial Hero Activation cards (both Blue and Red) and Item cards, as identified by the Hero's image on the backs of the cards.
 - D Take a starting amount of \$3 (Dollars).
 - E Take their 4 Stats tokens and place each on their Hero Dashboard according to their Starting Stats.
 - 9 Take all participating Heroes' Famous Green Activation cards and place them near the Board.
- Return to the box all Activation (Blue, Red, and Green) and

- Item cards from any Heroes not being used in the game.
- 10 Separately, shuffle all remaining Blue Activation cards and Red Activation cards. Then, reveal 4 Blue cards and 2 Red cards, placing them faceup next to their corresponding decks near the Board.
 - 11 Shuffle all Item cards and reveal 4. These revealed Items are the beginning Items in the Shop. The Shop cards should be placed in a line next to the rest of the Item Deck near the Board.
 - 12 Shuffle the Minion Spawn cards and place them facedown near the Board.
 - 13 Shuffle all Hardship cards and deal 2 facedown to each player. Place them randomly on the corresponding spaces of their Hero Dashboards. Return the unused Hardship cards to the box.
 - 14 Shuffle all the Event cards labelled on the back with the current number of players (2, 3, or 4 ☠), and place 6 of them randomly facedown onto the leftmost space of the Event Row.
 - 15 Choose or randomly select 1 Final Plot (Villain) card to play against and place it facedown near the Board, together with its matching Boss Event cards.
- Place the Boss Combat cards close to the playing area, as they might be needed according to the chosen Villain.

IMPORTANT! If this is your first time playing Kick-Ass: The Boardgame, we suggest using Red Mist Coward Bastard as your first Final Plot (Villain).

SOLO PLAY SETUP

Kick-Ass can be played as a Solo game where 1 player chooses a single Hero and tries to take on a Villain by themselves! After choosing the Hero they want to use, there are a few differences on how to get ready to play the Solo Play game:

1. Use the 2-Player Event cards when creating the Event Deck.
2. The Hero starts with \$6 instead of \$3 (Step 8D of normal Setup.)

3. Draw 3 Blue Activation cards, and choose 1 to replace 1 of your Initial Hero Activation cards. Remove the replaced card from the game.
4. Draw 4 Item cards, and choose 1 to start with alongside your starting Item. Discard the other Items.
5. Separately, shuffle all remaining Blue Activation cards and Red Activation cards but reveal only 2 Blue cards and 2 Red cards (Step 11 of normal Setup), placing them faceup next to their corresponding decks, near the Board.

GAMEPLAY

Kick-Ass is played over a maximum of 9 Rounds. Each Round is comprised of 4 Phases:

- **Event Phase** – This Phase is where the game's Events progress and potentially cause trouble for the Heroes.
- **Day Phase** – This Phase is split into 3 turns, during which the Heroes perform actions and New York's criminal presence spreads.
- **Sleep Phase** – This Phase is where the Heroes rest. The Sleep Phase is explained on page 21.
- **Refresh Phase** – This Phase is where the Heroes' assets and resources become available again. The Refresh Phase is explained on page 21.

1. EVENT PHASE

During the Event Phase, players must slide all Event cards on the board 1 space further on the Event Row in the direction the arrows indicate. The players then reveal the top Event card from the deck and add it to the first space on the Event Row to the right of the deck.



If an Event is already on the third space of the Event Row when it must slide over, it is removed from the Board and the Villain successfully completes that particular card's plan, triggering the card's Maturation Effect.

Once the Maturation Effect has been applied (if any), adjust the Board according to the newly revealed Event card's setup conditions.

Event cards contain dire information needed to succeed in foiling a Villain's grand scheme. Each card is detailed as follows:



- **Setup** – This explains how to set up the Board for the Event, and also any rules on how to perform the necessary functions of the Event card to potentially complete it.
- **Resolution** – This is what the Heroes need to do in order to successfully complete the Event card.
- **Reward** – If the Event is successfully completed, remove the card from the Event Row and gain the Reward listed in this section.
- **Maturation Effect** – If the Event card is pushed off the end of the Event Row, the negative effect printed here takes place. The Event card and all remaining tokens and/or enemies related specifically to this Event are removed from the Board.

GAMEPLAY

Some Events may spawn a Mini-Boss. These miniatures do not occupy Minion spaces and do not count towards the District Limit. Just place the Mini-Boss miniature anywhere in the color-shaded area of the City District in question.

STATS NUMBER

Some cards throughout the game use X when indicating a variable quantity. X always represents the number of players involved in the game. For example, if a card says, "Spawn 2X Minions," it means to Spawn Minions equal to two times the number of players.

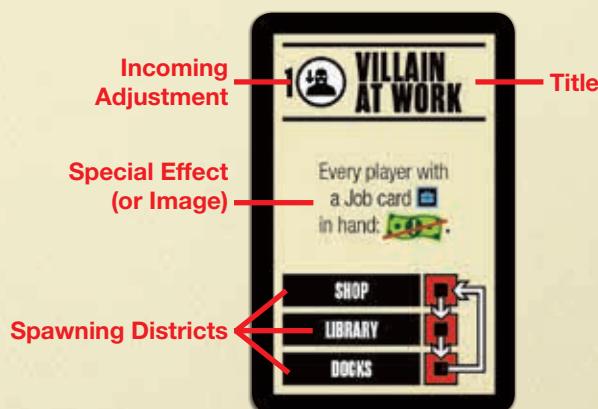
2. DAY PHASE

The Day Phase is played over 3 equal segments: **Morning**, **Afternoon**, and **Night**. The players collectively do the following in **each** of the segments during the Day Phase:

- The players choose someone to draw 1 Minion Spawn card, applying its effects (see below).
- Once that Minion Spawn card has been applied fully, the players discuss their team's strategy and each selects an Activation card from their hand to play (see Activation cards, page 14).

MINION SPAWN CARDS

When a Minion Spawn card is drawn, it will always add more of the Villain's dastardly Minions to the Board. Each Minion Spawn card contains the following information:



- **Title** – The name of the card.
- **Incoming Adjustment** – Advance the Incoming Track by the number shown on the left of the Incoming Track symbol . If there's no Incoming Track symbol, the card does not affect the Incoming Track.
- **Special Effect** – If this Minion Spawn card has any special game effects when it is drawn, they will be

detailed here. If not, it will show an image of the Minions instead.

- **Spawning Districts** – This section shows where and in what order the Minions spawned from this card are placed onto the Board.

When applying the effects of the Minion Spawn card, resolve the card using the following steps, in order:

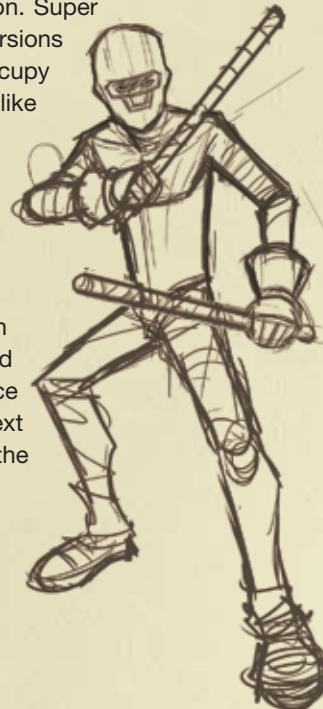
1. Increase the Incoming Track by the number shown on the Minion Spawn card, if needed.
2. Apply the Special Effect listed on the Minion Spawn card, if there is one shown.
3. In the indicated Spawning Districts, spawn a number of Minions according to the (potentially newly adjusted) Incoming Track as detailed below.

Minions spawn, one by one, following the order of the Districts indicated on the Minion Spawn card. Each District has its own District Limit. Remember: Mini-Bosses, Final Bosses, and Heroes do not occupy these spaces and go into the shaded area of a District. If a Minion must be spawned in a District whose District Limit has already been reached, they try to spawn in the next District following the Spawning Path (yellow arrows) on the Board. If the next District is also full, the Minion moves along to the next District (by following the arrows), until they find an empty spot to fill. See the example on the next page.

SUPER MINIONS

Some game effects may spawn Super Minions. Attach a black Counter Base to a regular Minion miniature to indicate that it is a Super Minion. Super Minions are more powerful versions of regular Minions, but still occupy a District Limit space just like regular Minions.

When required to place a Super Minion in a District that is already full, replace a Minion with the Super Minion. When placing a Super Minion in a District completely occupied by other Super Minions, place the new Super Minion in the next available District, following the Spawning Path as normal.



GAMEPLAY



Daylight has come, bringing more Villains and trouble to our once-peaceful neighborhood. Our Heroes must draw 1 Minion Spawn card.

The first step is to increase the Incoming Track according to the top-left symbol of the card. Currently, the Incoming Track is set at 4. The Minion Spawn card tells us to move the Track token forward 1 space. Thankfully, we're still only spawning 4 Minions.



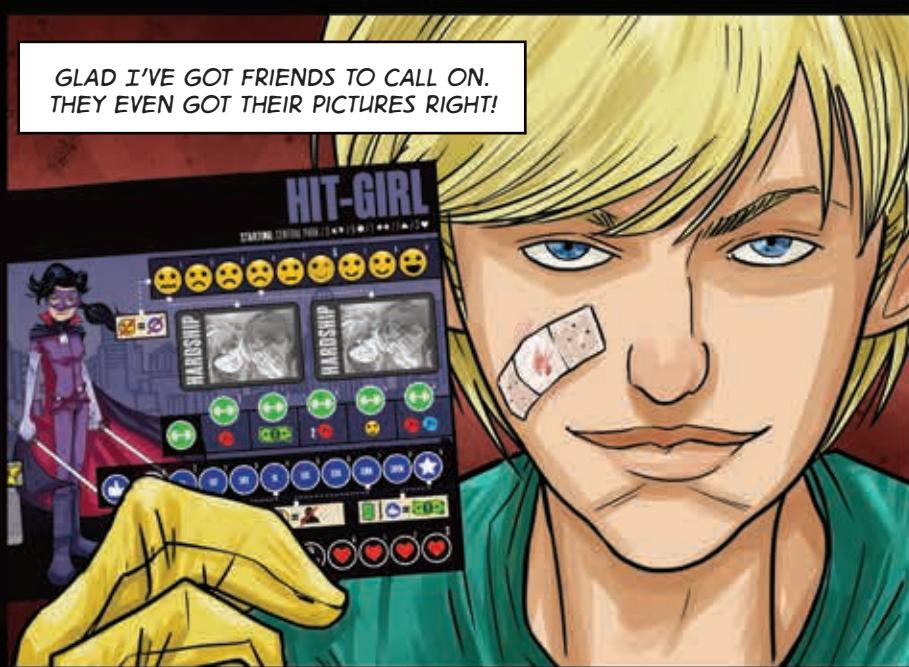
The Minion Spawn card lists the following Districts:

SHOP > HOSPITAL > LIBRARY

- 1 The first Minion must be placed at the Shop. There's only 1 available slot, so it goes there.
- 2 The second Minion goes to the Hospital, where there are 2 available slots.
- 3 The third Minion can be placed in any available space of the Library, since they are all free.

4 The fourth and final Minion would be placed at the Shop, but there're no available slots anymore! The placement rules say to follow the Spawning Path (yellow arrows), and so the last Minion is placed in Central Park.

If there was a fifth Minion to be placed, it would follow the placement order, going to the Hospital, and so on.

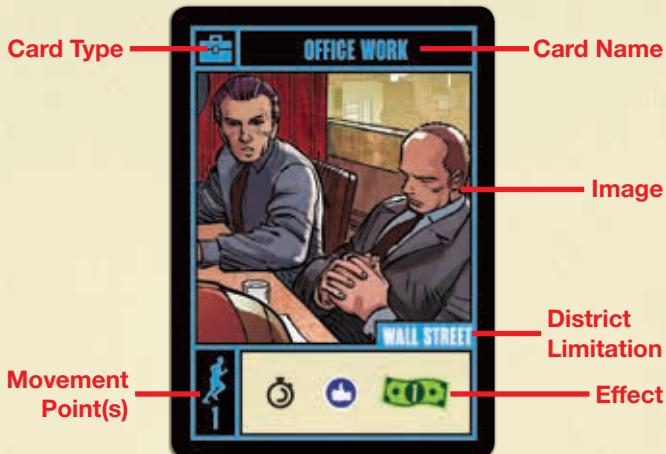


GAMEPLAY

ACTIVATION CARDS

Activation cards are how the Heroes interact with the game, allowing them to move around the city's Districts, activate various game elements, and more. They are the Heroes' day to day activities in card form.

Each Activation card has the following information:



- Card Name** – The narrative title for what it represents.
- Card Type** – This icon, if there is one, shows the general theme of the Activation card; Job , Personal , Hero , or Famous .
- Movement Point(s)** – The maximum amount of movement the card can be used for.
- Effect** – Any game effects that take place when the card is played.
- District Limitation** – The specific District where the Hero playing this card must be to use its effects. If none is listed, the card can be used anywhere in the city.

There are 3 color variations of Activation cards:

Blue cards are always related to a character's normal, everyday life: going to school, hanging out with friends, going to work, or going to the gym. If they are of a particular card type, they will be either a Job or Personal card.

Red cards represent the moments when the Heroes put on their uniforms to go fight some bad guys! All red cards will show the Hero card type .

Green cards are special cards that Heroes can access once they become Famous (reaching level 9 on their Social Media Track). These cards represent how their actions affect the world now that their vigilante "work" is recognized. Some enemies will run in fear as soon as a Famous Hero enters a District, while other Famous Heroes may motivate ordinary

New Yorkers to get a mask and go fight crime! Once a Hero reaches Famous on their Social Media track, they immediately gain their Green Activation card , discarding another Activation card from their hand (remove the discarded card from the game).

RESOLVING ACTIVATION CARDS

Before choosing an Activation card to play, players may (and should!) discuss a strategy for the Round. Then, each player selects 1 card from their hand and plays it **simultaneously**. The Heroes are a team, so players may resolve their cards in any order they want. Players will want to remember that, after a card is played, it can only be recovered in the Refresh Phase (see page 21) or as a result of some special effects.

When resolving an Activation card, the player may first move their Hero, then, in any order they wish they resolve the card's effects.

HERO MOVEMENT

Players may move their Hero's miniature by spending Movement Points ; the Activation card played shows how many Movement Points they may spend when moving this turn.

When moving, 1 Movement Point allows a Hero to move from their current location to any adjacent District. Multiple Movement Points can be spent to move through multiple Districts. Districts are considered adjacent if they share a common boundary or are connected by a bridge.

EFFECT ICONS

Aside from any adjustments to a Hero's stats and resources, there are 2 symbols that show up in the Effect area of an Activation Card:



Timer icons are resolved in the District the Hero is standing, in order to activate the District or to resolve special situations created by an active Event card. Every District has a unique Timer Effect listed in its rules box on the Board. These icons trigger those effects (see District Timer Effects, page 15).



Fight icons, found on every Red Activation card, are spent to start a Fight in the District where the Hero is standing (see Fighting, page 18). If multiple Heroes in the same District each played a Fight card during the same Day Phase turn, they may choose to Gang Up! (see Gang Up!, page 19).

GAMEPLAY

In some cases, players might not want or be able to use their Activation cards for their normal effects. Because of this, players may **always** choose to play an Activation card facedown for the printed effects on the back of the card – **1 Movement Point and 1 Timer action**.

DISTRICTS

Each District in New York has a graphic rules box that explains how players interact with it during the game. These rules include a specific Timer Effect, a Clean Up Bonus, and its District Limit for placing spawned Minions and Super Minions.



1 TIMER EFFECT

A District's Timer Effect can be triggered by a Timer symbol ⏱ on any Activation card played by the Heroes. Each District has a unique Timer Effect that will help the Heroes in their fight against the villainous Final Boss.

While printed in an easy-to-read icon description in their rules box on the Map Board, the different Districts' Timer Effects are detailed in the next column.

2 CLEAN UP BONUS

There is a benefit to scouring the criminal scum from New York. Being an effective vigilante can make all the difference between an evil villain's control and streets that are safe to walk on at night!

Any time a player removes, by any means, the **Last Enemy** from a District, they gain the Clean Up Bonus listed in that District's rules box. If more than one Hero helped to remove the last Enemy, only 1 of the Heroes can gain the Clean Up Bonus. Since it's a cooperative game, the players may choose which Hero gets it.



Clean Up a District icons, found on some game effects, instruct players to instantly Clean Up a District. In these cases, only Minions are removed by this game effect. Super Minions, Mini-Bosses, and Final Bosses are NOT affected by these instant Clean Ups!

3 DISTRICT LIMIT

Every District has a limit to the number of Minions and Super Minions that can be spawned or moved there, as shown by the spaces in its District Limit section.

When all of the Minion spaces in a District are occupied by Minions and/or Super Minions, the District has been Taken by the bad guys. Heroes cannot use the Timer Effect of a Taken District until they manage to empty at least 1 of the Minion spaces in that District. Remember, Mini-Bosses and the Final Boss do not affect the District Limit!

DISTRICT TIMER AND CLEAN UP EFFECTS:

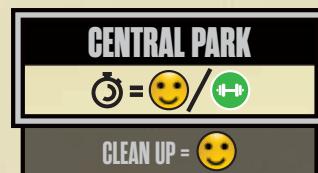
The following are more detailed explanations of what each District's Timer Effect and Clean Up Bonus means.



TIMER: By making a “donation” to the Policemen’s Retirement Fund, the police are invigorated to put criminals behind bars! The Hero spends 3 Dollars to Clean Up 1 District of their choice.

CLEAN UP: Helping the police do their jobs makes it easier for the Heroes to do theirs. The player may remove 1 Minion miniature from any District.

IMPORTANT! *If using the Police Department's Timer Effect or Clean Up Bonus results in triggering the Clean Up Bonus of another District, the player who triggered the Clean Up gets the bonus of that District.*



TIMER: Sometimes a walk or jog in the park is all a Hero needs. Advance the Hero's Strength or Happiness track 1 space.

CLEAN UP: Kicking the bad guys out of the park will put a smile on any Hero's face! Advance the Hero's Happiness track 1 space.

GAMEPLAY



TIMER: Playing with finances is not a fun time, but it is a profitable one. The Hero loses 1 Happiness, but gains 3 Dollars.

CLEAN UP: Helping make the bankers and brokers safe earns the Hero 1 Dollar.



TIMER: The Hero located at the Shop District who triggers its Timer Effect may buy any number of faceup Item cards currently offered in the Shop, as long as they have enough Dollars to afford them. As soon as a Hero buys an Item, it can be equipped by that Hero.

IMPORTANT! When purchasing Items, any Shop discounts due to a Hero's Social Media Track is applied to the final total of the purchase – NOT each Item!

Every Refresh Phase (see page 21), any Items that were not purchased that Round are discarded and 4 new Items are drawn to replace them. If a Hero sees something they want, they should make sure to grab it while they can!

CLEAN UP: Add 1 Shop token in the leftmost empty slot on the Shop Track printed at the top of the Shop District. When the box marked “1 Free Item” on the Shop Track receives a token, remove all tokens from the track and draw a random Item card. This can be given to any player, not just the one that placed the token.



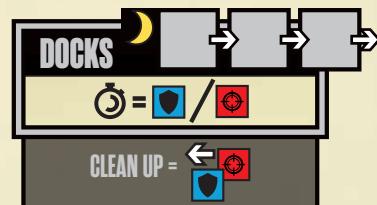
TIMER: Recruiting some help from the locals willing to do their part, the player may place 2 Protection tokens (see page 24), as they wish, in available spaces in any District.

CLEAN UP: Seeing the bad guys get knocked around and chased off can gain you some loyal New Yorkers pretty quick. The player may place 1 Protection token in any available space in any District.



TIMER: Cuts and bruises are just part of a Hero's life, and so is getting them patched up. The Hero gains 2 Life.

CLEAN UP: First aid is just what the doctor ordered after dealing with some criminal scum! The Hero gains 1 Life.



TIMER: Place (or move) the Docks token facing either the Hit side or the Shield side (player's choice) on the first slot of the small track at the top of the Docks District. While this token is on the Docks Track, it grants +1 Hit or +1 Shield (based on the side showing) to all Fights the Heroes engage in – anywhere in the city, regardless of District!

IMPORTANT! When Ganging Up (see page 19), the Docks token only grants +1 or +1 to the fighting Heroes' group, NOT each Hero involved.

Every Sleep Phase, the Docks token slides 1 space to the right, following the printed arrows. When the Docks token slides off the 3rd space, it is removed from the Board and loses its effect.

CLEAN UP: Move the Docks token 1 space to the left (against the direction of the printed arrows), if possible.



TIMER: City Hall is always a hub of activity in New York. The player may choose to take an Activation card from the ones available (following the normal rules for acquiring a card, see Refresh Phase, page 21) or take back a card that was used in other segments of this Phase to their hand.

IMPORTANT! The Activation card that was used to activate this Timer Effect may not be the card chosen for a player to get back into their hand on the same triggering of the effect.

CLEAN UP: Everyone has eyes on good deeds done by City Hall. Advance the Hero's Social Media Track by 1 space.



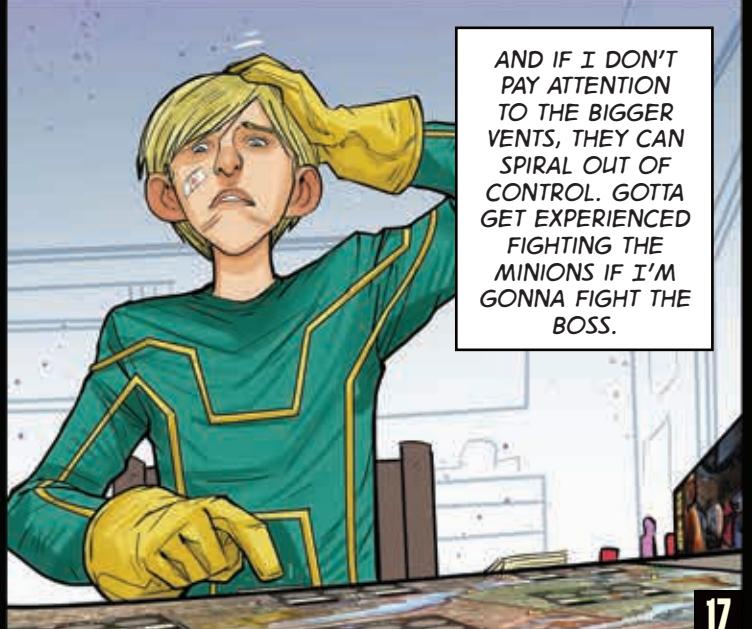
I CAN GET ALL KINDS OF BENEFITS FROM CLEANING UP DISTRICTS. BUT THERE ARE CHOICES INVOLVED, JUST LIKE REAL LIFE.

SHOULD I GO CRACK SOME SKULLS?

TAKE CARE OF MY PERSONAL LIFE? EXERCISE?



SOMETIMES I GOTTA GO TO WORK. OR SEE ELIZABETH.



AND IF I DON'T PAY ATTENTION TO THE BIGGER VENTS, THEY CAN SPiral OUT OF CONTROL. GOTTA GET EXPERIENCED FIGHTING THE MINIONS IF I'M GONNA FIGHT THE BOSS.

GAMEPLAY

FIGHTING

The bad guys won't leave the city without a little aggressive encouragement! Heroes will frequently fight in order to kill Enemies and contain the spread of Minions throughout the Districts. Red Activation cards are used for Fighting.

To start a Fight in a District, a player must play a card with a Fight icon . This means they are fighting against all the Enemies in that District. Heroes cannot choose to Fight only some of them. Criminals don't fight fair!

The first thing to do during a Fight is add up the Power of ALL Enemies in the District. That total is the Enemy Power. Minions have 1 Power and Super Minions have 2 Power. Mini-Bosses and Final Bosses have their own specific Power listed on their respective cards.

Next, the Hero checks their dice pool. This comes from their Strength Track, Items, and sometimes the card played for the current Fight. The Hero **must** roll all the indicated dice together.

- **Attack dice are red** , and they show the amount of Hits the Hero deals for that dice roll. Red dice have 3 different results: Hit , Hit + Lightning , and a blank face.
- **Defense dice are blue** , and they show the amount of Enemy Power the Hero can withstand for that dice roll. Blue dice have 3 different results: Shield , Shield + Lightning , and a blank face.

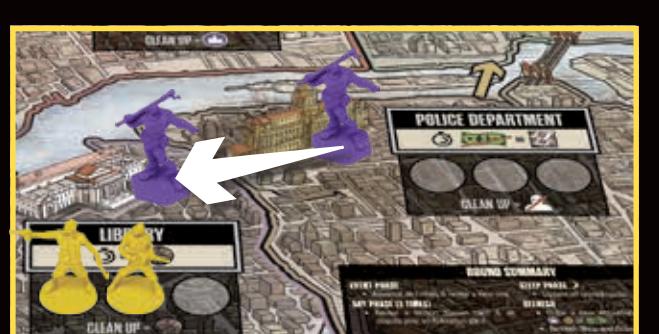
After rolling the dice for the Fight, add any Shields rolled plus any bonuses the Hero may have (from the Docks, Items, Card Bonuses, etc.) and subtract this number from the Enemy Power. The remaining Enemy Power is the amount of Damage the Hero is dealt, reducing their Life by that amount.

Then, add all Hits rolled plus any Hit bonuses the Hero might have. That's how much Damage the Hero deals in this attack. The Hero may divide their Damage among their Enemies as desired. The only thing that can decrease the Heroes' attack value is any Armor the Enemy may have (usually only on Final Bosses).

Minions have 1 Life Point (meaning 1 Damage will kill them) and Super Minions have 2 Life Points. Mini-Bosses and Final Bosses have their own specific Life Points listed on their respective cards.



Dr. Gravity was really looking forward to relaxing and spending some time at the park... but there's no time for that now! He plays a Hero card that gives him 1 Movement, has 1 Fight icon, and makes him lose 1 Happiness.



He decides to leave the Police Department and move to the Library District, where 2 Minions are looking for trouble! Together, those Minions have a total of 2 Power and 2 Life Points.

Dr. Gravity will engage in a fight! He currently has a Gravity Pole and a Motorbike Helmet which means that he rolls 2 blue and 2 red dice!

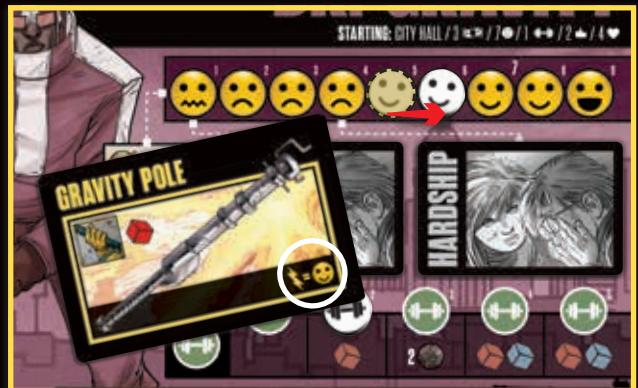
His results are: 1 Hit + Lightning, 1 red Blank, 1 Shield, and 1 blue Blank.



GAMEPLAY



Dr. Gravity managed to defend 1 Power from the attack, so he will take Damage, thus losing 1 Life Point. Alas, he couldn't kill both Minions, but 1 of them was eliminated with the 1 Hit rolled. Fortunately, Dr. Gravity rolled a



Lightning icon! The Gravity Pole he has equipped grants him 1 Happiness 😊 for rolling a Lightning icon, so he can advance his Happiness Track 1 space.

IMPORTANT: To successfully kill an Enemy during regular Events, you have to deal enough Damage all at once. The Enemies that are not Killed remain there to be fought on a later turn. Only Bosses and some Mini Bosses may have their damage carried over between rounds during the Final Plot.

Blue and Red dice have a face with a Lightning symbol ⚡. This Lightning triggers the special effect of some Item or Activation cards. Rolling 1 Lightning, regardless of the color of the die, is sufficient to trigger **ALL** bonuses that come from Lightning icons. If a player rolls more than 1 Lightning symbol, trigger each effect once per Lightning rolled!

It should be noted that some Lightning effects are **ONLY** triggered by rolling a Lightning symbol on a Red or Blue die specifically in order to be activated. This is noted on that game effect by coloring in the Lightning symbol either Red ⚡ or Blue ⚡; if it is any color other than those, any Lightning symbols rolled will trigger the effect normally.

GANG UP!

When 2 or more Heroes choose to engage in a Fight while in the same District, they Gang Up on the bad guys. When Heroes Gang Up, all Heroes involved in that Fight roll their dice pools separately, as with a normal Fight. Then, the Heroes add their Hits and Shields together for a combined result. However, the Heroes' own rolls that result in Lightning icons may only trigger their own Lightning effects.

After reducing the Enemy Power by their collective Shields, the Heroes can divide the remaining Damage amongst themselves as they wish. A Hero may even choose to take all of the Damage, even if it's more than their actual Life value!



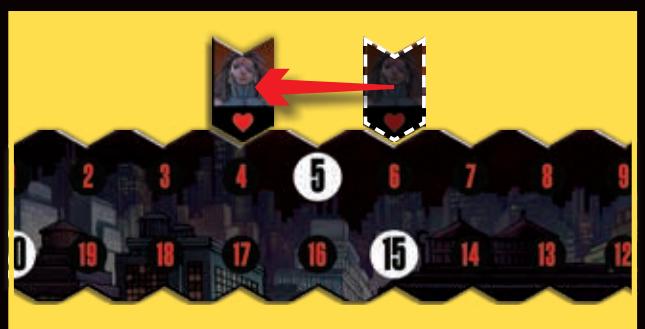
3 Heroes have managed to complete 3 City Events and are now facing the Bosses of Mother Fucker's Plot!

This round, 2 Heroes, Hit-Girl and Dr. Gravity, each played a Hero card, moving to the same location. When they move to the same location, they can Gang Up on the villains. Here, they fight Mother Russia, a side-Boss for this plot and the only Enemy in this District.

According to the Status showing in Mother Fucker's Final Plot card, in a 3-player game, Mother Russia starts with 6 Power, 6 Armor points, and 6 Health.



GAMEPLAY



The Heroes roll their dice. Together, the players rolled 4 Shields, so they will take 2 Damage. Dr. Gravity decides to take both, since he has more Life points (3) than Hit-Girl (1). Dr. Gravity reduces his Life track by 2 spaces. Then, our Heroes roll their Attack dice. Together, they manage to get

8 Hits. 6 of these are absorbed by Mother Russia's Armor, so she only takes 2 Hits, moving her Life tracker from 6 to 4. Mother Russia's Life should be tracked in the Final Plot Track (see page 22).

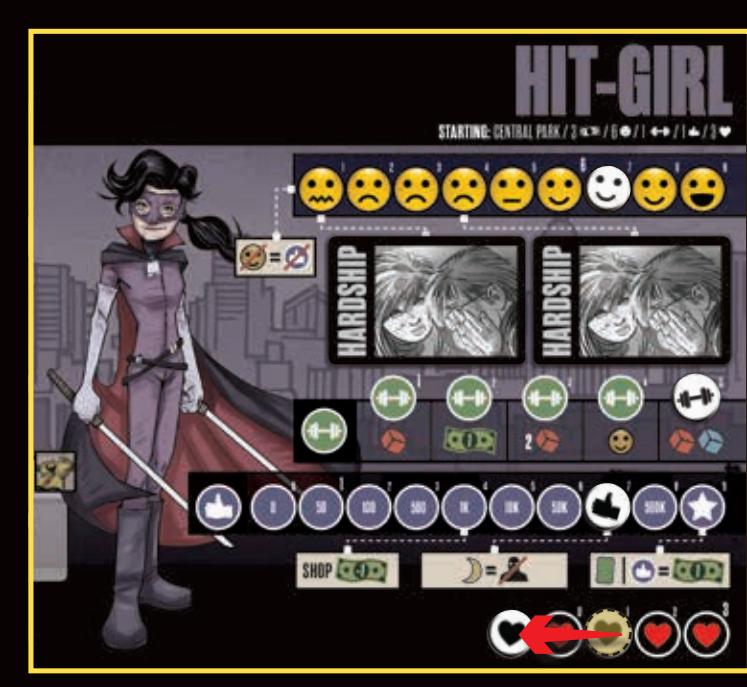
Faint

When a Hero takes enough Damage to get to the Faint space of their Life Track, they must roll the Faint die. If the result is a Blank face, they are still up to Fight, albeit in a really poor condition! Place their Life track back to 0, and nothing else happens. If a Faint face is rolled, the Hero has suffered too much and falls unconscious. The Hero has fainted and wakes up in the Hospital. After the Fight has been resolved, place their Hero miniature in the Hospital District and the Hero goes back to full Life.

Heroes who have Fainted are very disturbed by their near-death experience. Decrease their Happiness Track to the next Hardship space (either 4 or 1), immediately activating the associated Hardship card!

Hearing that a beloved Hero got their ass kicked (ironic!) is pretty rough on public morale, and the greater population grows even more terrified of this Villain. All of the Villain's evil plans get a boost! Move every Event card 1 space on the Event Row. The criminals are really turning up the heat!

IMPORTANT! The Faint die is only rolled after the Fight is resolved and all effects due to the result of that Fight have been applied (including completing events, killing Minions, etc.).



During the next Day Phase, the players decide to attack Mother Russia again.

Mother Russia has an attack power of 6, and the Heroes only manage to roll 3 Shields, so they will take 3 Damage.

Since both Hit-Girl and Dr. Gravity have only 1 Life each, distributing the Damage could be very painful! Hit-Girl decides to take all the Damage, even though it's more than her Life value. Since her Life Track is now below 0, she might Faint.

Hit-Girl rolls the die and the result couldn't be worse: Faint! But, remember, players fully resolve the fight before applying the effects of the Faint die. So they might still deal some Damage.

Unfortunately, the Heroes only roll 6 Hits, exactly Mother Russia's Armor value, so they don't deal any Damage! Oh no!



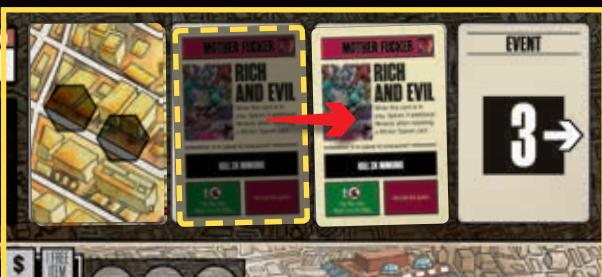
GAMEPLAY



With the Faint result on the Faint die, players must move Hit-Girl's miniature to the Hospital.



After receiving the proper treatment, Hit-Girl's Life Track moves to full (in this case, 3). But her psyche was affected, and her Happiness Track is reduced to her next Hardship: Laziness! With this Hardship activated, she will move slower in upcoming rounds....



Now the city is scared of this Villain that almost killed our heroic Hit-Girl! All active Events are moved forward 1 space on the track. Time is running out!

3. SLEEP PHASE ☽

After an eventful day of hard work – both in regular and hero life – the Heroes have to get some shut-eye, but New York continues to buzz throughout the night.

During the Sleep Phase, make the following 4 checks, in order:

1. Check the Docks District. If the Docks token is active, advance it 1 space.
2. Check the Hero Dashboards to see if any Bonuses or Hardships are triggered during the Sleep Phase.
3. Check the active Event cards and see if they have any effects that trigger during the Sleep Phase.

IMPORTANT! If more than 1 active Event has an effect triggering in the Sleep Phase, apply the effects in order from leftmost Event and proceed to the right.

4. Check whether the Final Plot must be revealed (see page 22).

4. REFRESH PHASE

Waking up bright and early, the Heroes make themselves ready for a new day of hero life. During the Refresh Phase, players have the chance to prepare themselves and their various Hero assets for the next Round.

During the Refresh Phase, the Heroes must do the following, in order:

1. First, players take their own used Activation cards back into their hands.
2. Then, after a discussion between the players, each player may take 1 Activation card from the ones still available, following the normal rules for acquiring a card: Each player begins the game with a set of 5 starting Activation cards. Players will only ever be allowed to have a maximum of 5 Activation cards, so any time a player gains a new card, but already has 5 Activation cards (either in hand or already played), they need to choose an Activation card to be discarded and removed from the game.

Any player may decide to NOT gain a card and instead gain 1 1 or 1 .

3. Discard the remaining Activation cards and reveal 4 new Blue cards and 2 new Red cards.

IMPORTANT! In Solo gameplay, the player always reveals only 2 Blue Activation cards and 2 Red Activation cards.

4. Discard all remaining Items from the Shop and reveal 4 new Item cards.
5. Items that are currently Exhausted become Unexhausted . The card is returned to its normal

GAMEPLAY

facing. Most cards are Unexhausted during the Refresh Phase of every Round, but some cards are noted as only being Unexhausted by fulfilling a particular condition. Those specially noted Items do NOT Unexhaust normally during the Refresh Phase.

6. Advance the Round token  1 space on the Round Track. Then begin a new Round, starting with an Event Phase as normal. Continue like this until the Heroes defeat the Final Boss and foil their evil scheme... or fail in the attempt, leaving New York in the hands of villainy!

FINAL PLOT

If, during the Sleep Phase, the players find that the Heroes have managed to successfully complete 3 Events, reveal the Final Plot card and follow the Setup Rules for the respective Boss (starting on page 26). Note that the Final Plot card contains all important information on both front and back faces. Then, replace the remaining facedown Event cards with the Boss Event cards related to the revealed Final Plot.

Boss Event cards are related to a specific Final Plot but work like normal Event cards: Draw a Boss Event card and set it up during the Event Phase, as you would for a regular Event card.

Every time you complete a Boss Event, immediately add a new Boss Event to the **first space** of the Event Row (advance any Boss Event cards occupying the space to the right if necessary) and perform its setup instructions. This Boss Event starts now, players don't have to wait for the next Event Phase.

FINAL PLOT TRACK



All Final Plots (and some other Events) use a separate track, the Final Plot Track, to monitor several values of Enemy miniatures. Arrow-shaped Trackers for Life , Armor , Power , or other adjustable Boss-specific Trackers  are placed in divots on the Final Plot Track, indicating their current value. Move the Trackers appropriately as game effects adjust their values.

Any special uses, how and when to set it up, and when to adjust the Trackers upon it, are specified on the Final Plot card or rules. Otherwise, it is just a helpful tool to keep track of Mini-Boss and Boss values.

FINAL BOSS

Final Bosses have an Armor and a Life value indicated on their Final Plot card, which is monitored using the Trackers on the Final Plot Track. Armor  always absorbs Hits before inflicting Damage to a target. The Boss' Armor value shows how many Hits to subtract when calculating Damage dealt by a Hero. The Boss' Life Tracker  indicates how much Damage they need to receive before dying (below 1).

END OF THE GAME

If the Heroes manage to successfully complete the Final Plot card's objectives before the end of Round 9, the Heroes defeat the Final Boss, save New York, and win the game!

However, the Heroes lose the game if:

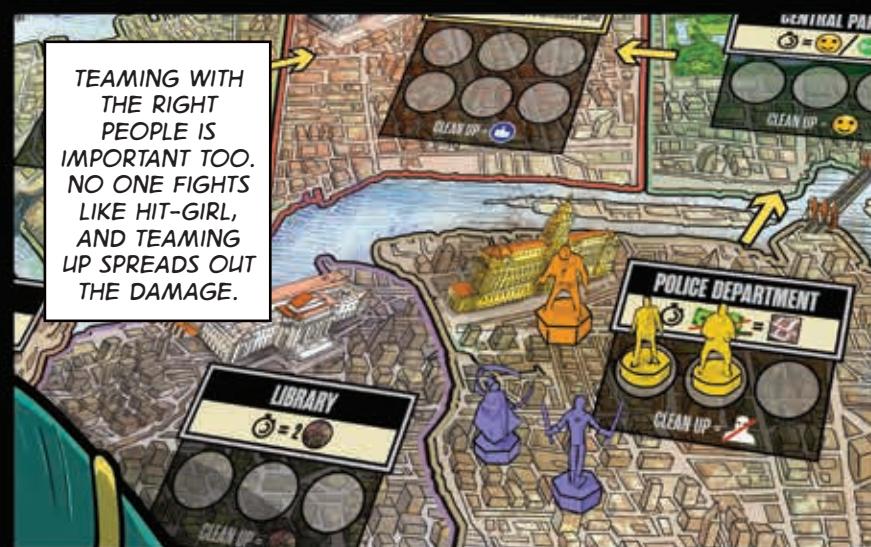
- the players attempt to spawn 1 Minion to City Hall and cannot do so because that District Limit is completely full;
- OR, it becomes impossible to complete 3 Events (if 4 Events have matured);
- OR, the Final Plot has not been solved by the end of Round 9.



THE CITY CHANGES AT NIGHT WHEN YOU PUT ON THE COSTUME.



SURVIVAL MEANS HAVING THE RIGHT GEAR, SAME AS IN REAL LIFE.



TEAMING WITH THE RIGHT PEOPLE IS IMPORTANT TOO. NO ONE FIGHTS LIKE HIT-GIRL, AND TEAMING UP SPREADS OUT THE DAMAGE.



WE'RE ALL ONLY HUMAN. WE CAN'T TAKE ON TOO MANY THUGS AT ONCE. CAN'T COUNT THE NUMBER OF TIMES I'VE WOKEN UP IN THE HOSPITAL.



GOTTA PUT THIS UP ON SOCIAL MEDIA. IF MY FOLLOWERS WANTED TO KNOW WHAT IT'S LIKE TO BE ME, THIS IS THE GAME FOR THEM.



IF EVEN ONE CAME BY, WE COULD BE PLAYING RIGHT NOW!

REFERENCE GUIDE

DASHBOARD EFFECTS:



DEPRESSION: Whenever the Hero would reduce their Happiness, reduce their Social Media track instead.



SHOP DISCOUNT: This effect allows the Hero to buy things from the Shop with a discount of 1 Dollar off their total purchase that turn.



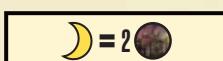
FAMOUS: When a Hero reaches Social Media level 9, they immediately gain their Famous Green Activation card. Any time they would need to increase their Social Media track, the Hero gains 1 Dollar instead.



INSPIRATIONAL HERO: During the Sleep Phase, roll 2 Attack dice, targeting any District.



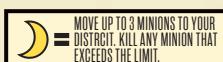
SURPRISE ATTACK: During the Sleep Phase, kill 1 Minion anywhere on the Board.



PROTECTED: During the Sleep Phase, place 2 Protection tokens on any District on the map.



RICH HEROES: During the Sleep Phase, all Heroes gain 1 Dollar.



TRAP: During the Sleep Phase, move up to 3 Minions from anywhere on the board to your current District. Kill any Minion that exceeds the District limit.



HEALTHY HEROES: During the Sleep Phase, all Heroes gain 1 Life.



SPREAD ATTACK: During the Sleep Phase, kill up to 1 Minion in each adjacent District.

OTHER TOKENS AND ICONS:



PROTECTION TOKEN: These represent normal people that have been inspired by the Heroes and are also patrolling the streets. Protection tokens must be placed in the first available space for Minions in any desired District. If a Minion would be spawned in that space, remove the Protection token instead and discard the Minion (kill it!). Protection tokens do not trigger the District's Clean Up Bonus. Super Minions are not affected by Protection tokens. If a Super Minion would be placed in a space with a Protection token, remove the token and Spawn the Super Minion!



INTEREST TOKENS: Interest tokens are generic tokens. Their use is explained on specific Events cards. Use different colors for different Events.



INACTIVE TIMER: When this token is on a District, that District's Timer action cannot be performed.



EXHAUST & UNEXHAUST: Rotate the card 90° to indicate that it's been used and has had its listed effect triggered. Rotate it back to unexhaust it.



SPAWN & KILL A MINION: Add a Minion in the described District, or remove a Minion from anywhere on the Board (does not affect Super Minions).



INCOMING INCREASE & DECREASE: Increase the Incoming Track according to the number to the left of this icon. Decrease it if the icon is crossed with a red line.



BREAK A HAND: Move an item from a Hand space to the Backpack. The recently vacated equipment slot cannot be used while this effect is active.



LOST BACKPACK: Players cannot access any Items in their Backpack.

CREDITS

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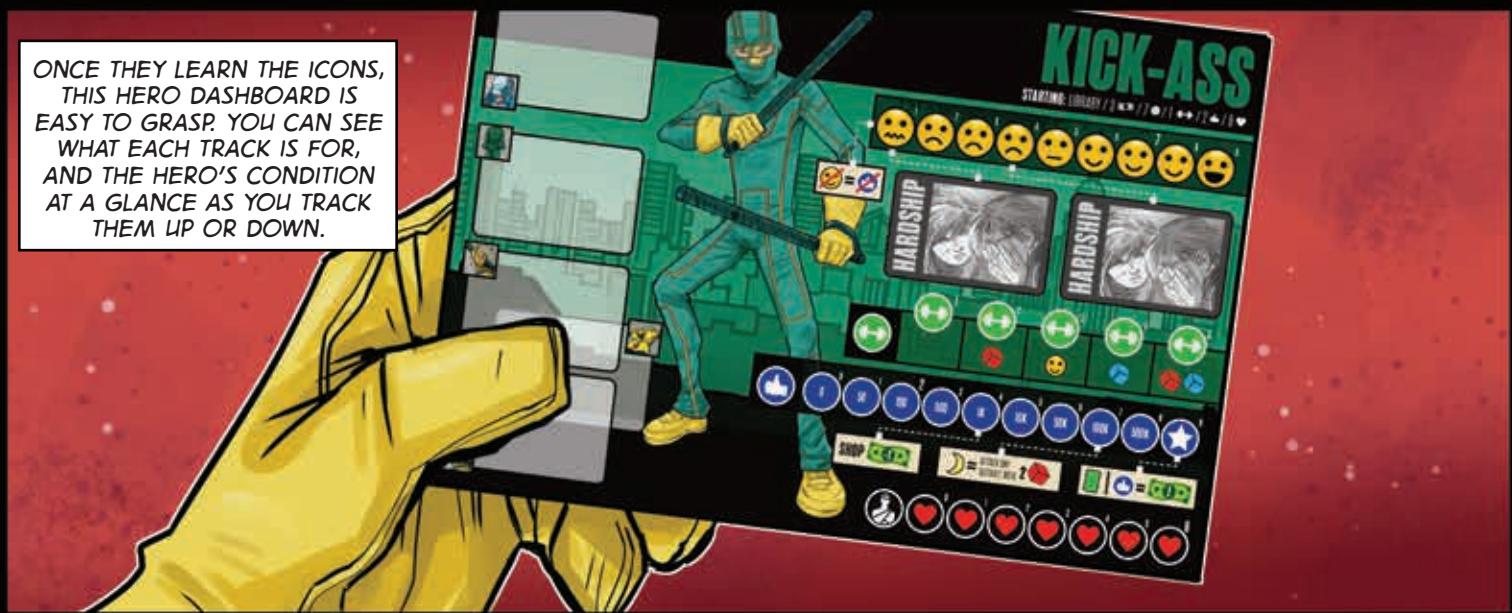
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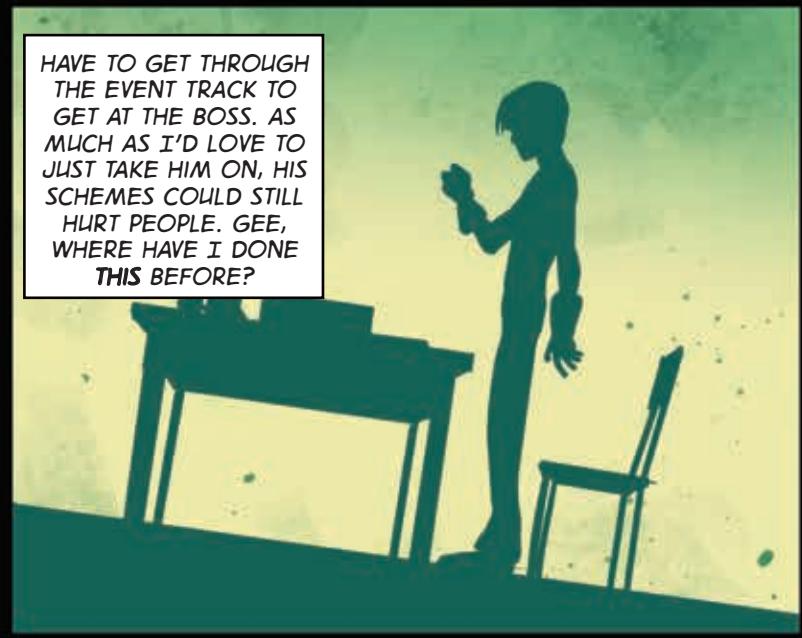
ONCE THEY LEARN THE ICONS, THIS HERO DASHBOARD IS EASY TO GRASP. YOU CAN SEE WHAT EACH TRACK IS FOR, AND THE HERO'S CONDITION AT A GLANCE AS YOU TRACK THEM UP OR DOWN.



THEY DID THEIR HOMEWORK ON THE VILLAINS. EACH ONE IS A NEW SET OF CHALLENGES.



HAVE TO GET THROUGH THE EVENT TRACK TO GET AT THE BOSS. AS MUCH AS I'D LOVE TO JUST TAKE HIM ON, HIS SCHEMES COULD STILL HURT PEOPLE. GEE, WHERE HAVE I DONE THIS BEFORE?



AT LEAST IN THE GAME I CAN PICK MY LEVEL OF CHALLENGE. DO WE HIT THE HARD BOSS, OR MAYBE AN EASY BOSS?



BOSSES' FINAL PLOTS

RED MIST COWARD BASTARD • PLOT



- ✓ Take all the 8 Red Mist tokens , shuffle them, and place 1 of them, facedown, in each District.
- ✓ Everytime you complete a Boss Event from the Red Mist Final Plot, reveal 2 Red Mist Tokens and immediately apply their effects. Then, draw a new Boss Event.
- ✓ If you have revealed the Red Mist Token , power Red Mist immediately in that District.
- ✓ Everytime you complete a Boss Event, draw a new one.
- Kill Red Mist to win the game.

RED MIST COWARD BASTARD (EASY)



Red Mist is such a coward that he cannot even confront heroes face to face, so he chooses to do what he does best: hide.

SETUP:

1. Replace the Events deck with the Boss Event cards from Red Mist's Final Plot.
2. Take all 8 Red Mist Final Plot tokens , shuffle them (facedown), and place 1 facedown in each District.

3. Set up Red Mist's Life , Armor , and Power Trackers on the Final Plot Track according to the listed X values.

BOSS EVENT RULES:

Every time a Boss Event for Red Mist's Final Plot is successfully completed, choose and reveal 2 Red Mist Final Plot tokens and immediately apply their effects.

THE POSSIBLE TOKEN EFFECTS ARE:

- Nothing Happens
- Lose 1
- Gain 1
- Luckily found Red Mist's hiding place!

If you reveal Red Mist's hiding place, immediately place the Red Mist miniature in the respective District with the Stats indicated on the Plot card. Now it's time to finish the job!

WINNING CONDITION:

Kill Red Mist.



BOSSES' FINAL PLOTS

VIC GIGANTE & THE SKULL GANG • PLOT



When fighting against Vic Gigante, after rolling Defense once, Heroes must reroll all Shielder ♦.

- Set the Skull Gang token to value 15.
- Skull Gang members are stronger than Super Minions. The Skull Gang Tracker indicates their Power and Life Points.
- When the Skull Gang enters a District, increase or decrease the Skull Gang Tracker as indicated on the back of this card.
- Everytime you complete a Boss Event, draw a new one.
- Kill Vic Gigante to win the game.

VIC GIGANTE AND THE SKULL GANG (MEDIUM)



Vic Gigante, a corrupt cop, has discovered an easy way to make some extra money! He is using privileged information to get his hands on the bad guys' stuff. He is killing them in cold blood, then stealing money and heavy weapons for him and his gang! The heroes cannot let this happen any longer!

SETUP:

- Replace the Events deck with the Boss Event cards from Vic Gigante's Final Plot.
- Spawn Vic Gigante and 3 Super Minions in the Police Department District. The Super Minions represent his Skull Gang. Place the Skull Gang Tracker  on space 15 of the Final Plot Track.
- Set up Vic Gigante's Life , Armor , and Power  Trackers on the Final Plot Track according to the listed X values.

SPECIAL RULES:

- Vic Gigante does not participate in a Fight until the Heroes have removed the last Skull Gang Member from the Board.
- If the Skull Gang Tracker  value is 15 or more, Skull Gang members cannot be Fought.
- Skull Gang Members' stats (Life and Power) are different than normal Super Minions and are based on the Skull Gang Tracker's position on the Final Plot Track:
 - 0 to 4 = 2X
 - 5 to 9 = 3X
 - 10 to 14 = 4X
- When fighting against Vic Gigante, the Heroes must reroll any result on their Defense dice  that rolled a Shield  once.

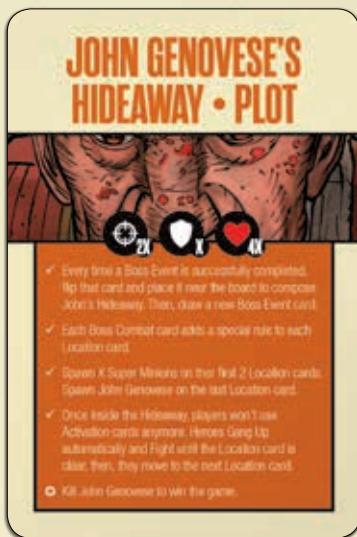


SLEEP PHASE SPECIAL RULES:

- Move Vic Gigante and the Skull Gang Members before any other Sleep Phase step. The group moves 1 District, following a clockwise path on the Map, ignoring the City Hall District: **THE DOCKS > SHOP > CENTRAL PARK > POLICE DEPARTMENT > LIBRARY > HOSPITAL > WALL STREET > THE DOCKS**, and so on. If Vic Gigante and the Skull Gang Members enter a District occupied by Minions or Super Minions, remove all Minions and Super Minions. They have been attacked and dealt with by Vic and the Gang! For every Minion removed this way, increase Vic Gigante's Skull Gang Tracker 1 space. For every Super Minion removed, increase the Skull Gang Tracker 2 spaces.
- If Vic Gigante moves to an empty District, decrease the Skull Gang Tracker 2 spaces.
- All Boss Events, when successfully completed, decrease the Skull Gang Tracker 4 spaces. However, if an Event card moves off the Board, the Skull Gang Tracker increases by 5 spaces! The Heroes need to be careful not to let the Gang get too powerful!

WINNING CONDITION: Kill Vic Gigante.

BOSSES' FINAL PLOTS



JOHN GENOVESE'S HIDEAWAY (MEDIUM)



John Genovese is looking forward to killing every hero in New York and putting an end to this hero business once and for all! They say that the best defense is a good offense... so it's time to find John Genovese's Hideaway before he kills the heroes, and finish him before he can finish them!

SETUP:

1. Replace the Events deck with the Boss Event cards from John Genovese's Final Plot.
2. Shuffle the Boss Combat cards and place them next to The Docks.
3. Set up John Genovese's Life (red heart), Armor (blue shield), and Power (red circle) Trackers on the Final Plot Track according to the listed X values.

SPECIAL RULES:

- Every time a Boss Event card for John Genovese's Final Plot is successfully completed, place it facedown next to the Docks to compose John Genovese's Hideaway,

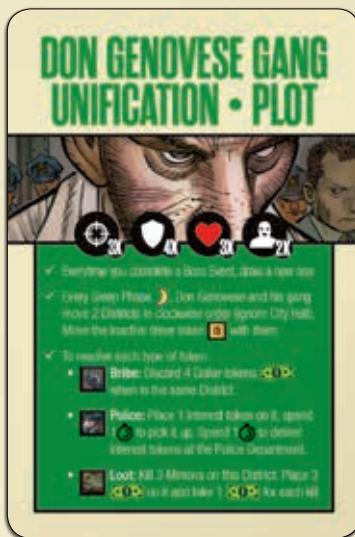
following the map shown below. Every Boss Event Location card is one possible area for John Genovese's Hideaway.

- When John Genovese's Hideaway has 3 Locations, immediately place all Heroes on the leftmost card of the Hideaway Map. Once there, Heroes can no longer leave the Hideaway. (No time to run around New York now that the Heroes are finally closing in!)
- When the Heroes are placed in John Genovese's Hideaway, draw 1 Boss Combat card for each 1 of the 3 Location cards. Those cards will affect every Fight in their respective Location card. Spawn X Super Minions on each of the first 2 cards of the Hideaway Map and John Genovese on the 3rd card.
- Once in the Hideaway, Heroes no longer use Activation cards. Instead, they automatically Gang Up and Fight the Enemies until that area is cleared. All Item cards that would Unexhaust during the Refresh Phase won't Unexhaust anymore.
- If Heroes succeed in clearing out a Location card, simply move the Heroes to the next Location card on the Hideaway Map.
- If a Hero Faints inside John Genovese's Hideaway, nobody can take them to the Hospital, so they are out of the game. If all of the Heroes Faint, the game is lost.
- When players reach the 3rd Location card, they must Fight John Genovese.

WINNING CONDITION: Kill John Genovese.



BOSSES' FINAL PLOTS



DON GENOVESE GANG UNIFICATION (HARD)



Don Genovese has been brought back to New York with one mission: unify the gangs and make them stronger as one... under Genovese control. In order to foil his plans, first the heroes need to cripple the gangs by finding their weak spots. Then, they can either exploit them through bribery, give info to the police, or even destroy their resources.

SETUP:

- Replace the Events deck with the Boss Event cards from Don Genovese's Final Plot.
- Take all of the Don Genovese tokens and place them beside the Map Board. Place Don Genovese's miniature in the Wall Street District.
- Set up Don Genovese's Life (Heart), Armor (Shield), and Power (Dollar) Trackers on the Final Plot Track and spawn a group of Minions (Minion icon) in the same District as Don Genovese, to compose his Gang, according to the listed X values.
- Minions spawned along with Don Genovese do not affect and/or occupy District Limit spaces like normal Minions or Super Minions. If there are no more Minion miniatures left in the pool, remove Minions from any District until there are enough Minions to spawn Don Genovese's Minion gang.

SPECIAL RULES:

- Don Genovese and his Minion gang move 2 spaces every Sleep Phase (Moon), following a clockwise order on the Board, ignoring the City Hall District: **THE DOCKS > SHOP > CENTRAL PARK > POLICE DEPARTMENT > LIBRARY > HOSPITAL > WALL STREET > THE DOCKS**, and so on. Whatever District Don Genovese is in has its Timer Effect blocked. Use an Inactive Timer token (Yellow square with a black circle) to represent this.

• Don Genovese's Boss Events represent each one of the New York gangs and their exploitable weaknesses. Every Boss Event card instructs the players to set a number of Don Genovese Final Plot tokens on the Board in specific locations. Heroes must spend 1 Timer Action to reveal a token and then resolve it in 3 possible different ways depending on the revealed token's illustration:

- **Bribe Token:** In order to resolve this token, a Hero must discard 4 Dollar tokens (\$\$) when in the same District as this token.
- **Police Token:** Place 1 Interest token (Red square) in this District. Spend 1 ⚡ to pick it up and another 1 ⚡ to deliver it while the Hero is at the Police Department District. Multiple (Red square) may be delivered at once.
- **Loot Token:** Place 3 Dollar tokens (\$\$) in this District. For every Minion killed in this District, remove 1 of the Dollar tokens; any Hero may gain it. The Loot token is resolved when the last of these Dollar tokens has been removed.

Every Don Genovese Final Plot token directly affects 1 of Don Genovese's stats or number of Minions. After a token is successfully resolved, it is discarded and Don Genovese's Trackers on the Final Plot Track are readjusted or Minions are removed. Each token color reduces a specific Don Genovese stat:

- | | |
|--|--|
| | Reduce POWER by 2. |
| | Reduce ARMOR by 2. |
| | Reduce LIFE by 2. |
| | Kill 2 Minions from Don Genovese's gang. |

When a Boss Event card is pushed off of the Board via the Event Track arrows, remove all remaining Don Genovese Final Plot tokens pertaining to it from the Board and remove them from the game. They can no longer be used to affect the New York gangs.

Don Genovese and his gang fight normally, but Don Genovese can only be hit after all Minions in his District have been killed!

PLAYING SOLO vs. DON GENOVESE:

For each Event revealed during the Don Genovese Boss Event, only spawn 1 token of each color, following the 2-Player rule structure.

WINNING CONDITION: Kill Don Genovese.

BOSSES' FINAL PLOTS



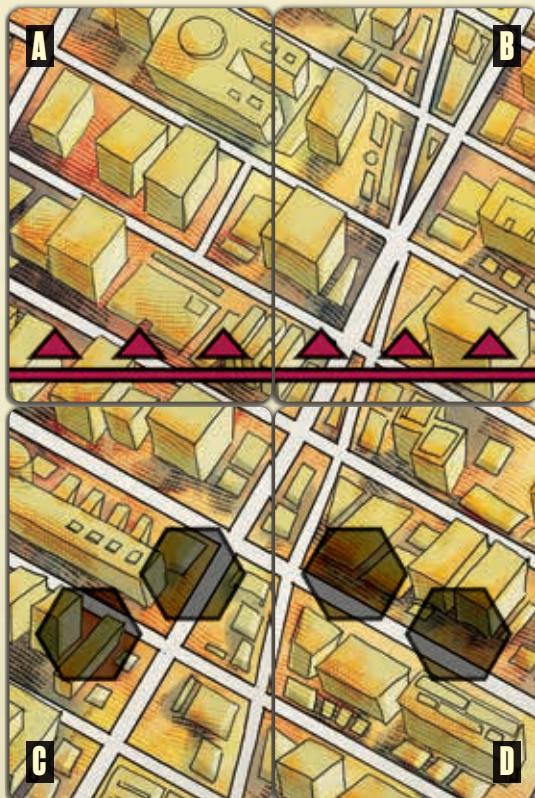
MOTHER FUCKER'S EVIL PLAN (VERY HARD)



Mother Fucker is creating turmoil to distract the cops and the heroes while he plans a truly heinous attack on New York. The heroes must contain the chaos until they manage to discover – and then foil – his evil plan.

SET UP:

- Replace the Events deck with the Boss Event cards from Mother Fucker's Final Plot.
- Shuffle the Boss Combat cards and set them near the Map Board.



SPECIAL RULES:

- Every time a Boss Event from Mother Fucker's Final Plot is successfully completed, place it facedown next to Central Park, thus creating Times Square following the configuration below. Once the Heroes have completed all 4 Boss Events, arrange the Times Square map (as indicated below). Only then are the Heroes able to enter this special Times Square map.
- Immediately after the last Boss Event is completed and Times Square is set up, all Heroes are moved onto 1 of the indicated spots on the lower half of Times Square. Once in those positions, the Heroes may not leave Times Square anymore.
- Once the Heroes have entered Times Square, Waves of Minions and Super Minions will spawn according to Mother Fucker's Final Plot card instead of the normal Minion Spawn rules. As described on the Plot card, every Wave will also have the players draw a Boss Combat card. These cards grant a special effect for that specific Wave. Discard the current Boss Combat card when revealing a new one for the next Wave.
- Once in Times Square, Heroes do not use Activation cards anymore. Instead, they automatically Gang Up and Fight the Waves of Enemies until Times Square is cleared. All Item cards that would Unexhaust during the Refresh Phase no longer Unexhaust normally.
- If the Heroes couldn't kill all the Enemies from the previous Wave, those enemies stay in Times Square and must be fought with the next Wave!
- After every Hero Gang Up and Fight, a new Wave spawns. If the Heroes do not kill all of the Enemies in Times Square by the end of Wave 5, Mother Fucker has succeeded in his grand scheme and the players lose the game!
- Big Bastard is a Mini Boss that spawns with Wave 2: set up his Life 🧟, Armor 🛡, and Power 💪 Trackers on the Final Plot Track according to the listed X values.
- Mother Russia is a special side Boss that spawns with Wave 3: set up her Life 🧟, Armor 🛡, and Power 💪 Trackers on the Final Plot Track according to the listed X values.
- If a Hero Faints once the battle for Times Square has begun, they are out of the game. If all of the Heroes Faint, they lose the game.

WINNING CONDITIONS: Clean Up Times Square by the end of Wave 5.



RULES SUMMARY

ROUND SUMMARY:

1. EVENT PHASE

- Advance all Events 1 space forward on the Event Track.
- Reveal the top Event card from the deck and place it on the leftmost space.

2. DAY PHASE

Players collectively do the following in **each** of the segments (Morning, Afternoon, and Night Turn):

- Reveal a Minion Spawn card and each Hero plays an Activation card.

3. SLEEP PHASE ☽

1. Advance the Docks token (if active).
2. Check Events for any Sleep Phase effects.
3. Check if the Final Plot card must be revealed.
4. Activate any Sleep Phase related effect on Social Tracks, Items, Hardships, etc...

4. REFRESH

- Acquire new Activation card or gain 1 (), (), or ().
- Refresh Shop and Activation cards.
- Unexhaust Item cards that Unexhaust normally.
- Advance Round Track token (X).

DURING FINAL PLOT:

- Remove remaining facedown Event cards and replace them with the Boss Event cards for the chosen Final Plot.
- Set up the remainder of the Board based on the chosen Final Plot card.
- Follow the Special Rules for the Final Plot card.
- Try not to get all the Heroes murdered by the criminals!

END OF THE GAME

THE HEROES WIN IF THEY:

- Succeed in resolving 3 Events...
AND resolve the Final Plot!

THE HEROES LOSE IF:

- The players attempt to spawn 1 Minion to City Hall and cannot do so because the District is Taken (Limit is completely full);
- OR, it becomes impossible to complete 3 Events;
- OR, the Final Plot has not been resolved by the end of Round 9.

REMEMBER, HEROES...

- The Equipment that a Hero acquires is permanent and important to them, so be sure to get the best ones for your game when they appear.
- The Police Department is a VERY powerful District. It can save you when you're in a tight situation, especially if City Hall is in danger.
- The use of Gang Up can be extremely effective against strong or numerous Enemies.
- While getting Famous might seem a difficult climb, those unique Green Activation cards that come with fame are game changers that are well worth the effort!

