

resource	use case	acquired thru	tradeable	
rep	highest rep can level up to next board	highest value	no	
	highest rep has a perma 1 heat level			
dirty money (benef)	buy weed	sales	yes	
	buy coke			
	launder			
	buy qlf coin			
	buy firearms			
clean money	permanantly acquire turf	money laundering	yes	
firearms	contest turf	purchase (black market squares)	yes	
		turf (generated)		
turf	generate resources	purchase (w/ firearms)	yes + percentage	
ients-clit	depletes your weed (1g/turn per ien-clit)	turf (generated)	no	
	depeletes your coke (1g/turn per ien-clit)			
	lose 10% of ients-clit each turn you don't have le shit			
stars (heat)	for each star you have, you spend a turn in jail if caught	highest rep	no	
	reduced when player bribes police or has the station on payroll	contesting turf gives all participants 1 star		
cards	active and passive misc effects	turf (land on the square)	yes	
land	ability	monopoly effects	level	
GO	contact supplier to purchase le shit (max 10kg per contact)		1	done
brown 1 #1	generate 2 ients-clit per turn	double the rate	1	
wed el far	ients-clit are permanent (stashed here instead of on top of other lands)	sahbi sahbi sahbi	1	done
brown 2 #3	can only be acquired through owning the whole street			
oracle	generate 2 ients-clit per turn	double the rate	1	
goons 1	draw passive		1	
light blue 1 #6	generate 50 firearms per turn	double the rate	1	
lucky square	generate 4 ients-clit per turn	double the rate	1	done
light blue 2 #8	draw luck card		1	
light blue 3 #9	generate 4 ients-clit per turn	double the rate	1	done
jail	generate 8 ients-clit per turn	double the rate	1	done
pink 1 #11	jailed players stay here		1	
the function	generate 10 ients-clit per turn		1	done
	for each trade, generate rep for each ients-clit of the participant			
	generate X rep	double everything	1	

pink 2 #13	generate 10 ients-clit per turn	double the rate	1	done
pink 3 #14	generate 12 ients-clit per turn	double the rate	1	done
goons 2	generate 50 firearms per turn	double the rate	1	
orange 1 #16	generate 16 ients-clit & 16 firearms per turn	double the rate	1	done
soviet connection	buy le shit		1	done
orange 2 #18	generate 16 ients-clit & 16 firearms per turn	double the rate	1	done
orange 3 #19	generate 20 ients-clit & 20 firearms per turn	double the rate	1	done
arms dealer	buy firearms		1	done
red 1 #21	generate 24 firearms per turn	double the rate	1	done
the columbians	buy coke (expensive)		1	done
red 2 #23	generate 24 firearms per turn	double the rate	1	done
red 3 #24	generate 30 firearms per turn	double the rate	1	done
goons 3	generate 150 firearms per turn	double the rate	1	
yellow 1 #26	generate 38 ients-clit per turn	double the rate	1	done
yellow 2 #27	generate 38 ients-clit per turn	double the rate	1	done
saul goodman	launder money (20% rate) / get rid of card	fuck you	1	done
yellow 3 #29	generate 50 ients-clit per turn	double the rate	1	done
police station	bribe police / raid a turf		1	
green 1 #31	generate 60 ients-clit per turn	double the rate	1	done
green 2 #32	generate 60 ients-clit per turn	double the rate	1	done
the club	for each trade, generate rep for each ients-clit of the participant			
	generate X rep	double everything	1	
green 3 #34	generate 80 ients-clit per turn	double the rate	1	done
goons 4	generate 50 firearms per turn	double the rate	1	
misfortune square	draw misfortune		1	
navy blue 1 #37	generate 100 ients-clit per turn	double the rate	1	done
the irs	20% taxes		1	done
navy blue 2 #39	generate 120 ients-clit per turn	double the rate	1	done