

Closing In

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Overview:

Closing In is a 2-4 player cooperative board game where players take on the role of rebels exploring a city run by a corrupt government. Players must work together to find intel left for them by their allies and then escape the city before the authorities capture them.

Materials:

- Location tiles x12
- Location cards x24
- Inventory Cards x48
- Player pieces x4
- Enforcer Pieces x50
- Loot Tokens x8

Victory/Game Over Conditions:

Winning: In order to win the game, players must send a total of 4 intel cards to the resistance and then all must escape the city.

1. *Sending Intel:* If a player has intel cards in their inventory, they must be at the Radio Tower Location to send them.
2. *Escape:* There are two methods for players to escape. If any other players are on the tile with you, they escape as well.
 - a. The Docks – must have the boat key in your inventory.
 - b. The Tunnel – must have the car key in your inventory.

Losing: Game over conditions include one of the following:

1. Both the Dock and the Tunnel are removed from the map.
2. The Radio Tower is removed from the map before 4 intel is sent.

Setup:

1. Set out all the location tiles in a 4x3 grid as shown below, distributing them randomly.



2. Each player draws 3 inventory cards and sets them out in front of them face up.
3. Draw 2 location cards and place 1 enforcer piece for each card at the corresponding location. If the card has an intelligence symbol on it, place an intelligence token on it as well.
4. Set all player markers onto The Apartments Location tile.

Order of Play:

1. **Draw Inventory**: Draw inventory cards until you have at least 3. If the player starts out with more than that, do not draw any.
2. **Buy Actions**: Players always have at least 2 actions per turn. Players can discard any number of their current inventory to get additional actions. The number of actions received is equal to the sum of the action values of the cards indicated in the upper right-hand corner. Total actions = 2 + sum of values of discarded inventory.
3. **Take actions**: Possible actions include:
 - a. *Move*: Move your character to an adjacent tile (you cannot move diagonally). Place one enforcer token on the tile you are leaving.
 - i. If a tile has been removed, you can still move through it. However, you must discard an inventory card for each empty space you move through and you cannot end your turn on an empty space.
 - b. *Draw*: Draw an inventory card and add it to your deck. You cannot have more than 5 inventory cards at a time.

- c. *Search Tile*: Take one intelligence token from a given tile. The tile must have no enforcer tokens on it.
 - d. *Lure*: Move 1 or 2 enforcers from an adjacent tile onto your current tile.
 - e. *Give a card*: Hand over 1 inventory card to another player on the same tile.
 - f. *Special action*: Perform an action as described on any of your available inventory cards. Cards can only be used for one of the listed actions before being discarded.
 - g. *Send intel*: If you are at the radio tower, send 1 intel you have and put it in the victory pile. There must be no enforcer tokens on the tile.
 - h. *Escape*: If you are on the dock with the dock keys in your inventory *or* the tunnel with the car keys in your inventory, you can remove yourself and any other players on the same tile from the board. Once all intel has been sent and all players escape, you win the game.
4. **Enforce**: In this phase, the enforcers act and increase their active presence in the city. Perform the following steps in order.
- a. *Deploy troops*: The player draws 2 location cards and places an enforcer on the corresponding location tiles (if you draw the same location twice, just place 2 enforcers on the tile). Discard the two location cards. If the drawn card has an intelligence symbol on it, place an intelligence token there as well (if the tile already has an intel token, do not place a second one).
 - b. *Remove tiles*: If any tile has more than 2 enforcers on it at this point, the tile is removed from the game.
 - i. If a player is on a tile when it is removed, they must move as the first action of their turn, discarding an inventory card to leave the space.
5. **Repeat**: Move to the next player and repeat.