



ON THE LAM!

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GOAL...

The players are all suspects of a crime committed in Rion City, and they are now on the lam! The player's goal is to be the first suspect to collect **five** of their character's alibi cards, and take them to the police station to prove their innocence.

SETUP...

Each player chooses a character card.

Each player places their matching character token on their starting tile, which is listed on their character card.

Players all start with three randomly drawn alibi cards in their hand.

The police token is placed in the center on the police station tile at the beginning of the game.

ON A PLAYERS TURN...

At the start of the players turn, they **must** move one space to an adjacent location tile. Players can move any direction horizontally or vertically, but not diagonally. When they land on this new location tile, they have a choice for what they can do next.

1. Search for Alibi Cards

If the player would like to look inside the location for alibi cards, they must read the dialogue on the location card and make a skill roll. The skill will be listed on the space as well as the corresponding location card. The player must meet or beat the required roll in order to succeed.

If the player succeeds, they may draw a number of alibi cards to add to their hand depending on how much they beat the skill roll. *For example, if the player needed a 5 to succeed, and their roll total is 7 with their bonuses, then they can draw 2 cards, because they beat the skill roll requirement by 2.* To a maximum of three cards per turn. If the player meets the requirement but does not beat it, the player will still collect one alibi card.

If the player fails the skill roll, the police move one tile closer to the player's location. The police token is allowed to move diagonally in this instance if necessary to get as close to the player's tile as possible. If the police token can reach the character, then they are investigated.

Players can only succeed once per tile, but can fail multiple times in a row if they continuously try for entry.

2. Draw a Play Card

If players do not want to search for alibi cards or they are unable to search at this location, then they must draw a play card. The play cards may be items for the player to hold onto, or events that happen immediately during play. Players may only have one play card in their hand at any time.

THE POLICE...

After all players have taken their turn and the round is over, the police take their turn. One of the players will roll the four sided die for the police to determine which direction the police token will move in (north, south, east, west). The police token will be moved on space in the chosen direction before the first player takes their next turn. If there is no tile for the police token to move to in the rolled direction, they will turn around and go in the opposite direction. *For example, if the police token is already at the eastern edge of the board, and the dice roll says for the police to go east, the player will instead turn the token around and move one space west.*

The police can also be moved if a player fails a skill roll upon entering a location, or if a play card is drawn that has specific instructions to move the police token around the board.

If the police token lands on a tile that a player token is also on, that player must immediately hand over one of their own character's alibi cards. If the player does not have any of their own character's alibi cards, they must discard their whole hand and immediately move their character token to the police station tile.

THE PRIVATE EYE...

Detective Dan Cooper is the best investigator in Rion City. He is willing to help the suspects prove their innocence, for the right price. If you land on the Private Eye tile, you can trade in two alibi cards of another character in exchange for one of your own character's alibi cards. If the player is unable to make this trade, they draw an play card instead on their turn.

For example, say you are playing as the Dame, and you land on the Private Eye tile, with any two alibi cards that belong to the Reporter in your hand. The Dame may discard those two Reporter alibi cards, and draw from the draw pile until they find one of the Dame's alibi cards, discarding the rest.

THE MOB HIDEOUT...

Rion City has a secret mob underworld, run by the infamous gangster, Mickey Macaroni. The mob has the ability to plant evidence and help one character divert the police's attention to another suspect. If a player lands on the Mob Hideout tile, they may hand over two alibi cards of another character to send the police to that character's current location. If the player is unable to make this trade, they draw a play card instead on their turn.

For example, say you are playing as the Boxer, and you land on the Mob Hideout tile, with any two alibi cards that belong to the Dame in your hand. The Boxer may discard those two Dame alibi cards, and send the police token to wherever the Dame is currently located on the board. The Dame must then face the police as explained in the earlier section.

STIPULATIONS...

- * Players may only have a maximum of five cards in their hand at the end of each turn. If they have drawn more than five, they may choose which cards they would like to discard. Players may also choose to have less than five cards at a time without penalty.
- * Players can only hold one item card at a time. If they draw more than one item card, they must choose which ones to discard and which to keep.
- * If the any card pile runs out, reshuffle the discard pile to use as the new draw pile before continuing play.
- * Players cannot pass through the Police Station tile unless they are submitting their alibi or have been brought there by the police.

WINNING THE GAME...

Once a player has collected five of their character's alibi cards, they must travel across the board to the police station to turn in their completed alibi. Until the player has reached the police station tile, they are not safe from being investigated by the police in other locations, and can still have their alibi cards taken from them.

On the Lam! Game Board

<p><i>THE MILTON HOTEL</i> ◆</p>	<p><i>RION IRON FACTORY</i> ★</p>	<p><i>PRIVATE EYE</i></p>	<p><i>THE GREASY SPOON</i> ▲</p>	<p><i>CORPORATE COMPANY OFFICE</i> ●</p>
<p><i>CITY BANK</i> ●</p>	<p><i>DARK ALLEYWAY</i> ▲</p>	<p><i>POLICE STATION</i></p>	<p><i>THE PICTURE HOUSE</i> ◆</p>	<p><i>DIAMOND LOUNGE</i> ★</p>
<p><i>HEAVY HITTERS GYM</i> ★</p>	<p><i>3RD AVENUE DELI</i> ◆</p>	<p><i>MOB HIDEOUT</i></p>	<p><i>DUKE'S CASINO</i> ●</p>	<p><i>RION CITY PRESS</i> ▲</p>

Character Cards

THE BOXER

Anthony (Knockout) Howard
Starts on the Heavy Hitters Gym Tile



★ +2 Guts ♦ +1 Charisma

Anthony Howard is a prize fighter known as "The Knockout" in Rion City. He is the undefeated champ three years running.

THE DAME

Miss Peggy Milton
Starts on the Milton Hotel Tile



♦ +2 Charisma ▲ +1 Cover

Peggy Milton is the grand-daughter of Rion City hotel tycoon, Charles Milton. She is beautiful, rich, and always gets her way.

THE REPORTER

Helen Hawking
Starts on the Rion City Press Tile



▲ +2 Cover ● +1 Smarts

Linda Hawking is an investigative reporter for the Rion City Gazette, determined to uncover the seedy underbelly of Rion City.

THE CEO

Jimmy Highbinder
Starts on the Corporate Company Office Tile



● +2 Smarts ★ +1 Guts

Jimmy Highbinder is a ruthless businessman known for climbing his way to the top of the Corporate Company.

SKILL GUIDE

CHARISMA
♦

GUTS
★

SMARTS
●

COVER
▲



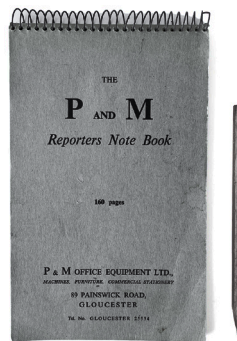
**The Dame's
Diamond Earring**



**The CEO's
Tie Clip**



**The Boxer's
Mouthguard**



**The Reporter's
Notebook**

Alibi Cards

The Dame: a diamond earring, a satin glove, Milton Hotel key, a tube of lipstick, a powder compact

The CEO: a tie clip, a pocket square, a business card, a pocket watch, a cufflink

The Boxer: a mouthguard, a boxing glove, a ticket to fight night, hand wraps, athletic shoelaces

The Reporter: a notebook, a press hat card, roll of camera film, a typewriter key, newspaper clipping with ink fingerprints

DUKE'S CASINO

Duke Evans, Proprietor

"Woah, woah there!"

"Are you nuts? You ain't gettin' in here! I've been seein' the coppers sniffing 'round looking for ya. I don't need those guys knockin' on my door. They're already breathin' down my neck for shuffling some dirty cash to Mickey Macaroni and his goons. So beat it!"



5 Smarts

Outsmart Duke by showing off your gambling prowess, and he may let you in to make him some money.

THE GREASY SPOON

Barbara, Waitress

"Well, sugar, what'll it be tonight?

The usual cup o' Joe? Or maybe something a little stronger to chase away your troubles? You look like you've been through the ringer. But not to worry, we serve all kinds here. at the ol' Spoon."



5 Cover

Keep your head down as you lay low from the cops and snoop around for your alibi.

Location Card Examples

The Milton Hotel (5 charm): Concierge

3rd Avenue Deli (5 charm): Deli Clerk

The Picture House (6 charm): Actress

Rion City Press (5 cover): Editor

Dark Alleyway (6 cover): Dark Figure in the smoke

Corporate Company Office (5 smarts): Secretary

City Bank (6 smarts): Bank Teller

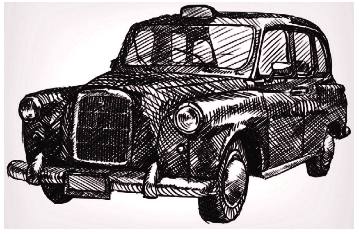
Heavy Hitters Gym (5 guts): Trainer

Diamond Lounge (5 guts): Bouncer

Rion Iron Factory (6 guts): Foreman

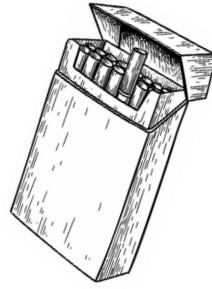
Mob Hideout: Crimelord Mickey Macaroni

Private Eye: Detective Dan Cooper



CATCH A TAXI

Move your token up to three tiles away from your current location. Then discard this card.



CIGARETTES

ITEM CARD
You may use this card to reroll your dice on a future search roll you make. Discard after use.

Play Card Examples

Private Eye: Move your token to the Private Eye tile and meet with the detective

Rotary Phone: Send an anonymous call to the cops, move the police token to any tile on the board, players on that tile are investigated by the cops

Undercover Cop: You run into an undercover cop, the police token is moved to your tile and you face the cops' investigation

Mobster: Move your token to the Mob Hideout tile and meet with Mickey Macaroni

Man in a Trenchcoat: Trade one of your alibi cards for a new random alibi card from the draw pile

Mugger: Discard half of your cards, rounded down (If you have 5 cards, you must discard 2)

Empty Streets: Police token is moved back to the Police Station tile

Blackmail: Steal a random card from one of your opponents' hands

Sunglasses: +1 to cover, discard after use

Fedora Hat: +2 to cover, discard after use

Fragrance: (cologne/perfume) +1 to charm, discard after use

Extra Dough: (cash) +2 to charm, discard after use

Brass Knuckles: +1 to guts, discard after use

Pocket Knife: +2 to guts, discard after use

Cup of Joe: (coffee) +1 to smarts, discard after use

Wristwatch: +2 to smarts, discard after use

Bottle of Booze: make a reroll, discard after use