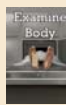
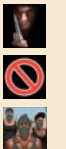


To set-up the game place: the **Game Board**, **Murder Investigation Board**, and **City Crime Track** on the table. The **City Crime Marker** is put at the start of the **City Crime Track** and the **Turn Marker** on the **Start Turn Space** based on the number of players, etc. (see table below). Give each player a **Player Aid Card**. If playing with the Dirty Cop, see the **Dirty Cop Rules (downloadable at boardgamegeek.com)**

SET-UP CHART					
Number of Players	Dirty Cop Used?	Police Cards Dealt	Street Punks Used*	Start Turn	Patrol Officers Used*
1	No	2	14	1st	4
2	No	2	14	1st	4
3	No	3	16	8th	4
4	No Yes	2 6	15 16	12th 12th	4 4
5	No Yes	2 5	14 16	14th 14th	4 4
6	No Yes	2 4	13 15	15th 15th	4 4

* Place extra tokens back in the box.

Shuffle each deck of cards (and Unknown Circumstances Markers) separately, then place them as follows:

 Interview Witness Cards at a randomly selected Apartment, face down. Roll 1 die & place the deck in the city block of the number rolled.	 Murder Weapon Cards at a randomly selected Warehouse, face down. Roll 1 die & place the deck in the city block of the number rolled.	 Examine Body Cards at the Morgue, face down. (city block #1)	 Crime Scene Cards face down at Crime Scene where chalk outline is located. (city block #4)	 Event Deck next to the Game Board face down.
 Murderer, Blocked Symbol, & Street Punk Tokens in separate piles next to the Game Board.	 Police Cards next to the Game Board, face down.	 Street Gang Cards next to the Game Board, face-down.	 Unknown Circumstances Markers next to the Game Board face down, Leave space for a discard pile. Place the blank markers back in the box.	
 Red Car, Green Van, Patrol Officer, Donut and Upgrade Tokens (all face up) next to the Game Board. Donuts are a limited resource.				

SET-UP: Draw two random **Emergency Cards** from the **Event Deck** for the initial active Emergencies. Place them on the Game Board, as instructed on the card itself. Keep drawing **Event Cards** until two **Emergency Cards** are drawn and placed on the Game Board (**not purple Special Event Cards**). Now shuffle **ALL** of the **Event Cards** (less the two on the board) and place them face-down next to the board. **If an Orange Emergency is drawn, randomly roll and place 1 (or 2) Street Punks on the board, based on the symbol in the upper right corner of the card.**



If either of the two **Emergency Cards** on the board have an empty spot labeled **Unknown Circumstances**, draw and place an **Unknown Circumstances Marker** face down on the card without revealing the hidden text. If the two **Emergency Cards** placed on the Game Board are the same color, place the **Urgent! Marker** on the first card placed on the Game Board. If not, then place the **Urgent! Marker** next to the board.

PUNKS: Roll six dice and place one **Street Punk**  for every die rolled. Place them in the **Bad Hoods** on the city blocks with the same number as the dice results (on the sidewalks with the words *Bad Hood*). **Do not place any Street Gang Cards during set-up.** If a dice roll results in a 4th **Street Punk** placed in any given **Bad Hood** during set-up, do not place the 4th **Street Punk** in that **Bad Hood**. Keep re-rolling the die until that **Street Punk** can be placed in a **Bad Hood** without exceeding 3 **Street Punks**. Place the dice and remaining **Street Punks** in a pile next to the board. **Final number of Street Punks placed on the board ranges from 6-10 depending on the two Emergency Cards drawn.**

The player most recently in contact with Law Enforcement gets to pick their character first, then clockwise around the table. Each player chooses a **Character Card** and places it face-up in front of them. Unused **Character Cards** go back in the box. If any player chose **Detective Pierce**, they take one **Federal Agent Token**,  if anyone chose **Detective Kirkland**, they take two **SWAT Tokens**.  Place the extra tokens back in the box.

Each player's matching **Police Car Token** goes on the street by the Police Station (3rd Av. North). Each player decides which side of their **Car Token** to show face-up. The side of the **Car Token** affects the movement capabilities of the car: 3 spaces for a marked police car, 2 spaces for an undercover car, **but an undercover car receives a +1 bonus when investigating (one extra card)**. Unused cars go back in the box. The last player to choose their **Character Card** takes the **First Player Marker**. 