

## Above The Law (Big Shuffle) Rules Summary (v1)

### Setup with Above The Law expansion:

- Add the Vigilante card to the **Character** deck
- Add the Philanthropist card to the **Informant** deck.
- Add the 3 new Agenda cards to the **Agenda** deck.
- Add the 3 new Scene cards to the **Scene** deck.
- Add the 20 new Noir cards to the **Noir** (white backed) deck.
- Choose the "first player" (whoever woke up earliest per rules)
- Clockwise, players choose a **Character** to play, beginning with the first player (place it face up in front of you).
- Sort the large **Scene** cards based on the icon in the top right. Faces icon ("who"), Magnifying glass ("what"), Buildings ("where"). Shuffle each deck and place them in a faceup\* row in this order: The Who // The What // The Where
  - Place the three Title Cards on top of their matching deck.
- Shuffle the white backed "**Noir**" cards and deal 5 Noir cards to each player then set the deck on the left of the Scene cards.
- Shuffle and deal 1 **Informant** card to each player then set the deck on the right side of the Scene cards (each player should always have one during the game unless specified).
- Shuffle the **Scene Change** cards and set them facedown on the right side of the Scene cards.
- Shuffle and deal 1 **Agenda** card facedown to each player. Then deal one facedown (or face up for easier game) Agenda card between each of the players. Set the remaining Agenda cards on the left side of the Scene cards.
- Give each player a **Reference** card.

### Game Play:

Play is clockwise beginning with the "first player" just like the base game. All 3 Midtown Scenes apply on every player's turn. On their turn a player does these 3 actions:

- Perform their "start of your turn" ability.
  - Some **Loot** cards provide you an ability that can replace it
- Draw a **Noir** card from the top of the Noir deck.
- Play a card [**QR attempt a Scene Change - see below**].
  - Play a **Loot** card (briefcase icon). Do what it says. Discard.
  - Play an **Action** card (pistol icon). Do what it says. Discard.
  - Another player may play a **Reaction** card. Do what it says then place it in the Noir discard pile.
  - Play a **Patrol** card (badge icon and "patrol" at the bottom). Place it above the Who, What or Where or on the right side of Downtown, Midtown or Uptown. The Patrol card takes effect during a Scene Change for its row or column.

### Scene Change Attempt:

If you don't use the "Play a card" action, you may attempt a Scene Change (once per turn). **Note: The first scene change for each Scene deck has a difficulty of 1 to remove the Title card from the deck (to the box) instead of UP or DOWN. If successful, remove the Title card. The revealed card is active (make sure it is faceup)!**

#### 1. Choose a Scene.

- Choose either the Downtown, Midtown or Uptown scene.
- Declare if you are attempting to move it UP or DOWN.

- The difficulty is specified in the bottom corner of the Scene card (bottom left for UP and bottom right for DOWN)
- There are 3 levels: Downtown / Midtown / Uptown
- You may only move one level at a time
- Check if there is a Patrol to the right or above the Scene card you chose. If so, the text on the Patrol card(s) immediately take effect for this Scene Change attempt.

#### 2. Reveal the top card in the Scene Change deck

- Note the modifier in the top left corner of the card.

#### 3. Hire Goons (two people icon in top right corner)

- Starting with the current player, in player order, each player who hasn't passed may:
  - Play a Goon card (modifier is in the top left corner).
    - Rotate the card to choose if it is for a positive or negative influence.
    - Gain the effect stated on the card (if any).
  - Pass. Once you pass you may play no more Goon cards.

#### 4. Determine Success

- Tally the Character Influence, Informant Influence, Loot modifiers, Scene Change modifier and all Goon modifiers **plus any effects or influence on Patrol cards in effect**.
  - Discard all modifier cards (success or failure).
- **Success:** If it is equal to (or greater than) the difficulty.
  - The chosen **Scene** card is placed facedown on top of its destination (Uptown / Midtown / Downtown).
    - If in Midtown, activate it (flip it to be face up).
  - If the Scene card was removed from Midtown, the card now on top of Midtown is active (make sure it is face up).
- **Failed:** If it is less than the difficulty, the change fails and the Scene card is not moved.
- Regardless of outcome, resolve after Scene Change triggers.
- **The +3 / -3 Goons allow you to play or move a Patrol**

### The Big Shuffle:

This can thwart your plans! Some **Scene Change** cards may direct you to do the Big Shuffle. Or, if ever a Scene deck in the Midtown location doesn't have any cards do The Big Shuffle:

- Gather all the **Scene** cards from The WHO. Shuffle them. Put one card Uptown and one card Downtown. The rest are placed face up\* in Midtown.
- Do this for **Scene** cards from The WHAT and The WHERE.

### Winning The Game:

Any time during your turn, if the **Midtown** WHO, WHAT and WHERE cards match a scene in any of your Agendas, you win!

- Winning scenes can be from any combination of your agendas (your players agenda or the agenda to your right or left) and may be at the very beginning or end of your turn.

### Notes:

- All Above The Law expansion cards have a **red shield icon** on them so you can pull them out when done with the game.
- There can only be one Patrol per column or row. If a 2nd Patrol is played where there already is a Patrol, the previous Patrol is discarded.
- Further notes on next page (from original 1 page summary)

- \*House Rule: stack Midtown Scene decks faceup so the top card is always active after a card is moved UP or DOWN.
- If a card contradicts a rule, the card takes precedence.
- If several players have effects that resolve at the same time, resolve them in player order.
- Empty Deck: if you are to draw a card from any deck (other than a Scene deck) and there are no cards left, shuffle that discard pile to form a new deck.
- Reshuffle a deck after a search action is done on it.
- If you lose your **Informant**, draw another from the deck.
- **Loot**: if you play a card that gains you loot or if you steal loot, you must discard any loot cards in excess of 3. If your special ability or drawing a card gains you loot, you are not required to discard down to 3.
- Stealing a card is a random card (not one of your choice)