

RULEBOOK

1 to 5 players • 90-120 Min • Ages 14+



I was resting at the office after a long day of gumshoe work in LA-1, the surface city beneath The City of Angels. My name is Doyle, and my partner is Mace. Together we own Mace & Doyle Investigations, the best private detectives that can be hired in LA-1 – at least we think so. Most of our work is done in the surface city of Old Angeles, which is the “official” name of LA-1, for whatever that’s worth. Unlike us, the people who name these things don’t have to live under perpetual dark clouds.

Yeah, the bombs changed everything. The clouds never leave, and with atomic wastelands between each city the world is much smaller – there are no more countries, at least none I’ve ever heard of. For me and Mace, we pretty much never leave LA-1 and the Underworld, or LA-2 as we call it. Beneath the surface, LA-2 is home to all manner of mining, greenhouse agriculture, and crime. It is a deadly place whose residents are mostly mutants, forever altered by the radiation that still falls from the clouds in a steady mist.

Above the clouds is a utopian haven for the rich and beautiful known as The City of Angels – and to us it is about as close as you can get to heaven. Getting a passport is difficult, but sometimes we land a case up there and face the disdain of the elites – people that are simply called Angels. They own the businesses, run the government, and live like royalty with their android servants. Best not cross an Angel, they are powerful people who can make your life a literal Hell.

I had almost dozed off to sleep, when the door opened and a woman entered. She was beautiful, blond, wore a brilliant white dress and had perfect bronze skin...she was an Angel. “I need help,” she said. Just like that my brief rest was over and another case was beginning. At least this one looked to be a beauty.

In LA-1, 1 to 5 players take on the role of detectives working for Mace & Doyle Investigations, solving cases in the post-apocalyptic city that was once Los Angeles.

LA-1 is not a deduction game, but a story driven cooperative adventure in which players gather clue tokens and apply them to the case or suspects in the case. There are multiple versions of many case events, so investigations can go in radically different directions even when playing the same case an additional time. Players will need to work together to conduct stakeouts and investigations, using their skills and resources to resolve each case before darkness closes in.

BEFORE YOU START

Decide if you are just playing a single game, or playing a campaign. If this is the first game for most of the players it is recommended that you play Case 1 – Big Bounties. Otherwise, pick any case.

If playing a Campaign, start with Case 1 and each future game will progress to the next Case. See the Campaign Play section (pg. 7) for details.

SOLO PLAY

When playing the game solo, you will play as 2 Investigators. Keep all of the components for the 2 Investigators separate. You will take individual turns with each Investigator.

REPLAYING A CASE

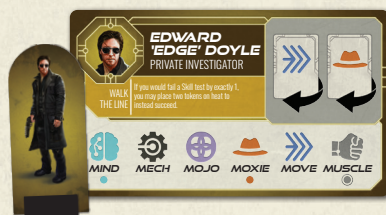
The game is designed so that you may play a case multiple times (although not in the same campaign). While some content might be the same, there are many randomized story elements in each case. The second time you tackle a case you might end up with a different suspect, or conclusion entirely.

COMPONENTS

1 Gameboard



5 Character Standees & Character Cards



25 Heat tokens (5 per Character)



5 Character Skill Decks (15 cards each)



Each Character has their own deck

4 Case Folders



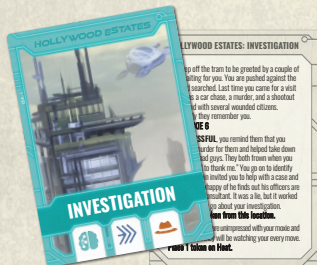
5 Player Mats



408 Numbered Cards (in a card box)



8 Location Encounter Decks (16 cards each)



32 Darkness Cards



29 Major Skill Cards



35 Local Skill Cards



1 Lead Investigator Token



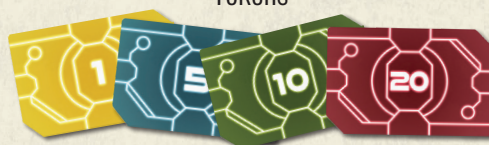
27 Damage Cards



24 Fate Cards



31 Credits Tokens



5 Plot Tokens



8 Passport Tokens



20 Clue Tokens (with an orange bag)



28 Basic Tokens (with a gray bag)



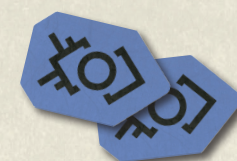
21 Karma Tokens



1 Darkness Marker



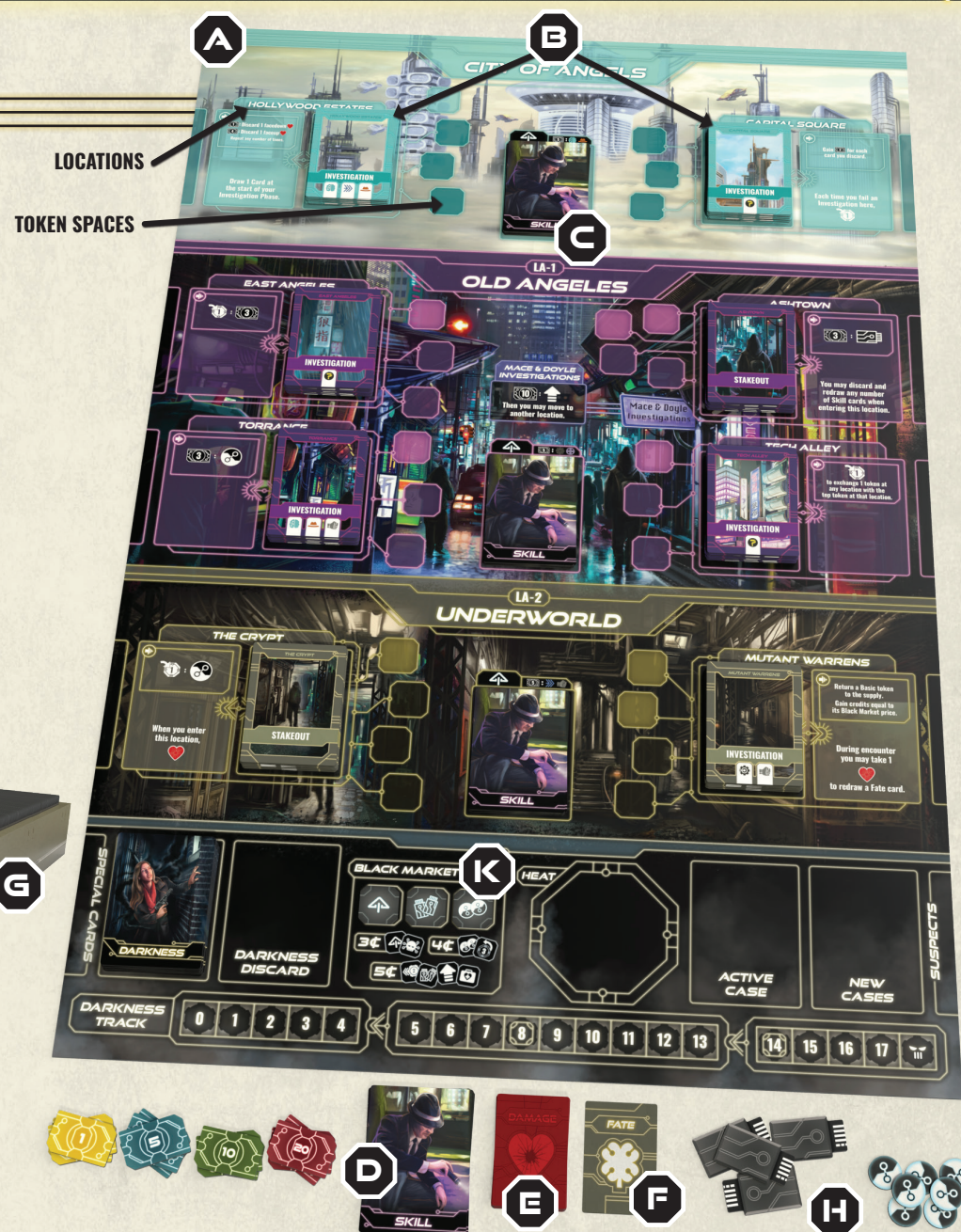
21 Curse Tokens



CENTRAL SETUP

Every game starts with this basic setup

- A GAME BOARD:** Place this in the center of the table.
- B LOCATION ENCOUNTER DECKS:** Separate the Location Encounter cards into 8 separate decks based on the location indicated on their back. Shuffle each deck separately and place them on the corresponding Location on the game board, covering up the dark side of the Location (inside spaces at each location).
- C LOCAL SKILL CARDS:** Separate the Local Skill upgrade cards into 3 decks by the city section listed on them. Shuffle each deck and place them face-down onto the Game Board in their corresponding city sections.
- D MAJOR SKILL CARDS:** Shuffle the Major Skill upgrade cards together to form the Major Skill deck, and place it face-down to one side of the Game board.
- E DAMAGE CARDS:** Shuffle the Damage cards together to form the Damage deck, and place it face-down to one side of the Game board.
- F FATE CARDS:** Shuffle the Fate cards together to form the Fate deck, and place it face-down to one side of the Game board.
- G NUMBERED ENCOUNTER CARDS:** Make sure the numerical cards are sorted numerically in the provided card box, and place the box near the Game board. Do not read these cards prior to being instructed to do so.
- H CREDITS, KARMA, AND PASSPORT TOKENS:** Place credits, karma, and passport tokens in a supply to the side of the Game Board.
- I BASIC TOKENS:** Place all gray Basic tokens into the matching bag and set it next to the Game Board.
- J CLUE TOKENS:** Place all orange Clue tokens into the matching bag and set it next to the Basic tokens' bag.
- K BLACK MARKET:** Draw 3 random Basic tokens and place them face-up on the Black Market space on the Game board.



PLAYER SETUP

PLAYER MAT: Give each player a Player mat.

CHARACTER: Each player chooses an Investigator character. Give each player the character standee, heat tokens, and skill deck associated with their character, and place their Character card on to their Player Mat.

CHARACTER STANDEES: Place the character standees at their starting locations on the game board, as written on the back of their character cards.

SKILL CARDS: Some character cards' *Starting Items* sections specify certain Skill Cards that begin the game in play. Remove these cards from their skill decks and place them face-up in front of their Player Mat. Then shuffle the rest of the skill deck and set it face-down next to each player's mat. Each player draws 5 cards from their skill deck to form a starting hand. This is the maximum hand size for all investigators, but it can be altered by game effects.

KARMA, PASSPORT, & CREDIT TOKENS: Give each player Karma, Passport and Credit tokens as specified by their Character card's Starting Items section.

LEAD INVESTIGATOR MARKER: If possible, give this to a player playing Edward Doyle or Roni Mace. Otherwise, randomly assign it to a player.



CASE SETUP

CASE FOLDER: After Central and Player setup is complete, choose a Case to play and take its Case Folder, which outlines the setup, story, and goals for that case. Read the Case Folder's instructions to complete the next steps.

For Your first case we recommend playing Big Bounties.

CURSE TOKENS: Place these in the general supply near the Game board. Some cases will instruct you to use certain tokens during the game.

L INVESTIGATION TOKENS: Draw random Basic and Clue tokens from their bags, shuffle them face-down and fill the token spaces on the Game board as described in the Case Folder.

M PLOT TOKENS: The Case Folder will specify how these tokens should be placed during setup, usually onto specific numbers on the darkness track.

N CASE, SPECIAL CASE, AND SUSPECT CARDS:

The Case Folder may instruct you to put specific Numbered Encounter cards on the board or into decks as part of setup.

O DARKNESS MARKER: Place this on the O space of the Darkness track on the Game board unless specified differently in the Case folder.

P DARKNESS CARDS: There are several different types of Darkness cards in the game. The Case booklet will tell you which ones to shuffle together for any case. Place that deck face-down onto the Darkness Card space on the Game board. Return any unused Darkness cards to the box.

SPECIAL RULES AND ADDITIONAL SETUP: Read any special rules and perform any additional setup instructions as specified in the Case folder.

STARTING THE GAME: Begin the case by reading aloud the narrative from the Case Folder, then move to the first Darkness phase.



CARD TYPES

LA-1 contains various cards that players interact with in different ways throughout the game.



FATE CARDS: These cards determine outcomes of skill checks and other events throughout the game.



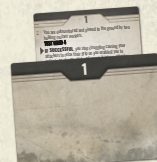
DAMAGE CARDS: Cards given to Investigators after they suffer damage from encounters and combat. (see pg. 8)



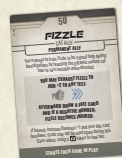
SKILL CARDS: You keep these in your hand and use them to modify the results of skill tests. Players begin with a deck of these, which can be upgraded throughout the game.



ITEM CARDS: These cards can be played on your turn. Some of them are unlimited use and some are limited use and then discarded.



NUMBERED CARDS: Narrative cards that are revealed when something in the game prompts a player to find a specific one.



ALLY CARDS: Cards that remain in play and help the investigators.



CONDITION CARDS: Cards that remain in play and alter an investigator.



LOCATION CARDS: Cards revealed when a player investigates a location on the board. (see pg. 7)



DARKNESS CARDS: Contain generally negative effects that occur at the start of a round, and as the Darkness Track advances (see pg. 5). They come in various types:

Angels: Represents the influence, power and elite prejudice of citizens from the City of Angels.

Dark City: Represents the people and pressure of being an investigator in LA-1.

Friends in Low Places: Represents street gangs, mobsters, mutants and old friends.

Curse: Represents bad luck befalling the investigators.

Hard Money: Represents financial opportunities and hardships.

Investigation: Factors that drive the case toward conclusion.

Rad World: Represents the toxic environment and mutations.

The Law: Represents pressure from police and friends and enemies on the force.

PLAYING THE GAME

OVERVIEW

Each player represents an individual Investigator, and all Investigators work cooperatively as members of the Mace & Doyle detective agency. Each game begins by reading a Case Folder, which explains a job Mace & Doyle has been hired to complete. Players may not know how to complete the case and win the game when starting, but will discover that through gameplay as they follow leads uncovered in their investigations.

► *Strategy Tip: The general flow of the game is that you want to use your hand of skills to succeed at encounters to gain clue tokens from locations, then place those clue tokens on your Case or Suspect cards to advance your investigation.*

This game is played over a series of rounds, each round containing 3 phases:

Phase 1: Darkness

Phase 2: Actions

Phase 3: Investigations

PHASE 1: DARKNESS

The Darkness Phase represents the ever-present darkness, corruption, and crime of LA-1.


Pass Lead Investigator Token

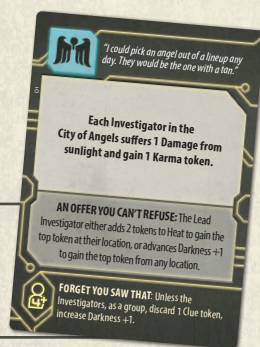
Begin the Darkness Phase by passing the Lead Investigator marker to the next player clockwise around the table. Ignore this on the first turn of the game.

Resolve Darkness Card

The Lead Investigator draws the top card from the Darkness deck and reads it.

Resolve each individual section of the card one at a time, starting from the top.

The final section might be marked with a 4+ Investigators icon , only resolve sections showing this icon if you are playing with 4 or more Investigators.



The cards often have effects that "Advance Darkness". Each time Darkness advances, move the Darkness marker one space up the Darkness track, to the next higher number. This might trigger additional effects if an icon on the track is reached.



Once the Darkness marker passes a gap in the track, it may never be moved backwards beyond that gap.

Heat

Many events affect the player with the most Heat (Heat is unwanted attention from the law, the elites in the City of Angels, or from criminal elements). If there is a tie for the player with the most Heat, the Lead Investigator chooses which player is affected.



If you ever need to draw a Darkness card for any reason and cannot because the deck is empty, re-shuffle the Darkness discard to recreate the deck and advance Darkness +1 space.

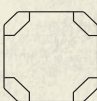
Darkness Track Icons:



City Growing Dark

When the marker passes a City Growing Dark icon, the corruption of the city overwhelms a location. The Lead Investigator draws and discards a Fate card, the bottom of which will name a random location.

Turn the drawn location Dark by sliding the encounter deck at that location to cover the Light space and reveal the Dark space. If a location ever needs to be turned Dark and it is already Dark, advance Darkness +1 space.



New Clues

When the marker reaches one of these spaces, refill all empty token spaces on the gameboard. Slide all tokens up to fill the topmost uncovered token spaces at their location. Then count the number of empty token spaces across all locations. If there are 4 or fewer empty spaces, place a random clue token on each space.

If there are 5 or more empty spaces, draw 4 random clue tokens, plus enough random basic tokens to cover all empty token spaces. Shuffle all the newly drawn tokens together face-down and place one at random on each empty token space.



Plot Tokens

Your Case Folder will identify which spaces on the Darkness track have a plot token on them. When you reach a plot token, discard that token and resolve a Numbered card as instructed to by your case.

PHASE 2: ACTIONS

In this phase, each Investigator takes an individual turn. Players may decide to take their turns in any order but generally it is recommended to start with the Lead Investigator and go clockwise around the table.

Each Investigator will get to take 2 of the following **Actions** on their turn. You may perform the same Action twice.

► *Strategy Tip: Players should use this phase to set up for the following Investigation phase.*

Move

Move your investigator to any location. In order to move to a City of Angels location from LA-1 or LA-2, you must discard a Passport token.

Lay Low

Reclaim one of your tokens from Heat. If you are at an LA-2 location, reclaim an additional token.

Prepare

Draw 1 to 3 cards from your skill deck. Then discard down to your max hand size if necessary (usually 5 cards).

Black Market

While at an LA-1 or LA-2 location, add a token to Heat and pay the credits listed to take a token from the Black Market. If you do, replace it with a randomly drawn Basic token.



Hot Tip

Move the top Encounter card at your location to the bottom of its deck.

Bribe Contact

Pay 5 credits to gain a new Local Skill. Draw 3 cards from the Local Skill deck for your city section, choose 1 to keep in your hand and return the other 2 to the bottom of the deck. Note: Each section of the city specializes in different skill types.

Location Action

Most locations have an Action printed on them, which you may perform while at that location.

Special Actions

There might be additional Actions listed on your character, Case cards, Skill cards, and other places. Anything noted as “Action” may be performed as one of your 2 Actions on your turn, or when specifically denoted.

Analyze a Token

Discard any Basic tokens you have to the general supply to gain their associated benefit.



ALIBI: Reclaim any 3 Heat tokens from the game board and return them to the associated players.



EXECUTIVE ORDERS: Gain 2 Passport tokens.



GUMSHOE LUCK: Gain 2 Karma tokens.



HACKER: Reveal 2 face-down tokens anywhere.



LIGHT: Reduce Darkness by 2.



LOCAL SKILL: Draw 3 Local Skill cards, keep 1 in hand and discard the other 2 to the bottom of their deck.



STEM PACK: Discard all face-up and face-down Damage on your character.



UPGRADE: Draw 3 Major Skill cards, keep 1 in hand and discard the other 2 to the bottom of their deck.

FREE ACTIONS

Investigators may perform the following free Actions on any of their turns during the Action or Investigations phases.

Shuffle

Turn 1 location of your choice Dark, then shuffle your discard and Skill Deck together to form a new Skill Deck. If all locations are already Dark, advance Darkness +1 space instead.

Trade

When on the same location, Investigators may give or trade any number of tokens with each other. This includes Credits, Karma, Passports, Basic tokens, and Clue tokens.

Play Items/Abilities

Play an Item or Ability card from your hand face-up on the table in front of you. This card is now available to be used and no longer counts against your hand limit.

You may have a maximum of 3 Item or Ability cards in play at a time. If you play a 4th card, immediately discard a card from in play of your choice. Condition and Ally cards do not count against this limit.

PHASE 3: INVESTIGATIONS

The Investigation phase is the heart of the game, where you perform Investigations or Stakeouts and further the Case by placing Clue tokens on the Case or Suspects. During this phase, each Investigator takes a turn where they perform 1 of the Actions below. Investigators may take their turns in any order.

Advance Case

Advance your case as described in your Case folder or on your Case cards by playing Clue tokens to the Case, Suspects, or other Case cards.

Clue tokens are orange and come in five types, which may or may not be relevant depending on the current Case..



PHYSICAL



STATEMENT



MYSTERY



EYE WITNESS



FORENSICS

Investigate

Resolve the top card of the Location Encounter deck at your location, it may be an Investigation or a Stakeout card. After resolving that card, place it on the bottom of its deck. Or take an Investigate Action on a Case card at your location. This is generally a good way to progress the case. It is the most fun to have another player read the investigation card aloud to you so you can make any decisions without knowing the consequences.

► *Strategy Tip: Stakeouts tend to be easier than Investigations, but have lesser rewards. To resolve a Stakeout successfully you will usually need to spend Credits or Karma, or perform a random card draw. Stakeouts seldom have penalties. To resolve an Investigation card successfully, you will usually need to make a Skill Test using one of the skills listed on the back of the card (which is sometimes a mystery). In most cases, successful Investigations will enable you to gain 1 or more tokens from the board. Collecting tokens is important, especially Clue tokens, as they are the key to solving cases and winning the game.*

Fight Darkness

If you are at a Dark location, discard 2 Karma tokens to slide the Location's Encounter deck back to the Light side.

Rest

Discard 2 face-down Damage cards from your character. If at the Mace & Doyle Investigations location, discard 3 instead.

Once the Investigation phase is complete, begin a new round starting with the Darkness phase.

CASE END

The game can end in one of 2 ways:

- **CASE SOLVED:** The Investigators get to a "Case Closed" conclusion.
- **DARKNESS CLOSES IN:** The Investigators fail to solve the case before the darkness of LA-1 closes in on them, making the case impossible to complete.



Case Solved

Your Case Folder will provide information on how to progress the case, and may give you a specific card to read when you solve it. The game ends when you reach a case card that reads "Case Closed".

Darkness Closes In

If the Darkness marker reaches the final space of the Darkness track before you're able to close the case, the Investigators lose. The darkness of LA-1 has prevented you from continuing. Your Case Folder will instruct you to read a specific card in this situation.

CLEANUP

If playing in a Campaign, follow any instructions on the Case cards related to a campaign or future games.

If you are not playing in a Campaign, sort the Numbered discard pile back into the Numbered deck, so that it is ready for future play.

CAMPAIGN

Campaign play is an optional mode where you play multiple Cases back-to-back as one ongoing story. After you finish a case, you may pick any unplayed case for your next game session. During a campaign, players should continue to play the same Investigators in each subsequent game (unless their Investigator is killed).

When ending a game during campaign play, there will be consequences and rewards that may carry over into future Cases. These are described on the Case cards.

From game to game, your Investigators keep all their Status conditions with their Investigator cards and put them into play during the setup of the next case. Any conditions your Investigators have should be kept with those Investigators and put into play during the setup of the next case.

Each Investigator may also keep in their Skill deck a number of upgrades (either Local or Major) equal to the number of cases you have finished in this campaign. (Example: After your first game each Investigator may keep 1 upgrade, after your second 2 upgrades, and so on).

You never carry over any tokens your Investigators may have.

During a Campaign, you do not need to reset the Encounter decks between each case. Only shuffle old Encounter discards back in if the entire deck is completely empty. If you need to pack up between sessions, bag the discarded Encounter cards separately, and each player should place the Status condition and Investigator cards they are keeping in a separate bag with their starting cards. If there are any case-specific cards that need to carry over, assign a player to put them in their bag.

THE DARKNESS OF LA-1

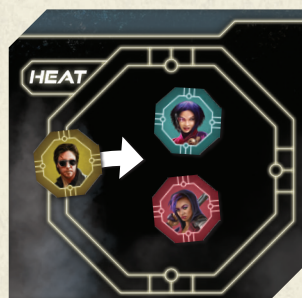
Life in LA-1 is grim, and thus there are many harmful things that can befall your Investigator. The following are some of the most common you will experience.

HEAT

Heat represents the pressure police, angels, and gangsters are putting on you and your colleagues as you try to do your jobs.



When instructed to add 1 or more tokens to Heat, place that amount of your Heat tokens on the Heat space of the Game board. If you don't have enough, place as many as you can, then advance Darkness +1 space. The Darkness marker is only advanced 1 space per instance of placing Heat, regardless of how many tokens you were unable to place.



LOCATIONS TURNING DARK

Whenever instructed to turn a location Dark, slide the encounter deck at that location to cover the Light space and reveal the Dark space. If a location ever needs to be turned Dark and it is already Dark, advance Darkness +1 space.

BURNING CARDS

When instructed to burn cards, discard that number of cards from the top of your Skill deck. If you need to burn cards but don't have enough, burn as many as you can and then advance Darkness +1 space. The Darkness marker is only advanced 1 space per instance of burning cards, regardless of how many cards you were unable to discard.

DAMAGE

When you take Damage, draw 1 Damage card for each damage you received and place the drawn cards face-down next to your Character card. When you take a 3rd or 6th Damage card, flip it face-up. Any text written on it now applies to you. If there are 7 Damage cards beside your Character card, your Investigator is killed. When healing damage, only discard face-down damage unless otherwise specified. After healing, remaining Damage slides down to fill the lowest numbered Damage slots available.



DEATH OF AN INVESTIGATOR

When your Investigator is killed, return your current Character card and all related tokens and cards to the game box. Then advance Darkness +2 spaces and choose a new Character card that you will play starting on your next turn. Setup the character as if starting the game (Draw 5 cards, put any starting items in play, gain appropriate tokens, and place the Character standee on its starting location.)

If playing a campaign, players may not play the eliminated Investigator for the rest of the campaign, unless there are no non-eliminated investigators available.

NUMBERED ENCOUNTER DECK

LA-1 uses a large, numbered Encounter deck containing all of the various events that might happen to the Investigators of Mace & Doyle.

Whenever something instructs you to draw a numbered card, search through the Encounter deck until you find that number, then remove and read that card. If there are multiple of the same number, choose one randomly without looking at them.

When resolving an Encounter card, it is recommended to have another player at the table read it aloud to the active Investigator. If there is Skill test or decision to be made, do not read the results until that test or decision has been resolved. The active investigator then chooses what to do or performs the required test.

After resolving a card from the Encounter deck, unless instructed otherwise, discard it to the game box. Many number cards stay in play until they have been fully resolved, and specify where they're placed, what is required to resolve them, and what effects they have while in play. This might include minor cases, witnesses, mutations, and so forth.

SKILL TESTS

There are 6 types of skills in the game. Often Investigations, Plot encounters, and Case cards will require you to perform a Skill Test to overcome a challenge presented to your Investigator.



Each Skill Test will have a number that you must equal or exceed to be successful.


Skill tests will always list a skill and a success number (for example, **Test MUSCLE 5** requires a total of 5 or higher to succeed, and Muscle skill cards may be played).

To perform a Skill test:

At the start of the Skill Test you may play any number of Skill cards from your hand matching the required skill (in this example, Muscle cards).

Some Skill Tests will give you a choice of Skill type to use. The Investigator must pick before starting the test.

Draw 1 card from the Fate deck and add (+) or subtract (-) the number on that Fate card to the value of the Skill cards you just played, if any.

If the card drawn matches the Skill type required (in this case, Muscle) or is a Luck card , you must draw another Fate card and add it to the total. This continues unless the card drawn is a skill that doesn't match the requirement. In this situation, cease drawing Fate cards and go to the next step.



LUCK CARDS

Some Skill tests combine 2 or more skills, in which case all Fate cards matching any of the skills used will add an additional Fate card draw.

Once all Fate cards are drawn, if your total value equals or exceeds the test number, the Test is a success, otherwise it is a failure.

However, if you exceed the Test number by 3 or more, you've drawn too much attention to yourself and must place a token on Heat.



Discard any Skill cards played to your discard pile, and discard any Fate cards drawn to their discard pile.

Important: Regardless of the Skill required, whatever card is drawn is always added to the Skill test. Drawing a corresponding Skill or Luck card just means another card must be drawn and added to the total as well.

There are several ways Investigators can gain an advantage in the Skill tests.

Character Abilities

All characters have 2 icons shown on the top right corner of their character card denoting abilities they have that help in Skill tests. These abilities come in 2 types:



Skill Bonus:
This investigator will always add +1 to the matching Skill tests.



Skill Push: This investigator may choose to discard any Fate cards matching this Skill type when drawn, and draw a new Fate card to replace it.



Each character also has a special ability unique to their character. The ● means the character has minor starting skills in that type. The ○ means the character has major starting skills in that type.

Assisting Other Investigators

Sometimes it helps to work together. Other investigators at your same location may each play up to 1 Skill card from their hands at the same time you play Skill cards, and add their value as well.

Using Karma

After drawing a card from the Fate deck during a Skill test, you may spend 1 Karma token to ignore the card you just drew, discard it, and draw another one instead. You may do this multiple times as long as you have Karma tokens available.



Using Item Cards

Cards you have in play may be used to help you with Skill tests as well. All cards can be used at most once for each Skill test, even if they are a multiple use card. Any cards that add to your value must be used before you draw any Fate cards for a Skill test.

Reshuffling the Fate Deck

Before drawing any Fate cards for a Skill test you may always choose to reshuffle the Fate discard pile back into the Fate deck, without looking through the contents of the discard pile.

SKILL UPGRADES

There are two types of upgraded Skill cards that enhance your character's deck: Local Skill cards and Major Skill cards. They function similarly in your Skill deck, but are gained through different methods during the game.



Local Skill Upgrades

Whenever you gain a Local Skill upgrade, draw three cards from the Local Skill deck of the section of the city you're in. Choose one of those cards to keep in your hand, and return the other two to the bottom of their Local Skill deck.

The Local Skills in each city section specialize in two particular skills as shown on the Game Board.



Major Skill Upgrades

Whenever you gain a Major Skill upgrade, draw three cards from the Major Skill deck. Choose one of those cards to keep in your hand, and return the other two to the bottom of the Major Skill deck.

Major Skills are the best upgrades in the game and come in a wide variety of Skills, Items, and Abilities.

MULTIPLE USE CARDS

Many items and abilities have multiple uses as identified by the numbers on the top and sides of their cards. When put into play, place the card face-up, with the highest number on the edge oriented towards you.

Once per phase, you may use the card by rotating it so the next-lowest number is oriented towards you. If already on the lowest number, discard the card when used.



SKILL TEST EXAMPLE

Edward Doyle uses his Investigation action to resolve the top card at his location, East Angeles. The Investigation card reads,

*"You watch the suspect as he flirts with a pretty young woman. You approach her after the suspect moves on. **TEST MOXIE 6.**"*



Edward decides not to shuffle the Fate discard back into the Fate deck as he doesn't remember seeing many Moxie cards drawn yet.



He then plays a 2 Moxie card from his hand.



Roni Mace is also at East Angeles so she plays a 1 Moxie card to assist Edward's test.

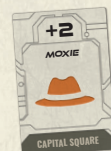
Edward now draws the top card of the Fate deck. He reveals a +1 Move.



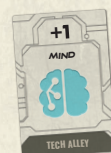
This would normally end his Fate draw, but Edward has the Skill Push ability for Move on his character card so instead he discards the card and draws a new one.



The next Fate card drawn is a Luck +1. A lucky draw, so Edward must draw another card and add it to this total.



The next Fate card drawn is a Moxie +2. Since **Moxie** is the type of test being taken this triggers Edward to draw yet another card to add to his test.



Edward then draws a Mind +1. This card **does not match** the skill being tested so his **Fate draws are over**, unless he chooses to spend a Karma token. In this situation he chooses not to as his total is high enough to pass the test.

$$2 + 1 + 1 + 2 + 1 = 7$$

Which is equal to or higher than the required 6 so the test is a success!



Edward reads the "IF SUCCESSFUL" text on the location card and follows the instructions.

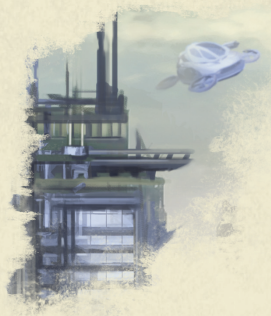
CITY GUIDE

THE CITY OF ANGELS:

Built on towering stilts above the ever-present dark clouds, this district of wealthy and powerful elites governs the entire city state. They have all the power and use it to crush opponents on a whim. Still, they keep businesses running, the graft paid, and garbage picked up – and best of all, they leave you alone. That is, unless you do something to gain their attention.

To move here from LA-1 or LA-2, the player must also spend 1 Passport.

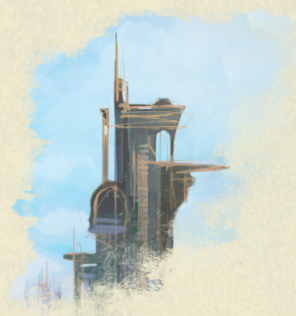
There are two locations in the City of Angels:



THE HOLLYWOOD ESTATES: Home to the mansions of the truly rich and famous and the private hospitals that keep the Angels young forever. The wealthy and powerful live lush lifestyles that tend to venture into corruption and crime – that's when they hire you.

Action: Pay 1 credit to discard 1 face-down damage, pay 4 credits to discard 1 face-up damage. You may repeat this any number of times.

If you are here at the start of your investigation phase, draw 1 card.



CAPITAL SQUARE: A place of high commerce and high politics. The headquarters of many major companies are located here, as well as the central government for all three cities.

Action: Discard any number of cards from your hand. Gain 2 credits for each card you discard.

If you are here and fail an investigation, place one token on heat.

LA-1 (OLD ANGELES):

LA-1 is a dark place: the sky is covered by an impenetrable layer of dark clouds and smog. Underneath, poverty and crime run rampant in the crowded streets. However, this is home, your turf, the place where you're in your element. Industry laborers, tradespeople, small businesses, and other working class warriors like you have established themselves here, but most of the credits being moved around are just a residual trickle from the Angels in the city above.

The people of LA-1 are no strangers to turf battles, gang warfare, organized crime, theft, and murder, which are all good for business - but the vast majority of residents are people like you: those who struggle each day to get by, support their loved ones, and try and often fail to do right by others. LA-1 is connected to The City of Angels and LA-2 by a huge elevator that carries massive, overcrowded trams of workers between the cities.

There are five locations in LA-1.



EAST ANGELES: People say you should never wander the streets of East Angeles after dark, but it is always dark in LA-1, so it is more of a running joke than good advice. Its streets are controlled by various gangs, the powerful Snake-eaters being the most prominent.

Action: Place a token on Heat to gain 3 credits.



TORRANCE: Even LA-1 has an elite class, and they're found in Torrance. Most of the residents here are corporate executives and professionals that work in Tech Alley. Their pockets are deep, but nothing compared to the wealth found in The City of Angels.

Action: Pay 3 credits to gain a karma.



ASH TOWN: If LA-1 is home, Ashtown is likely your neighborhood, equipped with mostly friendly local taverns, mid-grade teriyaki, seedy hotels, well known routes, and lots of locals in which you are well acquainted.

Action: Pay 3 credits and gain a passport.

When you enter this location, you may discard and redraw any number of Skill cards.



MACE & DOYLE INVESTIGATIONS: Tucked in the 4th floor of an overpriced building in Ashtown is your office. It's a place to sort through clues on a case, work on your skills, and have a drink after a long day.

Action: Pay 10 Credits to draw 3 Major Skills and pick one. Then, you may move to another location.



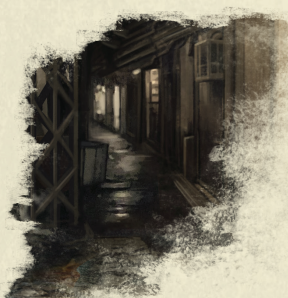
TECH ALLEY: Tech Alley is the epicenter of all things electronic for all three levels of the city. In its seedy cyber-cafes lurk highly talented hackers that can find any information you need if you are willing to pay the fee.

Action: Place a token on Heat to exchange a token at any location with the top token at that location.

LA-2 (THE UNDERWORLD):

Below the surface lies the sprawling underworld the locals call LA-2. It's no man's land - literally: LA-2 is a city of mostly mutants. Created out of the rubble from the time of the bombs, the waste here is so toxic that the inhabitants experienced mutations and developed adaptations to survive the hazardous living conditions. The residents are a mix of various working classes that farm in vast greenhouses, mine, and operate the monstrous power plants that serve the cities above. Though a level of habitable community has risen in some areas, organized crime runs rampant in these hostile streets and darkened tunnels.

There are two locations in LA-2.



THE CRYPT: Initially, the Crypt was a series of deep earth mining tunnels. Now, in addition to mining, you'll find many mutants of the Crypt in enormous greenhouse farms, growing food for the three levels of the city.

Action: Place a token on Heat to gain a karma.
When you enter this location, take damage.



MUTANT WARRENS: A district divided between shady researchers primarily dealing in DNA and a multitude of casinos run by rival crime organizations. Crime and hunger walk among the citizens like bandits, robbing the weak and the wretched of their final possession... humanity.

Action: Return a Basic (gray) token to the supply. Gain credits equal to its Black Market price as shown on the game board.

When you have an encounter here, you may take 1 damage to discard a drawn fate card and draw a new one. You may do this any number of times per encounter.

REFERENCE SECTION

TOKENS



CREDIT: pays for Skills and black market tokens. Sometimes Credits help solve your cases!



PASSPORT TOKEN: use to travel from LA-1 or LA-2 up to the City of Angels.



KARMA: use to discard a drawn Fate card and draw a new Fate card to replace it.

CLUE BASIC



PHYSICAL



STATEMENT



MYSTERY



EYE WITNESS



FORENSICS



ALIBI: Reclaim any 3 Heat tokens from the game board and return them to the associated players.



EXECUTIVE ORDERS: Gain 2 Passport tokens.



GUMSHOE LUCK: Gain 2 Karma tokens.



HACKER: Reveal 2 face-down tokens anywhere.



LIGHT: Reduce Darkness by 2.



LOCAL SKILL: Draw 3 Local Skill cards, keep 1 in hand and discard the other 2 to the bottom of their deck.



STEM PACK: Discard all face-up and face-down Damage on your character.



UPGRADE: Draw 3 Major Skill cards, keep 1 in hand and discard the other 2 to the bottom of their deck.

SKILL TESTS (see pg. 8)



MIND



MECH



MOJO



MOXIE



MOVE



MUSCLE



-LUCK



+LUCK



SKILL BONUS: This investigator will always add +1 to the matching Skill tests.



SKILL PUSH: This investigator may choose to discard any Fate cards matching this Skill type when drawn, and draw a new Fate card to replace it.

DARKNESS TRACK (see pg. 5)



PLOT TOKEN: Resolve the corresponding event as described in the case folder.



CITY GROWING DARK: Turn a random location Dark.



NEW CLUES: Refill clue tokens.



DARKNESS CLOSES IN:

The Investigators fail to solve the case before the darkness of LA-1 closes in on them, making the case impossible to complete.

GAMEPLAY



DAMAGE. Usually taken face-down. Your 3rd and 6th damage are face-up. When you take your 7th damage, your investigator is killed (see Death of an Investigator, pg. 8)



PLACE A TOKEN ON HEAT.



LOCATION ACTION: Indicates an action you can do during Phase 2 of your turn while at a specific location.

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**TRICK OR TREAT
STUDIOS**