

















Print this page x4
 Cut at dashed line
 Tape together to create fold

Patrol Phase (Community) 	Fight Phase (Hero)	Recoup Phase
<p>If no COMMUNITY cards in your display, place 1 PENALTY token here.</p> <p>Patrol the streets and find wrongdoers.</p> <p>Draw 1 Henchman card per  icon and put 1 into play.</p> <p>3+  icons: Tip Off Police</p>	<p>Spend Hero icons to defeat Villains and rescue Civilians.</p> <ul style="list-style-type: none"> Buy Toys and Tricks (pay ). Give 1 TW to another player: Use 1 Hero card in their display. Discard 2 TW to supply: Use any 1 Hero icon this turn. 	<ul style="list-style-type: none"> Discard Display (keep unused ). Take 1 card from Stacks* into Display. * For each section of your player board with 3 Penalty tokens, you MUST choose an Alter Ego card of that (those) type(s) instead! Play cards from hand to fill Display. (default display size = 5 cards) Discard remaining cards in hand.
<p>If no COMMUNITY cards in your display, place 1 PENALTY token here.</p> <p>Patrol the streets and find wrongdoers.</p> <p>Draw 1 Henchman card per  icon and put 1 into play.</p> <p>3+  icons: Tip Off Police</p>	<p>If no FAMILY cards in your display, place 1 PENALTY token here.</p> <p>Garner support from your friends and family.</p> <p>Draw 1 card from your deck per  icon.</p> <p>3+  icons: Collect 1 Teamwork token</p>	<p>If no JOB cards in your display, place 1 PENALTY token here.</p> <p>Collect money to spend any time during your turn.</p> <p>Collect  per  icon.</p> <p>Pay  to cycle one Equipment card.</p> <p>Pay   to cycle all three Equipment cards.</p>
Patrol Phase (Community) 	Support Phase (Family) 	Income Phase (Job)