



The illustration features four stylized characters positioned behind the title. From left to right: a woman with spiky purple hair and a black top; a man with a red beard and a red and yellow patterned shirt holding a martini glass and a cigar, with a blue lizard on his shoulder; a man in a green military-style shirt with a tiger patch and a green cap; and a man in a purple suit and hat smoking a cigarette. The title 'DOWNTOWN CHASE' is rendered in large, white, 3D block letters with black outlines and shadows, set against a white background with perspective lines.

# DOWNTOWN CHASE



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Downtown Chase is a semi-cooperative, card-play, conflict resolution, dice rolling board game where 1-4 players play against the game and against each other, at the same time.

Players move around the city streets trying to acquire the right location and the right weapon in order to eliminate Johnny the Quick - the guy who nobody in town likes!

However, each player wants to be the one who will pull the trigger, since they all have some personal issues with our Johnny. Looks like a chase is about to start and it won't be just any chase. It will be the Downtown Chase...

## **1. OBJECTIVE**

The player's goal is to eliminate Johnny the Quick (JTQ). The Player who eliminates JTQ wins the game. If JTQ is still alive at the end of the 12th round, the winner is the player with the highest number of victory points. In case of a tie, tied players duel to determine the winner.

## 2. COMPONENTS



## 3. GAME SETUP

1. Place the board A in the center of the table
2. Prepare decks according to number of players:
  - For 3 or 4-player game use all cards
  - For a 2-player game:
    - Remove one copy of following cards from the Weapon Cards B: Sniper, Gun, Shotgun, Grenade, Remote Explosive
    - Remove one copy of following cards from the Interaction Deck D: Road Block, Remove Roadblock, Police Officer, Bribe a Police Officer, Direction Change
3. Take one of each Weapon card (Sniper, Gun, Shotgun, Grenade and Remote Explosive) and deal each player one random weapon. Put the remaining Weapon cards back in the Weapon deck B
4. Take 5 special location cards from the Interaction Deck D (Baseball Park, Soccer Arena, Spa Center, Striptease Club and JTQ's home), shuffle them and put 2 of them back into the box without looking at them. Return the rest to the Interaction Deck D
5. Shuffle the Weapon Deck B, Location Deck C and Interaction Deck D separately and place them face down next to the board. Leave the space next to them for their respective discard piles
6. Deal each player one Location and one Interaction card

7. Starting player is decided by the highest dice roll. Beginning with the starting player in clockwise direction each player chooses a character, takes the Character sheet E and puts the character figure F on one of the four Safe Houses G
8. Place the JTQ figure H on the space marked with an "X" in the center of the board
9. Randomly draw one of the cards from the Route deck I and put the rest of them back in the box
10. Place the Assassination Chart J next to the board with the Bodyguard marker K placed in the bottom right corner
11. Place the Victory Points Markers L next to the Victory Points Track M and mark each players figure with the corresponding Standee Base N
12. Place the Round Marker O on the number 1 on the Round Track P
13. Place the Police Officer Q, Roadblock Marker R, Duel Markers S, Punch Marker T, two d6 Standard Dice U (red and blue) and one d6 Direction Dice V next to the board



## 4. HOW TO PLAY

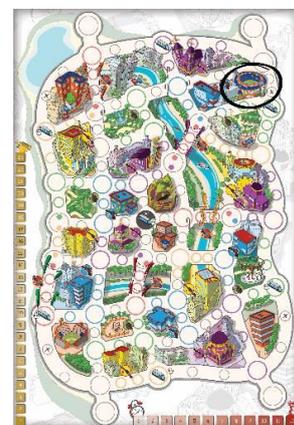
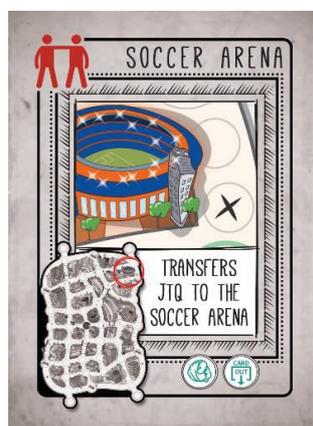
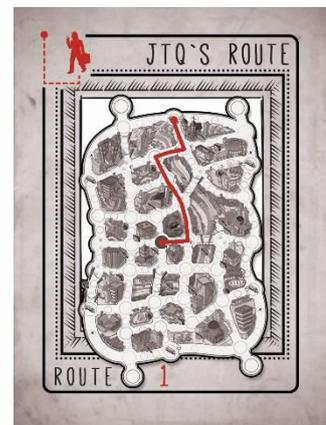
The game is played in rounds and it lasts for a maximum of twelve rounds. Each round begins with the movement of the JTQ and after that, the players play their turns.

### JOHNNY THE QUICK'S TURN

JTQ is not controlled by any player, his movement is decided by rolling of dice. JTQ's starting point is in the middle of the game board, marked with an "X". The Players and JTQ move around the city streets using the fields (circles on the board).

- At the start of the game, JTQ follows the route on the Route card randomly selected in the setup. Each route has 12 fields. Roll the standard d6 to determine the number of fields JTQ moves along the route. JTQ will always follow the route for at least the first two rounds and players can not affect his movement at this time.
- From the third round on, the players can actively influence JTQ's movement. JTQ continues to follow the route until he reaches its end or until players interrupt his movement at which point the Route card is removed from the game. From that point on JTQ's movement is decided by rolling of two d6 dice (standard 1-6 and Direction Dice). Roll the standard d6 to determine the number of fields JTQ will move this round. Anytime JTQ comes to a crossroad (large circles on the board), roll the Direction Die with arrows (two LEFT, two RIGHT and two STRAIGHT sides on the die). If the player uses a Special location card, JTQ is transferred to the field adjacent to that location and the player will then choose the direction of JTQ's movement. The JTQ miniature has a pointer arrow on its base, which shows his orientation. If JTQ ends his turn on the crossroad, at the beginning of the next turn the players will roll the Direction Die first, to determine JTQ's direction.

*Note: If at any point Direction Die shows invalid direction, roll it again. JTQ cannot enter players' Safe Houses.*



## PLAYER TURN

On your turn you can do the following in any order:

- **Draw cards**
- **Play cards**
- **Move**
- **Use metro**
- **Enter/exit location**
- **Duel**
- **Assassination attempt**
- **Discard cards**

### DRAW CARDS

On your turn you can draw up to 4 cards. You can draw cards one at a time, looking at them before you choose which deck to draw from next. No more than 2 cards can be drawn from the same deck in a single turn.

### PLAY CARDS

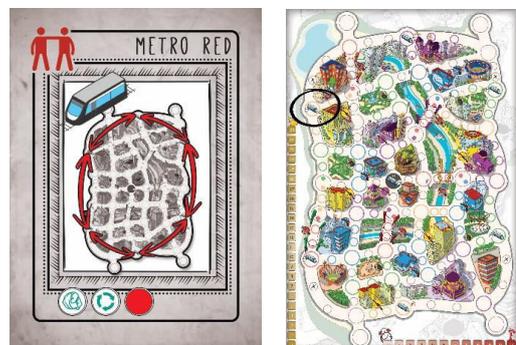
You may play as many cards as you want during your turn. Maximum hand size limit is 8 cards, however it is possible to have more cards during your turn. Location and Weapon cards are always discarded to discard piles, while some of the Interaction cards will be discarded and others put back into the box (check the symbols on the cards). You can choose to discard a card at any point. Every type of card has its own discard pile. If a deck runs out of cards at any point, shuffle the discard pile to create a new deck. ALL CARDS ARE DISCARDED FACE DOWN. OTHER PLAYERS SHOULD NOT SEE THE CARDS THAT WERE NOT PLAYED.

### MOVE

Maximum movement value differs between the characters and is shown on the Character Sheet. Movement may be interrupted with other actions and continued once those actions are done. You can also choose not to use all of your movement. You cannot enter other player's Safe Houses. Entering a Location, losing a duel and failed assassination attempt will cause you to lose the remaining of your moves for this turn.

### USE METRO

Players can play Metro cards to use the Metro lines. There are four Metro lines: Red, Blue, Yellow and Green and for each line there are two Metro cards in the Interaction deck. You can move from one Metro Station to any other Station of the same color. Moving by Metro costs one movement point.



### ENTER/EXIT A LOCATION

You can enter the location from one of the same colored fields adjacent to it (e.g. you can move from an adjacent yellow field to the yellow location marked with a yellow weapon - sniper). Entering the

location costs one move and ends your movement. To exit the location, use one movement to move from location to any one of the colored fields adjacent to it.



Sniper Location

*Note: there are fields that are neutral, as well as fields that are multicolored.*

## DUEL

The duel between players must be initiated any time you enter a location occupied by another player or finish your movement on a field with another player. It is also possible to initiate a duel when you are passing through an occupied field. In this case both players have a choice to engage in a duel or not. If at least one of the players chooses to duel, the duel must take place. In any case the player whose turn it is starts as an attacker.

Each Character Sheet contains characters' movement, punch strength, stamina, health and special ability. The special ability can only be used once during a duel.

Players take turns attacking and defending. The Punch marker can be used to indicate the attacker.

Attacker always goes before the defender. Each duel follows the next steps in order:

1. Duelists may play any number of different duel cards (one player cannot play more than one card of the same type). The cards stay face up in front of the player until the duel is over and its effects are applied throughout the whole duel.
2. Duelists roll 2d6 Agility dice to get the base Agility Value
3. Apply effects from the duel cards to Agility Value if applicable
4. Decide whether to use the special ability
5. Look up your modified Agility Value in the table to find your Agility Result
6. Apply the effects that affect Agility Result

Agility Value → Agility Result

1-3 → 0

4-7 → 1

8-10 → 2

11+ → 3

### CRITICAL HIT & CRITICAL MISS

The attacking player rolls two 6s, a hit was made.

The attacking player rolls two 1s, they miss.

There is no need for the defending player to roll the dice.

7. Compare Agility Results of attacking and defending player:

- If the attacking player wins, the punch has been made. The defending player's Health is reduced by the attacking player's Punch Strength value and the defending player's Stamina is reduced by 1.
  - If the result is a tie, both players' Health and Stamina are reduced by 1.
  - If the defending player wins, the punch is successfully dodged and the attacking player's Health and Stamina are reduced by 1.
8. The defending player becomes the attacking player.
- Repeat steps 2-8. until one of the duelists' Health reaches 0. That player has lost the duel.



The player's Stamina can go below 0 and only in that case negative Stamina value will be added to that player's Punch Strength, reducing it in that way. If the player's Punch Strength reaches 0 at any point, they can no longer throw punches. If that happens to both players at the same time, the winner is the player with more Health points. If both players have the same number of Health points, the duel is called tied.

The player who has lost the duel is sent back to their Safe House. If the player has the *Increased Player's move +1* card it will go directly to the player who has won the duel. If that card would cause the player to exceed their maximum hand size, that player must discard one card of their choice.

Adjust the Victory Score Markers according to duel results.

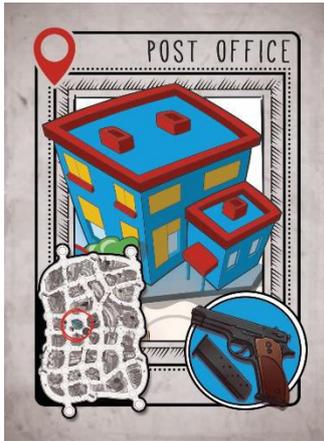
<p>Victory Points:</p> <p>Looser – 1 Victory Point</p> <p>Tied – 2 Victory Points</p> <p>Winner – 3 Victory Points</p>
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*Note: Once the duel is finished if you do not have any movement left, and the duel is tied, both players will remain on the field/location. The duel will not be initiated again on the other player's turn (the player will continue the play as if there are no other players on that field/location). The player can perform any action available, including the assassination attempt on JTQ. On that turn, there will be no more duels between those two players on that field/location.*

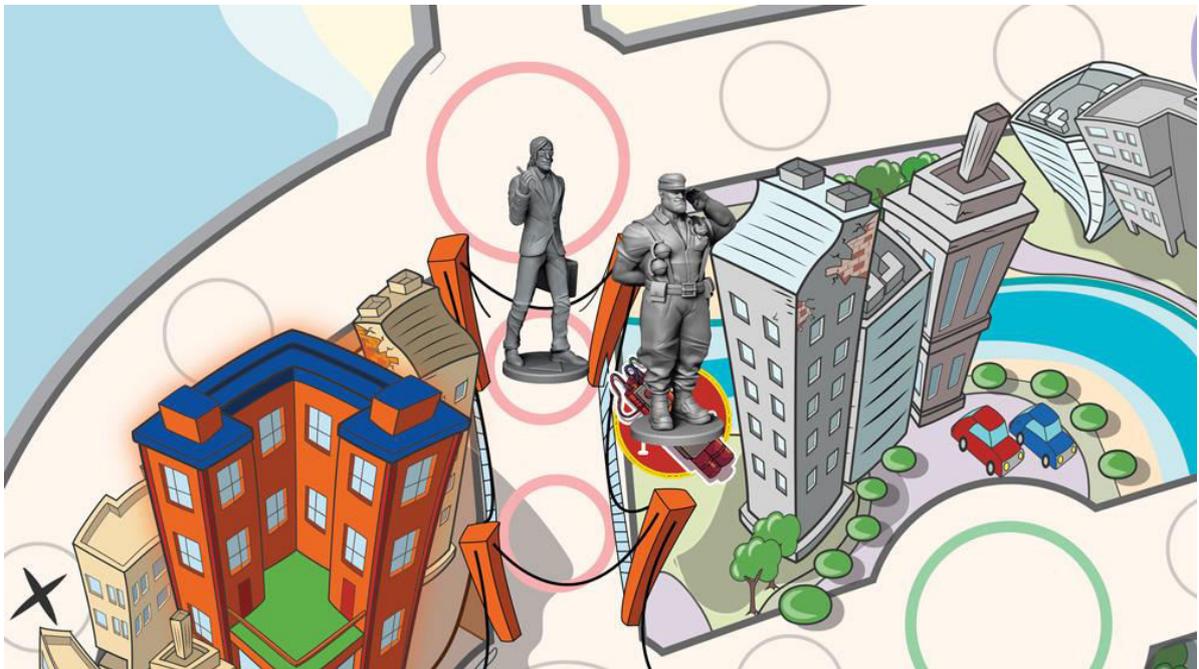
### ASSASSINATION ATTEMPT

You can attack JTQ if:

- JTQ is on an adjacent field of the same color as a location you are currently on, and
- you have that Location card, and
- you have the Weapon card required for that location.



*NOTE: For Remote Explosive the player should stand on the Remote Explosive icon, as shown on the picture below. (You don't want to blow yourself up, don't you?)*





Each weapon has its attack value (numerical value) and field of impact (polyomino shape)

Polyomino shapes represent the aim of the weapon (field of impact). The player moves the aim on the Assassination Chart and tries to aim at JTQ.

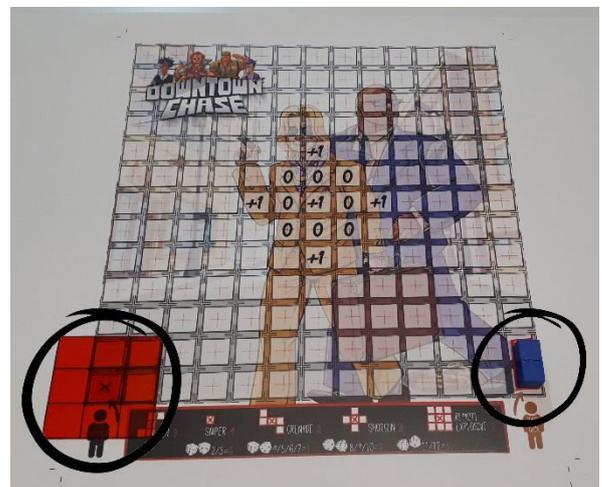
Position the center of the weapon's field of impact on the bottom left space of the Assassination Chart. JTQ has a Bodyguard which covers two fields in the bottom right of the Assassination Chart.

Assassination attempt follows the next steps in order:

1. Reveal the necessary Location and Weapon cards from your hand
2. Roll d6 die
3. Optionally play Interaction cards: Aiming Precision or Extra Die Roll (can only be played once in the Assassination Attempt)
4. Move the aim for the exact number of spaces as the die shows (adjusted by cards if needed). You can choose whether to move the aim up, down, left or right.
5. One of the other players rolls a die for the JTQ's bodyguard and moves it for the exact number of spaces as the die shows (numbered spaces covered by bodyguard count as protected spaces)
6. You repeat the steps 1-4 for a maximum of 4 times

If the aim covers at least one of the spaces marked with a number and unprotected by the bodyguard you may shoot at JTQ. If the Assassination is impossible or you choose not to take the shot skip the steps 7-11.

7. Play cards that modify your Weapon's Attack Value
8. Roll 2d6 dice and determine Attack Value Modifier by checking the Assassination Table (which can also be found on Assassination Chart)
9. Calculate your final Attack Value by increasing Weapon's Attack Value (printed on the Weapon card) with the sum of unprotected aim covered spaces, card effect modifiers and your Attack Value Modifier



Assassination Table:	
2 - 3	→ 0
4 - 7	→ +1
8 - 10	→ +2
11 - 12	→ +3

*Note: Each weapon can cover a certain number of spaces with +1 value in such a way that the maximum attacking value for each weapon is 5.*

10. One of the other players rolls 2d6 dice for JTQ to determine his Defense Value Modifier by checking the Assassination Table
11. JTQ has a Base Defense Value of 4. Calculate his final Defense Value by adding Defense Value Modifier with his Base Defense Value.
12. Compare your Attack Value and JTQ's Defense Value and apply the effects:
  - If the aim doesn't cover any of the spaces marked with a number and unprotected by the bodyguard, the attack has failed. You keep the cards, remain on the location on the board and get 2 Victory points. It is the next player's turn.
  - If the aim is covering at least one unprotected space, and you chose not to take the shot, the attack has failed. Nothing happens. You keep all the cards, remain on the location on the board and get 2 Victory Points. It is the next player's turn.
  - If you have fired a shot and have lost, you lose all of the cards used in the Assassination Attempt and return to the Safe House on the game board. You get 3 Victory Points.
  - If you have fired a shot and the result was a draw, you lose all of the cards used in the Assassination Attempt, but you remain on the location on the board. You get 4 Victory Points.
  - If you have fired a shot and have won, the Assassination Attempt was successful. JTQ is eliminated. The game is over! You have won!

### **DISCARD CARDS**

Hand size limit is 8. At the end of turn the player must discard cards to get down to the hand limit. Discarded cards go face down into their respective discard piles.

## **5. END OF THE GAME**

Game ends in one of two ways:

- At any point of the game if JTQ is assassinated the game is over and the player who successfully eliminated him is the winner of the game.
- If JTQ is still alive at the end of the 12th round, the game ends and the winner is the player with the most Victory Points.

## **5. GAME VARIANTS**

### **SOLO MODE**

Solo mode adjustments of the decks:

- **Weapons Deck:** Remove all Duel cards from the deck.
- **Interaction Deck:**
  - Remove **ALL** of the following cards:
    - Spy

- Counterintelligence
    - Remove Roadblock
    - No Metro
    - Police Officer
    - Special locations
    - Reduce Opponent's Move by 2
    - Reduce Opponent's Drawing Capacity
    - Reduce Opponent's Holding Capacity
    - Fortune Teller
    - Escape
  - Leave only **ONE** of the following cards:
    - Aiming Precision
    - Extra Die Roll
    - Speed up +1
    - Slowdown -1
    - Direction Change
- Form a Random Event Deck (17 cards) with the following cards:
  - 5\* *Special locations*
  - 2\* *Police Officer*
  - 2\* *Remove Roadblock*
  - 2\* *No Metro*
  - 2\* *Reduce Opponent's Move by 2* (In solo mode, this card affects the player)
  - 2\* *Reduce Opponent's Drawing Capacity* (In solo mode, this card affects the player)
  - 2\* *Reduce Opponent's Holding Capacity* (In solo mode, this card affects the player)

These cards are drawn every other round (2, 4, 6, 8 and 10) and they become random events that affect the game.

### Solo mode exceptions

1. Choose one character to play with and place it on the board. The remaining three characters are placed on the remaining starting positions. JTQ is placed on the "X" field and the direction of his movement is the opposite of your starting position. (If your starting position is on the southern part of the board, JTQ will be facing north, and vice versa).
2. Hand size limit is **6 cards**.
3. Movement
  - *BASIC MODE*: All characters move across six fields and the duel is resolved by rolling two dice, one for you and one for the character. The higher number wins. Whoever wins two rounds, wins the duel.
  - *ADVANCED MODE*: Each character has the move as stated on the Character Sheet. At the crossroads the characters move in the same way as JTQ (using the Direction die). The Duel is resolved with Character Sheets, but without using Special Abilities and Duel cards.

Every time you end up on the same field as one of the other characters (even if one of them is just passing through), the duel between you and the character must take place.

There are no duels between the other characters.

4. If you have the *Increase Player's Move* card and lose a duel, the card will be put into the discard pile.
5. You can enter a location on the board only by using the appropriate Location card.
6. Placing a Police Officer – If the Police Officer card is drawn from the Random Events deck, it is placed on the board in the following way:
  - First roll d6 to choose the weapon type.
    - 1 - Sniper
    - 2 - Grenade
    - 3 - Gun
    - 4 - Shotgun
    - 5 - Remote Explosive
    - 6 - Roll again
  - After that roll another d6, this time choosing the location for that weapon on the board. Since there are five locations for each weapon, the die will decide where the Police Officer will stand. Each location contains a number, from 1 to 5. Put the Police Officer on the corresponding Location. If the die shows 6, roll again.
7. Remove Roadblock – If the Remove Roadblock card is drawn from the Random Events deck, you will remove the roadblock from the board that was put first and so on. If the card is drawn and there are no roadblocks on the board, there is no effect.

## QUICK GAME

Quick game adjustments of the decks:

- **Weapons Deck:** Remove all Duel cards from the deck.

### Quick Game action changes

When playing the Quick Game Variant, the player's turn structure stays the same, but some of the actions are simplified and players do not need to use Character Sheets.

### MOVE

Players have a predefined value for movement across six fields.

### DUEL

Duels are resolved by using Rock, Paper, Scissors conflict resolution. Rock beats Scissors. Scissors beat Paper. Paper beats Rock.

- The player who wins two rounds of RPS wins the duel.
- The player who lost the duel is sent back to their Safe House. All unused cards remain in their hand, except the *Increase Player's Move +1* card which will go directly to the player who has won the duel. If that card would cause the player to exceed his/her maximum hand size, that player must discard one card of their choice.
- Adjust the Victory Score Markers according to duel results.

Victory Points:

Looser – 1 Victory Point

Winner – 3 Victory Points

## 6. APPENDIX: INTERACTION CARDS

1. Spy card – the player who has this card can use it to see the cards of a player of their choice.
2. Counterintelligence – cancels the effect of the following cards: Spy, No Metro, Reduce Opponent's Drawing Capacity, Reduce Opponent's Holding Capacity, Reduce Movement
3. Metro – Red line
4. Metro – Green line
5. Metro – Yellow line
6. Metro – Blue line
7. Roadblock – allows the player to set a roadblock on one street field (not crossroads).
  - a. Johnny the Quick and Players cannot move through a roadblock and have to find an alternative way.
  - b. A roadblock cannot be placed on a crossroad.
  - c. A roadblock can only be placed on an unoccupied field.
  - d. A roadblock cannot be placed on a field between JTQ and the next crossroad following the direction of JTQ's movement, meaning that JTQ cannot be forced to move backwards. As long as JTQ has an alternative route (right, left or straight), a road block can be placed.
  - e. If a road block is placed on a field adjacent to one of the five Special locations, JTQ cannot go to that location, which means that the player cannot use that Special location card.



8. Remove Roadblock – Removes the roadblock of a player's choice.
9. Police Officer – The player places a Police Officer on one of the locations of their choice. If a Police Officer is at the location, that location cannot be used for the attack on JTQ. The Police Officer can be placed on the location even if one of the players is already on that location.
10. Bribe the Police – The player removes the Police Officer from a location of their choice.
11. Patsy card – Allows the player to escape the penalty for a failed attempt of the attack on Johnny the Quick.

12. Direction Change Card – allows the player to change the direction of JTQ’s movement at the crossroads. The player who plays this card can choose the direction of JTQ movement at the crossroad. If other players play the same card at the same time, no change can be made and JTQ will move in the direction shown on the direction dice.
13. Speed up +1 – Allows the player to add 1 to the movement of JTQ. The player can play this card at the end of JTQ’s turn.
14. Slowdown -1 - Allows the player to reduce 1 from the movement of JTQ. The player can play this card at the end of JTQ’s turn.
15. Aiming Precision – Allows the player to adjust their aiming by 1 when attacking the JTQ.
16. Extra Dice Roll – Allows the player to reroll the aiming die during the attack on JTQ if they are not satisfied with the result.
17. The One That Got Away – Allows the player to interrupt JTQ at any point during his movement. If JTQ is stopped, he loses the rest of his move and stays on that specific field until his next turn.
18. Special location – Home – Immediately transfers JTQ to the starting position on the map.
19. Special location - Spa Centre - Immediately transfers JTQ to the field adjacent to the Spa centre on the map.
20. Special location - Boxing Arena - Immediately transfers JTQ to the field adjacent to the Boxing arena on the map.
21. Special location - Striptease Club - Immediately transfers JTQ to the field adjacent to the Striptease club on the map.
22. Special location - Golf Court - Immediately transfers JTQ to the field adjacent to the Golf court on the map.
23. Increase Player’s Move – Player’s move +1 - The player puts this card face up, so all players can see it. The player can lose this card by losing the duel, in which case the player who has won the duel takes that card. It counts towards your hand size limit. The player doesn’t have to hold the card (it can be discarded) but if they chose to do so, the player must display the card.
24. Reduce Opponent’s Drawing Capacity – Reduces the opponent’s number of drawn cards. Instead of four, the opponent can only draw three cards on their next turn.
25. Reduce Opponent’s Holding Capacity – Reduces the number of cards the opponent can hold in their hand by one. Instead of eight, the opponent cannot have more than seven cards in their hand at the end of the next turn.
26. Reduce Movement – Reduces the movement of the opponent of the player’s choice by 2 on their next turn.
27. No Metro – Denies the opponent of the player’s choice a possibility to use the Metro Card on their next turn.
28. Fortune Teller - Allows a player to look at two cards from the top of one deck and put them on the bottom of the library or back on top in any order.
29. Escape - Allows a player to cancel a duel and stay on the current field or location.

*Note: Two cards of the same type can be used against the same player in one round. For example, if the player’s movement is reduced by 2, because one of the players used that card, another player can use the same card for the same player, reducing the movement by additional 2 points.*

NOTE: Cards with JTQ symbol, Roadblock card and Special locations cards can be played in round 3 at the earliest!!!

JTQ’s symbol next to number 3 on the Rounds Track indicates that!

## PLAYER REFERENCE

### JOHNNY THE QUICK'S TURN:

- Use Route card until JTQ reaches the end of the Route or is interrupted by players. Always for at least first 2 rounds
- After that, use standard d6 for number of fields JTQ moves and direction die on every crossroad

### PLAYER'S TURN:

- **Draw cards** - draw up to 4 cards (maximum of 2 from the same deck)
- **Play cards** - play as many cards as you want
- **Move** - move up to the movement noted on your Character Sheet
- **Use metro** - use the Metro card to travel by metro for 1 movement point
- **Enter/exit location** - entering the location costs 1 move and you lose the rest of your movement for this turn; exiting the location costs 1 move
- **Duel** - duel must take place when you finish your movement on a spot occupied by another player; choose whether to duel if you are passing through an occupied field (both players must agree not to duel)
- **Assassination attempt** - you need to be in a Location next to JTQ, have that Location card and appropriate Weapon card to attempt the assassination
- **Discard cards** - maximum hand size limit is 8; cards are discarded face down at the end of your turn



Location cards symbol



Weapon cards symbol



Duel cards symbol



Interaction cards symbol



Cards that go to discard pile when used



Cards that are returned to the box when used



Cards that can be used at any time in the game



Cards that can be used only on your turn



Cards that can be used only on JTQ's turn