

Sequence of play

Falcone always takes the first turn of the game. After that, both players alternate taking turns until the game ends.

Each turn is divided into a number of phases. You must always step through these phases in sequence when it's your turn.

Falcone's turn

In Falcone's turn, you must step through the following phases:

- 1 Start of turn phase
- 2 Income phase
- 3 Movement phase
- 4 Draw phase

Gordon's turn

In Gordon's turn, you must step through the following phases:

- 1 Start of turn phase
- 2 Movement phase
- 3 Crimefighting phase
- 4 Draw phase

Ending the game

The game can end in one of three ways:

- At the start of each of Falcone's turns, check to see whether there are crimes (face-up or face-down) in more than half of the undestroyed districts in the city. If so, then Gotham is judged to be overrun and Falcone wins.
- Falcone also wins the game immediately if Gordon draws the last card from the Batsignal deck. (Since drawing from the Batsignal deck is usually optional, it would be very rare for the game to end that way!)
- Otherwise, the game ends when Falcone's supply of corruption counters is exhausted (specifically, at the moment when Falcone is required to take one or more counters from his supply of unspent counters and there are none remaining). When this happens, Gordon has weathered the storm and maintained law and order long enough for the No-Man's Land designation to be lifted, and he wins.

The rules for all three of these conditions are explained in the following pages.

The start of turn phase

The start of turn phase is usually the least exciting part of your turn. You normally do nothing in your start of turn phase, unless:

- you have cards in your hand which can be played at the start of your turn, and you choose to play them
- there are cards already in play which take effect at the start of your turn, or which have an optional effect that you can choose to activate at the start of your turn

It's perfectly possible for more than one of each of these to apply in any one turn. If this is the case, you can choose the order in which you play cards and activate effects. There's no limit to the number of cards you can play in this phase of your turn.

The start of turn phase is also when Falcone checks to see if he has won the game, if the majority of districts have crimes in them. This check is always performed *before* anything else happens.

About corruption counters

Corruption counters represent the amount of the city which is under the effective control of the criminal fraternity, and hence how much chaos Falcone is able to generate each turn. Corruption counters are usually referred to on cards by the symbol **C**.

Corruption counters can be used later in Falcone's turn to play extra cards during the movement phase, and sometimes to boost the effects of other cards he plays. And there's a deliberate snowball effect here. The more crimes there are in the city, the more corruption counters Falcone takes. These counters can in turn be used to play more characters and crimes, thus bringing even more districts under his control and making things even more difficult for Gordon.

Unspent corruption counters are cumulative. If Falcone doesn't spend counters in the turn he takes them, he gets to save them up for future turns – a very common tactic!

The income phase

In the income phase, Falcone takes a number of corruption counters from the supply of unspent counters and places them in front of him. The number of counters he takes is always equal to 1+ the number of crimes in the city, whether face-up or face-down. So he always takes at least one counter; if there's one crime he takes two, if there are two crimes he takes three, and so on.

A few districts are marked with the symbol **C+1**. This means that Falcone can take an extra counter in his income phase if he has a crime at that district (so +2 in total). This represents the fact that law and order in Gotham will be seriously compromised if certain important areas, such as *City Hall*, fall under Falcone's control.