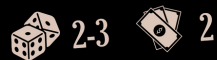


Truck Company



Gain 1 coin when anyone triggers this card.

Plantation



If you have less than 2 landmarks, get 1 coin.

University



Gain 2 coins when anyone triggers this card.

Boxing Ring



Gain 1 coin when anyone triggers this card.

Car Wash



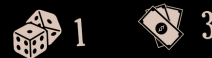
Get 1 coin per Car Wash owned by all players.

Laboratory



Gain 1 coin. You can roll a single dice. If the roll is 3+, lose 1 coin. If not, gain 1 coin.

Tailor



Gain 1 coins when anyone triggers this card.

Pizza Parlor



Gain 2 coins when anyone triggers this card.



Laboratory [Crystal Meth]

5 3



Gain 1 coin for every URBAN card owned, and +1 coins for each Laboratory owned. Limit to +3 coins.

Car Wash [Money Laundering]

5 4



Get 3 coins on activation, and +1 per Special Card owned.

Tailor [Smuggling]

1 3



Gain 1 coin. Gain 1 coin for every two TAILOR you own. Up to three coins.

Pizza Parlor [Secret Drug Menu]

8 4



Gain 5 coins per PIZZA PARLOR owned.

Frat Party

Even 4



Gain 2 coins.

Fight Club

7 5



Gain 3 coins for every BOXING RING you have.

Smuggling Ring

8 3



For every PRODUCTION you have, gain 3 coins.

Tobacco Roller

11 5



Get 1 coin for every red owned by EVERYONE.



Fast Food Chain

 8  1



Steal 1 coin from
the player who
rolled the dice.



Michelin Restaurant

 7  1



Steal 1 coin from
the player who
rolled the dice.

Drive-by

 9-10  3



Steal 2 coins from
the player who
rolled the dice.



Turf War

 5  3



If player who rolled
the dice has 2+
landmarks, steal 5
coins from them.

Pickpockets

 3  3




Steal 1 coin from
the player who
rolled the dice.



Arms Dealer

 6-7  3



Steal 1 coin from all
players for each 
card they have, up to
2 coins.


Casino

 1  4



Steal 1 coin from
every player,
unless they roll
4 or higher.

The Last Breath

 -  4



If player who
rolled the dice has
3+ landmarks, steal
all their coins.

Saboteurs

 6-7  8




If the player who rolled the dice cannot pay the police, steal what the police takes.

Arson

 4  7



Choose two  cards to disable for the players' next turn, they may choose one of yours to be disabled.

Rich-get-richer

 8  10



Steal the same amount of coins as you currently have.

Counterfeiting

 9  6



Everyone, other than the person who rolled the dice, pays 3 to the police.





Pyramid Scheme

10 1



At the end of each turn you may place 1 coin on this card. The total amount placed is your investment. When triggered, get coins equal to your investment from all players.

Tax Office

8-9 4



Take half (rounded down) of the coins from all players with more than 10 coins.

Renovation Company

8 4



Choose a non- card, all buildings of all players of that type are now closed for renovations. Get 1 coin for each closed building.

Whistleblower

10 12



All players pay 50% tax, rounded up.

Real Estate Agent

6 10



When activated, steal one card from a player of your choice.

Sheriff

~ 12



Lose only half of the coins you usually give to the police, rounded down.

Scarlet Gray

8 10



Trade one card with another player, and increase collected coins from each Money Laundering card owned by 1 for the next two turns.

The Bar



6 4



All other players pay you coins equal to how many more cards they have than cards. No payment if cards are greater.





Police Station

 Tier 4  22



Obtain half the coins paid to the police, rounded down. If there are multiple police stations, all players split the coins.



Airship

 Tier 5  30



You may build up to 2 buildings per turn.



Cargo Fleet

 Tier 3  16



If you roll doubles, get 1 free blue card.



Dry Dock

 Tier 2  10



Choose to double your dice roll value.

The Backstreets

 Tier 1  4



On your turn, you may make every player pay police tax. This may only be activated every other turn.



