



CORRUPTION

- **Card draw:**
Draw 2 *Time Cards* at the start of each round.
- **Which sectors are infected at the beginning?**
City Hall and the Police Station.



CORRUPTION

Someone is using their power and influence to take over the city bit by bit.

Although, for the moment, we do not know who that person is, we suspect that person is getting rich at the expense of the population and placing trusted people in decision-making positions. All to get more power and money and gradually expel the residents from their neighbourhoods.

The city is gradually deteriorating and people are suffering.

Can you do something?





HUMAN TRAFFICKING

- **Card draw:**
Draw *1 Time Card* at the start of the round and another card just after the Victim's character carries out an action.
- **Which sectors are infected at the beginning?**
Outskirts and Court.



MIGRANT SMUGGLING

Suffering from poverty, violence or war, many migrants want to move from other countries to make a better future for themselves and their families.



They find organized criminal groups that can smuggle them in from abroad, bypassing immigration controls. Forcing migrants to pay large amounts of money or whatever they have, these groups place them in dangerous conditions during the trip.

We cannot allow organized crime to profit from getting people to enter the country illegally, while also putting people in danger.

Can we stop this injustice?





TERRORISM

- **Card draw:**
Draw *1 Time Card* at the start of the round and, in addition, infect a random sector where there is no player. If there are no empty sectors, roll the die and with a roll of 5 or 6 any sector occupied by the players is infected.
- **Which sectors are infected at the beginning?**
2 sectors chosen at random.



TERRORISM

A terrorist group is threatening and attacking the population in a violent way (using weapons and bombs) to impose their ideas.

No place seems safe on the streets of this city and no one seems safe from the terror and violence they spread.

Are you going to sit idly?





MIGRANT SMUGGLING

- **Card draw:**

Draw *1 Time Card* at the start of the round and also roll the die to force a character to change its position to the first box in the nearest sector. If the character is at the main building, you must move it to the Central Square.

(1) Vulnerable Groups, (2) Community, (3) Experts, (4) Public Authorities, (5) Enforcement and Judicial Bodies and (6) Roll the die again.

- **Which sectors are infected at the beginning?**

Outskirts and District B.



HUMAN TRAFFICKING



A criminal organized group is promising jobs to people in another city. But it is all a great deception.

Under threat, those who took on the jobs are being exploited.

This crime cannot go unpunished.

Will you confront it?