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1. Flip over an IP Card.

2. Each player plays one Action Card.

3. Players who have played the same Action Card return the cards to their hands and sit out the round.
The player who played the Proposal Card with the most Appeal becomes the IP Holder.

4. Flip over an Event Card.
If it is a Crime, check the numbers on the card to determine if any player is a Victim.
If it is a Shift, apply that effect.

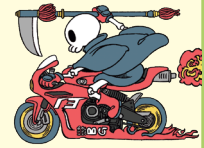
5. Countermeasure Cards take effect.

6. The current IP Holder acquires the IP card and receives points equal to the value written on the card.

7. If a player or the Criminal Organization reaches 12 or more points, they win the game!
If no one has reached 12 points, discard all cards used that round and begin a new round to continue the game.

HIT PLAN
2017-2018

Summary Card



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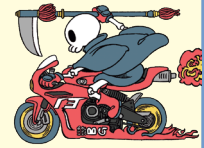
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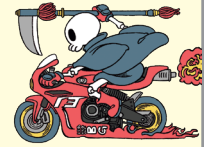
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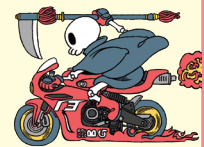
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