

# THE GRIND

## How to Win

### *Cop*

In order to win the game, the cop must make two arrests.

In order to make an arrest, the cop must *witness* another player in the act of selling to a user.

After the cop makes the first arrest, he or she has been *revealed* as the cop. From that point on, the cop can no longer sell drugs to users—or use the subway.

### *Snitch*

In order to win the game, the snitch must conduct two drug deals and collect two witness tokens.

### *Dealer*

In order to win the game, a dealer must successfully conduct four drug deals.

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