

# THE GRIND

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*The Grind* is a tabletop game about hidden identities, taking risks, and dealing drugs. Players act out an urban cat-and-mouse game between drug dealers and undercover police—and the snitch, who seeks to exploit them both. Will you grind, or will you *be* ground? Roll your own destiny in this exciting strategy game!

## What's in the box

- 1 game board
- 4 role cards
- 4 player tokens
- 4 user tokens
- 20 witness tokens (five for each player color)
- 20 counterfeit \$100 bills
- 2 six-sided dice

## Setting up the game

At the beginning of the game, each player places one user token on the board. The player can choose any space on the board for the user.

Each player takes a *role card* at random. This card determines the player's role for the current game—cop, snitch or dealer. (Players should not show their cards to one another.)

After roles have been chosen, each player must select a *player token*. This token will represent the player as he or she moves across the board. The color of the token corresponds to the color of the *witness tokens* for that player (see *Witnessing the deal* for more information), and to the space where the player begins the game. Place each player token on the space with the circle of the corresponding color.

Each player rolls the dice once to determine who will start the game. The player with the highest roll goes first.

## Roles

There are four *roles* in the game. Your role determines your *win condition*—the tasks you must accomplish in order to win the game.

### *About the roles*

Two players play as **dealers**. In order to win the game, a dealer must sell drugs to users four times (see *Drug deals* below). Dealers can also be *arrested* by the **cop** (see *Making an arrest* below) and send the cop to the hospital (see *Retaliation* below).

One player is the **cop**. In order to win the game, the cop must make two *arrests* (see *Making an arrest* below). The cop begins the game *undercover*, and until he or she makes an arrest, has all the same capabilities as a dealer. Most importantly, the cop can sell drugs to users: this makes the cop appear innocuous to other players, thereby easing the collection of evidence.

The fourth player is the **snitch**. In order to win, the snitch must complete two drug deals and collect two *witness tokens* (see *Drug deals* below).

## Movement and actions

Play progresses clockwise. Your turn consists of rolling the dice, moving the appropriate number of spaces, and performing an action (if possible).

You must move the total number of spaces shown on the dice. Your path cannot cross over itself, and you cannot land on a space that another player already occupies—unless you're the cop making an arrest, or a dealer retaliating against the cop.

### *Possible actions*

If you're the **cop**, your possible actions include *selling drugs to a user* (see *Drug deals* below) and *making an arrest* (see *Making an arrest* below).

If you're a **dealer**, your possible actions include selling drugs to a user or sending the cop to the hospital (see *Retaliation* below).

If you're the **snitch**, you can't send the cop to the hospital; you can only deal.

## Special movement

### *The subway*

Some spaces on the board are *subway stops*, labelled **S1** and **S2**. You can "pass through" one of these spaces to the space with the

corresponding label (i.e., from **S1** to **S1**). Both of the squares count against your roll.

#### *The cop and the subway*

Once the cop has revealed himself or herself by making an arrest, he or she can no longer use the subway.

#### *Snake eyes*

If you roll a two (snake eyes), you must immediately move your token to the jail square (regardless of your role).

### **Drug deals**

When a player lands on a space that contains a user, he or she can choose to *conduct a drug deal*. The player that conducts the deal collects one *counterfeit bill*.

A player cannot sell to the same user on two consecutive turns.

#### *Witnessing the deal*

Whenever a drug deal goes down, all players in a direct horizontal or vertical *line of sight* collect a *witness token* of the color that corresponds to the player conducting the deal.

The witness tokens are important for the **cop** and the **snitch**: the snitch must collect two witness tokens (of any color) as one prerequisite for winning the game, and the cop can't arrest another player unless he or she has a witness token of that player's color (see *Making an arrest* and *How to win* below for more details).

#### *Line of sight*

*Line of sight* refers to a horizontal or vertical alignment of the space a player occupies and the space where the drug deal is happening. A line of sight is broken by dark-colored squares, but passes through light-colored squares and other players.

### **Making an arrest**

The **cop** has the ability to *arrest* another player, thereby causing the arrested player to move immediately to the jail square (labeled **J**) and to lose his or her subsequent turn.

In order to make an arrest, the cop must land on a space occupied by another player. The cop must also be in possession of a *witness token* whose color corresponds to the player he or she wants to arrest. The cop must return the witness token to the arrested player after the arrest—you can't put someone in jail twice for the same crime.

#### *Getting out of jail*

When leaving jail, a player can choose to begin their turn on any of the squares adjacent to the jail square.

### **Retaliation**

Once the cop makes the first arrest, he or she is vulnerable to *retaliation*. If either of the dealers land on the square that the cop occupies, the cop moves immediately to a *hospital square* and loses his or her subsequent turn.

The snitch can't retaliate against the cop in this way.

### **How to Win (summary)**

#### *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.