

Act 1a

Anything Goes...

With your pockets weighed down by Milton's advance, you approach the front door of *The Imperial*. While not the most legally-sound of ideas, the coast looks clear and it's been a while since you've had a night on the town, may as well make the most of it. If Edwin has been causing scenes recently, certainly some of the more frequent guests could point you in the right direction. Better ask around.

Objective - If Edwin Bruce enters play, advance.

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Act 1b

Found him...

As soon as you say his name, Edwin leaps back, staring wildly at you as he knocks down the couple behind him. "I know who sent you!" he screams with a wavering voice, beads of sweat dripping down his face. "It's mine, I won it fair and square!" Before you can even question his sense of justice, he scrambles through the crowd and makes a break for it.

Act 2a

...Right out the Door

And there goes the rest of your paycheck.

At the beginning of the enemy turn, if Edwin Bruce is not controlled by an investigator and is at a location with a **Resign** action, remove him from play.

At the end of the enemy turn, if Edwin Bruce is not controlled by an investigator, move him one location closer to a location with a **Resign** action.

Objective - If all of the investigators successfully resign and one investigator resigned while controlling Edwin Bruce, advance.

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Act 2b

A Night's Work

You haul Edwin away from the lights of *The Imperial* and make your way to a street corner, hailing the first taxi you see. Shoving Edwin into the cab, you pile into the back seat. Strangely, he no longer seems to care, and just quietly shakes in place. While your bank account may be, tonight's events aren't adding up. (R3)

Agenda 1a

In Plain Sight

The sidewalk in front of *The Imperial* is packed with what must be every resident of the tri-state area. If it's a problem to be here, none of these people seem to recognize it. The house band, *Aleister's All-Stars*, play loud enough that entry may as well be optional.

Criminal enemies gain Aloof.

If a player engages or damages a **Criminal** enemy, immediately progress to Agenda 2a.

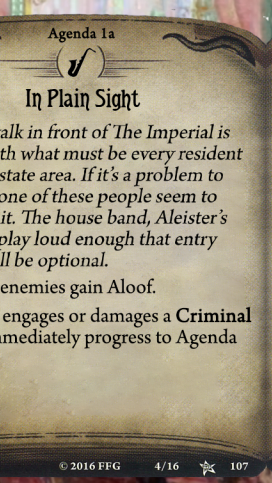
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Agenda 1b

Disrupting the Peace

"Alright Cal, funtime's over!" A man screams from the dance floor as he plainly brandishes a rather formidable firearm, "We've done told ye enough already, this town's ours and we ain't hosting yer damn shindig no more." Looks like the festivities are about to get a lot hotter, and the new guests don't seem too discriminating. And as the eyes of the house goons make their way to you, all of a sudden it seems that your new face snooping around has lead to a verdict of guilt by association.

- ◆ Spawn a copy of Alaric Gunman from the set aside Alaric Gang expansion at The Dance Floor. If there are 3 or more investigators, spawn another copy of Alaric Gunman at Dark Stairwell.
- ◆ Add the set aside Alaric Gang expansion to the discard pile then shuffle the discard pile into the encounter deck.

Agenda 2a

Caught in the Crossfire

It should have been obvious that something like this would happen, but now that it is, everyone around you seems oblivious to it. The party rages on as the violence erupts throughout *The Imperial*, the crowd captivated by the wailing of trumpets and trombones.

Forced - At the end of the Enemy Turn, each **Imperial** enemy deals 1 damage to each **Alaric Gang** enemy at its location.

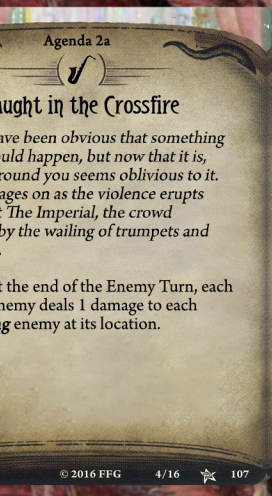
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Agenda 2b

The Gigs Up!

"Come out with your hands up!" Looks like the boys in blue don't appreciate the racket. If the fuzz was giving this place a free pass, they're not anymore, and they're probably not going to wait outside too long. The thugs around you don't seem to care about the new visitors, their brutish dance continuing unphased. But then again, you always did prize yourself on being smarter than a career criminal.




Agenda 3a

The Blues Band

The time for pleasantries has come and gone. You may be able to fast-talk your way past the uniforms out front, but it's going to be tough.

At the beginning of the Enemy Turn, if a **Regular** ally is at The Imperial entrance, discard that ally (if the ally is unique, remove it from play instead). Then, move all **Regular** allies one location closer to The Imperial Entrance.

Investigators resigning at The Imperial Entrance must succeed at a  (3) test in order to successfully resign.

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Agenda 3b

Book 'em, Boys!

They can't catch everyone, but unfortunately, it looks like they got you. The police pour through the front door, grabbing as many people as they can and tossing them in the back of the paddy wagon for a ride downtown. It's going to be a long night.

- ◆ If an investigator resigned while controlling Edwin Bruce, proceed to (R3).
- ◆ Otherwise, proceed to (R4).