

PULP DETECTIVE – gameplay checklist

Setting Up the Playmat



Choose a **Detective** (red band) or **Police Investigator** (blue) and an **Adventurer** (both) and place it in the Detective Space.

- Add your **Stamina/Clues Card** to the left, with cubes on starting Stamina (Beginner, Normal or Advanced) and 0 Clues.
- Add one of the **Items Cards** and add the **Red Paperboy Die**, the **Grey Underworld Die** and the **Purple Girl Friday Die** to the coloured dice spots.

Choose a **Case Card** to go on the Current Case space and set a cube on the Beginner, Normal or Advanced hour spot.

- Place the **Criminal Card** or a **Mastermind Card** on the Criminal Card space or else randomly draw a **Nemesis** at the start of the game and set the **Blue Nemesis Die** to 1

Deal out all 4 **Sidekick Cards (SM)** to their spaces and add the **Green Sidekick Die**.

Shuffle the **18 Henchmen & Gun Molls Cards (HG)** and set the deck in its draw space.

Shuffle the **Location (LO) Cards** and deal out 3 into their spaces. The rest are not used.

Create an Investigation Deck using all **27 Investigate Cards: Cliffhangers (C), Follow the Lead (F) and Informants (I)** and set it down in the Investigation Draw space.

- For added challenge, shuffle in 3 (B), 4 (N) or 6 (A) **Double Cross (DC) Cards**
- Set the remaining Double Cross (DC) Cards down in the draw space.
- Optionally, add the 9 **Nemesis Investigation Cards (N)** and set the **Blue Nemesis Die** to 1.

Playing the Game

Draw the top 3 cards of the Investigate Deck: keep one to play as your **Current Storyline Card**, discard one and shuffle the other back into the deck

- If you did *not* roll all four Yellow Dice last turn, you may reveal one of these cards
- If a **Double Cross (DC)** appears face down, stop play while you flip it and follow its instructions; then add the card to the Double Cross discard pile, shuffle the Investigation Draw Deck and continue.

Add the Current Story Card to your storyline or one of your subplots or start a new subplot –no subplot can be longer than the Storyline at the top

Roll one Yellow Die at a time (and possibly a Red, Grey or Purple Die too) to meet the icon requirements

- If the Current Storyline Card matches the edges of the cards above, below and/or to the left, you may re-roll Yellow Dice once, twice or three times
- Twists may be used to help meet the target
- Sidekicks may be used at any time: flip over the **Sidekick (SM)** and possibly roll the **Green Sidekick Die**

If you succeed, claim your Reward (Stamina, a Clue, an Item)

If you fail, take your Penalty (loss of the above, also loss of Hours and rotating the **Blue Nemesis Die** to a higher number)

- Optionally, take a Twist token matching a Yellow Die you rolled, taking a penalty in Hours for acquiring a 3rd or 4th Twist
- Optionally, draw a **Henchmen & Gun Molls Card (HG)** – you may do this up to four times during the game
- You may spend a Twist to retain the use of supplemental die (Red, Grey, Green or Purple) for another turn

Whether you succeeded or failed, advance the time cube by One Hour

- Check to see whether the Yellow Dice match the icons on a previously drawn **Gun Moll Card (HG)** to claim a bonus
- Discard any Twists you used
- Check to see whether the Storyline and/or subplots match the pattern on a previously drawn **Henchman Card (HG)** to claim a bonus

Winning the Game

When you have gathered the required number of Clues (usually 4), you confront the **Criminal**.

- Count the symbols on your Storyline and subplots: this determines which **Criminal** or **Mastermind** you face
- Optionally, if the blank symbol is the most frequent, use the second most frequent symbol to identify the Criminal from the **Society of Corpses**

- Alternatively, if you used a **Nemesis**, this card always counts as the Criminal and there's no need to count symbols
- Defeat the Criminal just like a normal Storyline; however, some Twists are unusable against certain Criminals and must be discarded
- If the **Blue Nemesis Die** is in use, it determines an extra symbol needed to defeat the Criminal (or a penalty of -2 Stamina)