

PULP DETECTIVE

BY TODD SANDERS

20-30M
1P-2P
14+



FIND THE CLUES AND
CONFRONT THE CRIMINAL!

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CONSOLIDATED RULES

This booklet is a consolidation of the material from the rule books from the Pulp Detective core game and all three expansions. Additionally, it contains some clarifications based on rulings provided by Todd Sanders via Board Game Geek. This file is fan-produced material and is not official in any way. Any mistakes within this document should be reported to K. David Ladage via the file page for this document or via GeekMail (KDLadage).

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EXPANSION CODES

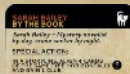
In the components section to the right, each component is marked with a symbol indicating which set the component came from. These symbols are:

- ❶ — Pulp Detective (core game)
- ❷ — Expansion 1: Sidekicks, Double Cross, and Masterminds
- ❸ — Expansion 2: Henchmen, Gun Molls, and Traps
- ❹ — Expansion 3: Adventurers, Gadgets, and Nemeses

COMPONENTS

A complete set of Pulp Detective is comprised of:

- ▶ Character cards (×10)
 - » Detective cards – *red band*
 - ② Sarah Bailey / Brick Larson
 - ① Bristow Bayles / T. Fleming Roberts
 - ① Sergeant Jim Daly / Betty O'Leary
 - ① "Lucky" Dan Hamilton / Velda Scott
 - ① Peter Quentin / Samantha Smith
 - » Police Inspector cards – *blue band*
 - ② Olga Domino / Captain Harrington
 - ① René Fandor / Detective Paulson
 - ① Lt. Nightshade / Inspector Weaver
 - » Combination cards – *red and blue band*
 - ③ Aubrey Daniels / Roland Nicholas
 - ③ Violette Markov / Mallory O'Connel
- ▶ Stamina/Clue cards (×2)
- ▶ Item cards (×6)
 - » ② Citizens
 - » ③ Gadgets
 - » ① Items (×2) – *brass knuckles to sidekick*
 - » ① Items (×2) – *whiskey to underworld*
- ▶ Suspect cards (×11)
 - » ① Criminals
 - » ① Masterminds
 - » ② Society of Corpses (×3)
 - » ③ Nemeses (×6)



► Case cards (×12)

- » 3 The Case of 13 Times a Crime
- » 3 The Case of One Too Many Cooks
- » 1 The Case of the Agent Agenda
- » 0 The Case of the Bullied Banker
- » 1 The Case of the Crimson Chemist
- » 0 The Case of the Death's Door Damsel
- » 1 The Case of the Fatal Fix
- » 2 The Case of the Grievous Gamemaster
- » 3 The Case of the Hidden Coffins
- » 1 The Case of the Karny Killer
- » 0 The Case of the Pilfered Photo
- » 2 The Case of the Society of Corpses



► 1 Double Cross cards (×8)

► 2 Henchmen, Gun Molls, etc. cards (×18)

- » Gun Moll cards (×6)
- » Henchman cards (×6)
- » Trap cards (×6)

► Investigate cards (×36)

- » 0 Cliffhanger cards (×9)
- » 0 Follow the Lead cards (×9)
- » 0 Informant cards (×9)
- » 3 Nemeses cards (×9)

► 2 Location cards (×6)

► 1 Sidekick cards (×4)



► Dice (×9)

- » 2 Girl Friday die – *purple*
- » 0 Investigate dice (×4) – *yellow*
- » 3 Nemesis die – *blue*
- » 0 Paperboy die – *red*
- » 1 Sidekick die – *green*
- » 0 Underworld Connections die – *gray*



► Status cubes (×16)[†]

- » 0 Black cubes (×4)[†]
- » 1 Blue cubes (×4)
- » 1 Red cubes (×4)
- » 0 Yellow cubes (×4)[†]



► Investigation markers (×4)[‡]

- » 0 A Lead
- » 0 Chekhov's Gun
- » 0 Deus ex Machina
- » 0 Interrogate



► Twist markers (×16)





- » Connect the Dots (×4)
- » Make the Rounds (×4)
- » Persuasion (×4)
- » Word on the Street (×4)

[†] Eight cubes are provided in the core game; these cubes are yellow and black. The core rules indicate that these should have been blue and red cubes (matching the color bands at the bottom of the Detective and Police Inspector cards). A set of blue and red cubes were provided in the second expansion. The excess cubes are not required, but they can come in handy! The detective Samantha Smith has the ability to hold two items, for example. Gun molls and traps both utilize these cubes. Keep them around.


[‡] The original rules strongly suggested that these markers are not available in a single-player game; the use of these tokens is described only in the rules for a two-player game. That said, there is one police inspector who utilizes them directly (Inspector Weaver) and another that does so indirectly (Lt. Nightshade). If you want to use these, just know that they will make winning the game considerably easier.

ICON GLOSSARY






TASK ICONS

-  Connect the Dots
-  Make the Rounds
-  Persuasion
-  Word on the Street

NEMESIS ICON

-  Nemesis (modifier)

ACTION ICONS

-  Clue
-  Compass
-  Crystal Ball
-  Item
-  Stamina
-  Time

Task icons are used in completing tasks. The nemesis icon is a modifier to another icon; this means to advance the nemesis die in addition to the base icon's effect.





Action icons indicate a change in the game state.

- ▶ **Clue** — cases usually require four clues before you can confront the criminal.
- ▶ **Compass** — gained with the Girl Friday die; this means you may swap the location of any two cards in your storyline.
- ▶ **Crystal Ball** — gained with the Girl Friday die; this means you may view all three investigation cards prior to selecting in your next storyline phase.
- ▶ **Item, Stamina, and Time** — gained or lost as a result of a task.

TIME TRACK ICONS

-  Daytime Hour
-  Nighttime Hour
-  Special

COHESIVE STORY ICONS

-  Blue (stairs)
-  Green (door)
-  Red (window)
-  Yellow (police car)





Time track icons are used to denote if a turn is taking place at night or in the daytime. Some cases have special rules that apply on specific hours; these are marked with a special border.

Investigation icons are used on the backs of the investigation cards to indicate the type card without revealing the specific nature of the tasks, rewards, or penalties involved. This can guide you in deciding which card to investigate.



Cohesive story icons are used to note when a cohesive story bonus is to be applied to the current turn's investigate phase.

Die face icons are used in determining which item a character gains as a reward, as well as which criminal is the real culprit.

INVESTIGATION ICONS

-  Cliffhanger
-  Follow the Lead
-  Informant
-  Nemesis

DIE FACE ICONS

-  Die Face (blank)
-  Die Face (5)

Note: dice face icons are used with each number 1-6.

ONE-PLAYER GAME

Pulp Detective is, at its heart, a solitaire game. Included are two two-player variants, however even if you want to play a two-player game, you will first need to learn the one-player rules.

SETUP

- 1. Who are you?** — choose a character. This can be a detective, a police inspector, or an adventurer. Place this card face-up in front of you. Place the unused characters in a stack nearby.
- 2. What's the case?** — choose a case and place the card above your character with the time track face-up; the time track shows nighttime 🌑 and daytime ☀️ hours.
- 3. How long to solve it?** — choose the difficulty level (i.e., Beginner **B**, Normal **N**, and Advanced **A**). Place a status cube on the time track hour marked with the icon for the chosen difficulty. This cube is the *time marker*.
- 4. Do you have what it takes?** — place the stamina/clues card to the left of your character. Place a status cube on the stamina track space marked with the icon for the chosen difficulty. This cube is the *stamina marker*. Also place a status cube on the 0 space of the clues track; this cube is the *clues marker*.
- 5. How will you find the culprit?** — choose an items card and place it face-up to the right of your character. Place a status cube on the *Dead End* space; this cube is the *item marker*. Place the dice, twist markers, and investigation markers within easy reach.
- 6. So many suspects, so little time!** — decide if you are playing against a standard criminal, a mastermind, a member of The Society of Corpses, or a nemesis. Once you have selected, place the nemesis die on the suspect card(s) with the '1' side face up.

6a. Standard Criminal — if the culprit is a standard criminal, put the criminal card near your case card. The criminal card depicts several suspects, but you do not yet know which of these is the culprit. Return the other suspect cards to the game box.

6b. Mastermind — if the culprit is a mastermind, put the mastermind card near your case card. The mastermind card depicts several suspects that are a bit tougher to deal with than a standard criminal; you do not yet know which of these is the culprit. Return the other suspect cards to the game box.

6c. The Society of Corpses — if the culprit is a member of The Society of Corpses, place the three Society of Corpses cards near the case card. Optionally, you can also place the criminal card there as well. Each member of The Society of Corpses has a special ability keyed to specific characters.

6d. Nemeses — if the culprit is your nemesis, shuffle the nemesis cards and place one, face up, near the case card; unlike with other criminals, the identity of the nemesis is known at the start of the game. Each nemesis is quite tough and, like The Society of Corpses, each has an ability keyed to specific characters.

7. Who else is involved? — shuffle the henchmen, gun molls, and traps and set them face-down near the suspects.

8. Where to start? — shuffle the double cross cards and, based on the chosen difficulty level, deal the following number of cards face-down: **B** 3 cards, **N** 4 cards, **A** 6 cards. Shuffle these cards into the deck of 36 investigate cards to form a face-down investigate deck. The remaining double cross cards are set aside as a face-down discard pile. Reserve a space away from the decks for the investigate discard pile.

9. Who can help? Where to go? — place the sidekick cards face-up nearby. Shuffle the location cards and deal three face-up to form a row of possible locations to use during the game.

NEMESIS

If you have chosen to track down your nemesis (as opposed to a standard criminal, mastermind, or a member of The Society of Corpses), check to see if either of the two icons in the lower portion of the nemesis card appears on your character. If there is a match, the nemesis will modify the standard rules! Keep these changes in mind as you play the game.



OPTIONAL ELEMENTS

The following elements of setup are optional:

Step 5: Investigation markers — including these alters the availability of twist markers. If they are included, remove all but one of each twist marker from the game; the yellow sides can still be used to mark die roll results.

Step 6: Nemesis die — **N** including this makes winning tougher. If excluded, the nemesis cards (Step 8) must also be excluded. You can still use a nemesis as a suspect without this die.

Step 7: Henchmen, Gun Molls, and Traps — including these do not make things easier or tougher; they offer interesting choices.

Step 8: Double Cross — including these makes winning tougher.

Step 8: Nemesis **N** cards — including these makes gathering clues easier, but makes winning tougher. These are required if the blue nemesis die (Step 6) is being used. You can still use a nemesis as a suspect without these cards.

Step 9: Sidekicks — including these makes winning easier.

Step 9: Locations — including these makes winning easier.

ADVANCING TIME

When you advance the time marker one space, move it to the next lower number. As time moves inexorably forward you have less time to crack the case!

GOAL

To solve the case, find all four clues (or however many clues the case calls for). If you do, confront the criminal and successfully complete the task to defeat them and win!

You lose the game immediately if any of these things happen:

- ▶ You confront the criminal and fail at the required task.
- ▶ The time marker advances beyond hour 1 on the time track.
- ▶ Your stamina score is reduced below 1 on the stamina track.

The game has several ways of replenishing your stamina; but time has far fewer options — *she is a harsh mistress*.

GAME PLAY

Each turn comprises three phases:

Phase 1: Storyline

Phase 2: Investigate

Phase 3: Time Marches On

If at any time you have collected the requisite number of clues for the case you are trying to solve, you move immediately to the final phase of the game:

Special: Confront the Criminal





PHASE 1: STORYLINE

Without flipping them face up, lay out the top three cards from the investigate deck in a face-down display. You will keep one, discard one, and return one (in whatever order you like) as follows:

- ▶ **Keep** — flip one card from the display face-up to reveal it as the current Storyline card.
- ▶ **Discard** — place one card from the display face-up on the discard pile.
- ▶ **Return** — insert one card from the display back into a random location in the investigate deck.

Investigation Insight

Choose your storyline card according to what you feel you need:

- ▶  Cliffhanger cards have a better chance of giving stamina.
- ▶  Follow a Lead cards have a better chance of giving items.
- ▶  Informant cards have you a better chance of giving clues.
- ▶  Nemesis cards *a/ways* give clues, but with additional risks.

Note: The icon in the upper-right corner of the card back is a reminder of what that type of card tends to provide.

Double Cross

At any time, if the top card of the investigate deck is a double cross, suspend the game, draw the card, and resolve it. The most common cause for this is when dealing the three cards as a part of the storyline phase: this effect is triggered if any of the drawn cards are double crosses, or if the next card in the deck is a double cross. After resolving the text on the card, shuffle it into the double cross discard pile.

Storylines and Subplots

Over the course of the game, you will build storylines (horizontal rows) from the investigate cards, left to right. The original, top row, is your main storyline. Beneath it can be any number of storylines (each representing a subplot). Each subplot must start with its left edge aligned with the left edge of the main storyline; each storyline may have no more cards in it than the storyline above it.



After choosing which investigation card to keep as the storyline card, place it either to the right of an existing storyline, or below your deepest subplot, aligned with the leftmost card of your main storyline (and the subplots above it). The first card you play will be the start of your main storyline, of course.

A Cohesive Story

The edges of the storyline cards may have a color-coded icon. Each is a small triangles pointed inward. When deciding where to place a card within a storyline, consider whether the top and/or left icon is a match for the bottom and/or right icon of a previously placed card. Each icon which can be matched this way grants you a re-roll in the next phase.



Deck Exhaustion

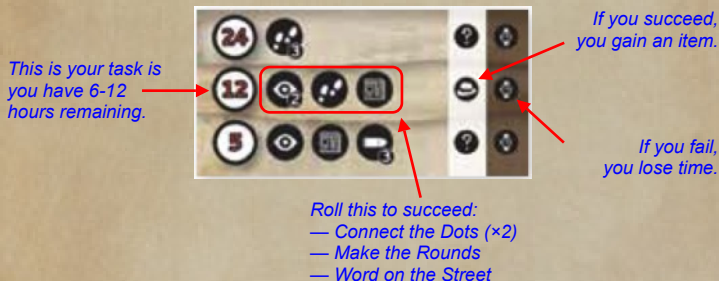
Whenever the investigate deck is exhausted, shuffle the discards to form a new draw deck. If you cannot form a new draw deck, create one by discarding all subplot storyline cards in front of you.

PHASE 2: INVESTIGATE

Your storyline card depicts several task rows, each associated with an hour of the time track. Your current task is the first row (starting from the bottom of the card) whose depicted hour is greater than or equal to the current hour on the time track; if none of the hours depicted is greater than or equal to the current hour, use the top row.

To the right of the hour is a list of icons you must roll in order to complete your current task. If an icon has a small number overlapping it, you must roll that many of that icon.

To the right of those icons are two more: one in a white band and the other in a brown band. The icon in the white band defines the reward you receive if you are successful in completing the task; the icon in the brown band defines the penalty you receive if you are not.



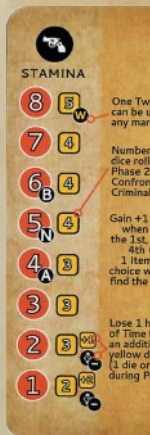
Yellow Dice

The number in a yellow box to the right of your current stamina indicates the number of yellow dice you get to roll. If you have a stamina score of 5, for example, you are allowed to roll up to four yellow dice each time you attempt a task in the investigate phase.

If your stamina score reaches to top of the track (i.e., a score of 8), you are allowed to roll five yellow dice. In addition, you are allowed to use one twist marker as a wildcard (it can be played in place of any task icon; more on twist markers can be found on the next page).

If your stamina is very low (i.e., a score of 1 or 2), you may — once-per-turn — advance the time marker one hour to be allowed to roll an additional one or two dice (i.e., +1 die at a stamina of 2; +2 dice at a stamina of 1). This cost must be paid each turn in order to roll these dice, so choose when to use this option wisely!

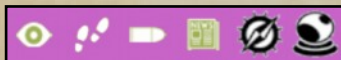
Each die has four icons; two of the icons appear twice (each die is different). The icons that appear twice have an asterisk next to them. Each roll, you decide which die to roll. If you decide to roll the same die multiple times, mark each result with a twist marker, yellow side face-up. These twist markers are not kept; return them to the general supply at the end of the phase.



Supplemental Dice

Supplemental dice are available to you if you have an item or an ability that grants it; otherwise you cannot roll use them.

► Girl Friday die — *purple*



*Special icons (×2)
(compass, crystal ball)*

► Paperboy die — *red*



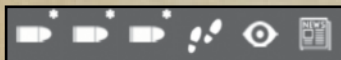
Word on the Street (×3)

► Sidekick die — *green*



*Two sides manipulate time
(lose one hour, gain two hours)*

► Underworld Connection die — *gray*



Persuasion (×3)

If a supplemental die is granted via an item, after you use the die you must either discard one twist marker or lose the die and the item that granted it to you (see below, 'Twist Markers').

The Pieces Fall into Place



If the icon on the left edge of the current storyline card matches the icon on the right edge of the card to its left, or if the icon on the top edge of the current storyline card matches the icon on the bottom edge of the card above it, you get a re-roll during this phase. If both conditions are met, you get two re-rolls. Edges with no icon are not considered to match.

Twist Markers


In addition to dice, you can complete a task with twist markers. Any task icon you have not rolled can be acquired by discarding a twist marker depicting that icon. Discarded twist markers are returned to the supply and can be acquired again later.

Investigation Results — Success

If, between die rolls and twist markers, you match all of the icons required for your current task, gain what is shown in the white column of that row.

- ▶  Clue — move the clue marker up one space, if possible. Gain the additional reward (i.e., +1 stamina or an item) listed next to the clue on the clue track. If you just found your final clue, skip phase three and proceed to the Confront the Criminal portion of the game.
- ▶  Item — the die icon in the upper-right corner of the top card of the discard pile indicates the item found (per the item card). You choose whether to keep the item; you are limited to one item at a time. If you decide to keep the item, move the item marker to that item.

If the top card of the discard pile depicts a blank die, set it aside and view the next card; repeat this until a non-blank die is revealed. If no cards in the discard pile have a die icon with pips, Lady Luck is not on your side: you find nothing. Whether you find an item or not, place any discards viewed on the bottom of the discard pile.

- ▶  Stamina — move the Stamina marker up one space, if possible.






One Step Ahead

If you succeeded at your current task, and you had at least one yellow die that you could have rolled but did not, you may look at the front of one investigate card next turn.

Investigation Results — Failure








If you are unable to match all of the required icons, you lose what is shown in the brown column of that row. However, hard lessons are the best lessons: you may gain a twist marker matching an icon you rolled on a yellow die.

You may have no more than four twist markers at any time. There is no cost to keep one or two. Adding a third means you must advance the time marker one hour; adding a fourth means you must advance the time marker two hours. Kept twist markers go in your personal supply, black side face-up. You may not discard a twist marker to gain a new one.

- ▶  Item — unless you rolled three-of-a-kind on the yellow dice, lose whatever item you currently have; move the item marker to *Dead End*.
- ▶  Stamina — unless you rolled three-of-a-kind on the yellow dice, lose one stamina; move the stamina marker down one space. If your stamina drops to zero, you immediately lose the game.
- ▶  Time — lose one hour; advance the time marker one hour. If the time marker advances past hour 1, you immediately lose the game.
- ▶  Nemesis — this is a modifier found on Nemesis  cards. In addition to the effect of the icon this appears over, advance the blue nemesis die one face. If the die is already on the '6', it reverts to '1.' This die provides a modifier or an effect when confronting the criminal.

Henchmen, Gun Molls, and Traps

If you have failed in your task, rather than suffering the penalty listed, you may choose instead to reveal the top card of the henchmen, gun molls, and traps deck. Once revealed, follow the instructions on the card (but ignore the original consequences of task failure). You may reveal no more than four of these cards over the course of the game.

- ▶ **Henchmen** — have a set of , , and/or  icons. Storyline cards placed after this card is revealed which complete the displayed pattern grant a future bonus. Place a status cube (from those not being used) on the henchman to mark the bonus. Twist markers granted this way are permanent; do not count these when determining if a twist marker costs time.
- ▶ **Gun Molls** — have a set of task icons (i.e., , , , and/or ). Yellow dice rolled on a turn after this card is revealed which match the pattern grant a future bonus. Place a status cube (from those not being used) on the gun moll to mark this bonus. Some of these bonuses are permanent.
- ▶ **Traps** — have a penalty and a penalty track. Place a status cube (from those not being used) on the penalty track. The penalty will persist for as long as the cube remains on the card. At the end of each investigate phase, advance the cube one space on the penalty track. Once the cube moves off the track, you may discard the trap.





PHASE 3: TIME MARCHES ON

After you have completed the investigate phase, advance the time marker one hour (reducing the amount of time you have left to solve the case). If the time marker advances past hour 1, you immediately lose the game. Otherwise, begin your next turn and start at Phase 1: Storyline.

DON'T FORGET TO USE YOUR RESOURCES!

Investigation Markers

There are four investigation markers; each has an icon which matches one of the task icons. At any time you may swap a twist marker from your personal supply for the investigation marker with the same icon. Each marker must be returned to the general supply to gain its effect.

- ▶  **A Lead** — use the special action of any unselected character still in the stack, then remove that character's card from the game.
- ▶  **Chekhov's Gun** — lose 1 stamina or advance the time marker one hour to make all of your twist markers wild for this task (i.e., they match anything).
- ▶  **Deus ex Machina** — flip up to three dice which you have already rolled for this task to their opposing faces.
- ▶  **Interrogate** — if your current task would reward you with a clue, this task requires one fewer task icon (your choice).



Locations

There are six locations, of which three are used in any given game. Each location alters the rules of the game in some way.

Sidekicks

There are four sidekicks; each can only be used once (remove it from play after it has been activated); however, multiple sidekicks may be used in the same turn or

even the same phase. Each sidekick has two abilities; the effect of a sidekick depends on whether it is currently daytime or nighttime.

Special Action

Each character has a special action. As long as you follow the action's instructions, it can be used anytime.



RULES TO REMEMBER

Stamina determines your current health and how many yellow dice you will roll during the Phase 2: Investigate (as shown by the 🎲 icon). If your Stamina drops below 1, you have lost the game. Stamina can never go above 8.

Clues determine your success as a detective. Once you find the final clue, you can confront the criminal and end the game.

Items are indicated by placing a status cube on the die icon on the item card. Items that do not grant access to supplementary dice are one-time use; supplementary die items can be kept after use by spending a twist marker. Items may be used at any time. When you have used or lost an item, place the status cube back on 'Dead End.' When gaining a new item, you may choose to keep the new item or your current item.

Anytime you utilize the special action of an unselected character (e.g., via an investigation marker, a sidekick, etc.), that character's card is removed from the game. This means both that character and the character on the opposing side are no longer available.

CONFRONT THE CRIMINAL

After you have found all the clues needed for your case, it is time to confront the criminal. Do not advance the time marker (you skip Phase 3: Time Marches On). Determine which die icon appears most frequently within your storylines (if two icons are tied, you may choose which of those tied icons to use).

The next step depends upon who you decided to track down at the start of the game:

- ▶ **Standard Criminals** — flip and/or turn the criminal card so that the suspect with the matching die icon is face-up and upright. This is the true criminal!
- ▶ **Mastermind** — flip and/or turn the mastermind card so that the suspect with the matching die icon is face-up and upright. This is the true criminal!
- ▶ **The Society of Corpses (*with the standard criminal*)** — flip and/or turn the criminal card so that the suspect with the matching icon is face-up and upright. If this results in *The Spyder*, determine which die icon appears second most frequently (if two icons are tied, the player may choose which of those tied icons to use). Search through the Society of Corpses cards to find the suspect with the matching icon. This is the true criminal!
- ▶ **The Society of Corpses (*without the standard criminal*)** — if the die icon which appears most frequently is the blank die, determine which die icon appears second most frequently (if two icons are tied, the player may choose which of those tied icons to use). Search through the Society of Corpses cards to find the suspect with the matching icon. This is the true criminal!
- ▶ **Nemesis** — you do not need to consult the storyline area, you already know the identity of the true criminal!

The members of the Society of Corpses each have a task icon marked with an **X**. This icon is required as part of the task, but twist markers cannot be used to satisfy the requirement. As soon as you confront the criminal, discard all twist markers that match this icon immediately (i.e., before attempting to complete the task). This includes any matching permanent twist markers!

The members of the Society of Corpses and each nemesis have two icons in their lower section; check to see if either of the two icons appears on your character. If there is a match, follow the instructions shown. This can modify how the task is resolved.

The blue nemesis die will either show a task icon or a stamina icon. If it shows a task icon, this icon is added to those needed to successfully complete the task; if it shows a stamina icon, you will lose one or two points of stamina as soon as you confront the criminal (as indicated on the die). If your stamina is reduced below 1, you immediately lose the game.

Just like a storyline, the criminal has a set of icons depicting your current task. The task of confronting the criminal works just like the task of investigating: you may use twist markers, items, your character's special action, and any other resource you have access which is not barred from use at this stage of the game.

If you have time remaining, you may advance the time marker two hours to re-roll one yellow die; you may do this as often as you like, but you cannot advance the time marker beyond hour 1.


Succeed, and you crack the case and win the game; fail, and the criminal outwits you and you lose!

THE CASES


THE CASE OF 13 TIMES A CRIME

On the 13th hour of this case you must advance blue nemesis die. You will need four clues to solve this case.

THE CASE OF ONE TOO MANY COOKS

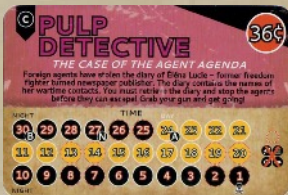
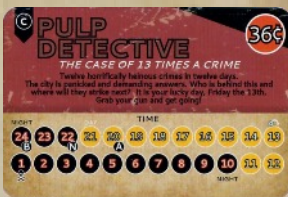
After gaining your first clue during any hour marked with  immediately gain a second clue. You will need four clues to solve this case.

THE CASE OF THE AGENT AGENDA


Twist markers may not be played on hours marked with . You will need four clues to solve this case.

THE CASE OF THE BULLIED BANKER

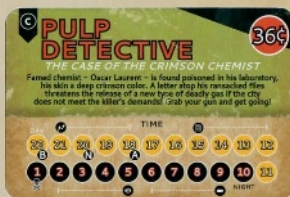
You may not use the red paperboy die during the game. If you gain it as an item, you may choose any other item instead. You will need four clues to solve this case.



THE CASE OF THE CRIMSON CHEMIST

The time track for this case shows lines above the hours representing periods when you have an additional task icon. For example: you have an extra  icon during hours 15 to 12.

Each round you may use this extra icon in addition to your normal dice rolls. You will need four clues to solve this case.




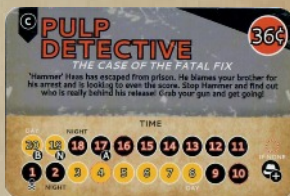
THE CASE OF THE DEATH'S DOOR DAMSEL

You will need four clues to solve this case. *It is suggested that this be the case you use for the first few times you play the game.*



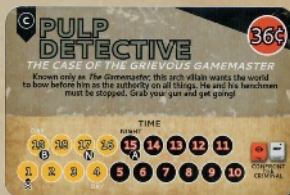
THE CASE OF THE FATAL FIX

You may automatically gain an item on hours marked with  if you do not already have one. You will need four clues to solve this case.



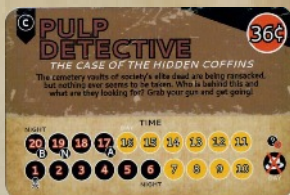
THE CASE OF THE GRIEVOUS GAMEMASTER

During the confront the criminal phase, you may use the red paperboy and gray underworld contact dice in addition to any other dice you have access to. You will need four clues to solve this case.



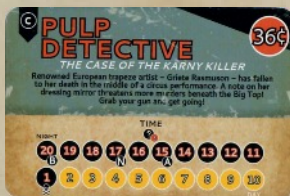
THE CASE OF THE HIDDEN COFFINS

During all daytime hours, you may not use items; this restriction also applies to citizens and gadgets. You will need three clues to solve this case.



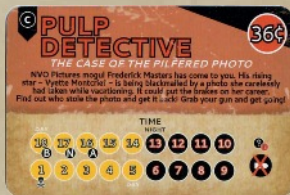
THE CASE OF THE KARNY KILLER

You will need three clues to solve this case.



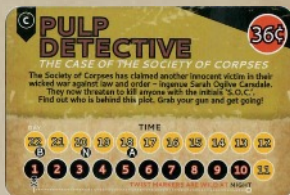
THE CASE OF THE PILFERED PHOTO

You may not use any persuasion or twist markers during the game. You will need three clues to solve this case.



THE CASE OF THE SOCIETY OF CORPSES

All twist markers are wild during the investigate phase of nighttime-hour turns. You will need four clues to solve this case.



RIVALS RACE AGAINST TIME

The Competitive Two-Player Variant

In this variant, one player is a private detective (i.e., a character with a red band on the bottom) and the other is a police inspector (i.e., a character with a blue band on the bottom). Each player is attempting to solve the case, racing not only against time but each other. Other than the exceptions noted below, everything is the same as in the normal solitaire game.

If a player runs out of time or stamina, they drop out of the game and the other continues collecting clues to confront the criminal. The first to successfully confront the criminal wins the game. If neither player succeeds, the criminal gets away with their nefarious deed!

CHANGES IN SETUP

0. Choose who will be the private detective (red) and who will be the police inspector (blue). The private detective takes the Chekhov's Gun investigation marker and goes first.

1. Who are you? — each player chooses a character; arrange all unselected characters so that their special actions are visible.

2. What's the case? — the police inspector chooses a case card and places it between the players with the time track is visible.

3. How long to solve it? — the private detective chooses the difficulty level for both players and places a red and blue status cube on the time track hour marked with the icon for the chosen difficulty. These are the *time markers*.

4. Do you have what it takes? — both players place their respective stamina/clues cards to the left of their characters and place a status cube of their color on the stamina track space marked with the icon for the chosen difficulty. These are the

stamina markers. They also place a status cube of their color on the 0 space of the clues track; these are their *clues markers*.

5. How will you find the culprit? — normally, when investigation markers are used, all but one of each twist marker is removed from the game. With two players, you will need to keep two of each twist marker instead.

6. So many suspects, so little time! — the police inspector decides who the players are tracking.

6a. Standard Criminal — follow the standard rules.

6b. Mastermind — follow the standard rules.

6c. The Society of Corpses — if this is selected, the private detective decides if the standard criminal card is also used.

6d. Nemeses — follow the standard rules. Note that since the icons on the nemesis may match one character and not the other, each player may have slightly different rules under which they are playing.

7. Who else is involved? — follow the standard rules. Note that each player is allowed to reveal up to four of these cards.

8. Where to start? — follow the standard rules.

9. Who can help? Where to go? — shuffle the sidekick cards and deal two to each player. Shuffle the location cards and deal three to each player.

GAME PLAY

If you were the last player to take the Chekhov's Gun marker, you are the active player (even if you spent it).

Phase 1: Storyline

- ▶ **The active player:** without flipping them face up, lay out the top three cards from the investigate deck in a face-down display. You will keep one, give one to your opponent, and discard one (in whatever order you like) as follows:
 - » Keep — flip one card from the display face-up to reveal it as the current storyline card.
 - » Give — give one card face down to your opponent.
 - » Discard — place one card from the display face-up on the discard pile.

- ▶ **The other player:** without flipping them face up, add the top two cards from the investigate deck to the one given to you from the active player. You will keep one, discard one, and return one (in whatever order you like) as follows:
 - » Keep — flip one card from the display face up to reveal it as the current storyline card.
 - » Discard — place one card from the display face up on the discard pile.
 - » Return — insert one card from the display back into a random location in the investigate deck.

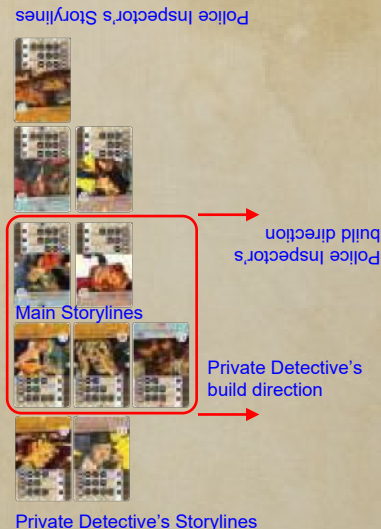
Phase 2: Investigate

- ▶ **The active player:** contend with the current task on your storyline card.

- ▶ **The other player:** contend with the current task on your storyline card.

Phase 3: Time Marches On

The active player advances each player's time marker one space.



Storylines and Subplots

The private detective builds storylines in the usual way, from left to right; however, the police inspector builds them from right to left, and the top of the private detective's main storyline is adjacent to the top of the police inspector's main storyline.

Note: *whenever the investigate deck is exhausted, shuffle the discard pile to form a new draw deck. If this is not possible, discard all storyline cards in both players' subplots to form a new deck.*

The Pieces Fall into Place

In addition to the normal rules for gaining re-rolls, players gain a re-roll when adding cards to their main storyline if the icon on the top edge of the card matches the icon on the top edge of the opponent's (upside-down) card.

Investigation Markers

During your turn, players may claim any number of investigation markers by swapping the corresponding twist markers for them — that is, if the investigation marker is in the supply, a player may put their corresponding twist marker in the supply to take it; if the opponent has the marker, the player gives the corresponding twist marker to them to take it. Using an investigation marker requires returning it to the supply.

Note: *when a player takes the Chekhov's Gun marker, they become the active player, and remain the active player until such time as their opponent takes that marker.*

Confront the Criminal

Whoever confronts the criminal first has the opportunity to win the game. Succeed, and you crack the case first and win the game! Fail, and the criminal outwits you, and you lose the game... but, if your opponent has not already confronted the criminal (and lost), your opponent continues to play!

TWO SOLVE THE CASE

The Cooperative Two-Player Variant

As with **Rivals Race Against Time**, one player is the private detective and the other is the police inspector. However, in this variant the players work together as a team to crack the case. If one player's Stamina runs out, that player must withdraw from the case, and the other must try to finish the case alone, because both players win or lose as a team.

Note: *with the exception the rules below, everything about this variant is identical to **Rivals Race Against Time**.*

CHANGES IN SETUP

Use the same setup as **Rivals Race Against Time**, except:

3. How long to solve it? — the private detective chooses the difficulty level for both players and places a status cube (color does not matter) on the time track hour marked with the icon for the chosen difficulty. This is the *time marker* for both players.

GAME PLAY

Phase 1: Storyline

Flip the top four cards of the investigate deck face up. Each player will keep one. Then the players decide which one of the remaining cards to discard, and which one to return (in any order) as follows:

- ▶ **Keep** — each player must keep one card as their current storyline card.
- ▶ **Discard** — place one card from the display face up on the discard pile.
- ▶ **Return** — insert one card from the display back into a random location in the investigate deck.




Phase 2: Investigate

Choose which of you will go first in this phase: If one player's task risks losing time upon failure, you probably want that player to go *second*.




Note: *taking the Chekhov's Gun investigation marker has no effect on who goes when: it is up to the players to decide each time.*

Investigation Results - Rewards and Penalties

► Success Icons

- »  Clue — both players move their clue markers up one space, if possible. If you have both found the final clue, skip to confront the criminal.
- »  Item — only you may gain an item.
- »  Stamina — only you gain a point of stamina.

► Failure Icons

- »  Item — only you must lose an item (unless you rolled three-of-a-kind on the yellow dice).
- »  Stamina — only you must lose a point of stamina (unless you rolled three-of-a-kind on the yellow dice). If your stamina drops below 1, you immediately withdraw from the case, hoping your teammate can solve it and win the game for both of you.
- »  Time — advance the time marker one hour. If time passes the hour 1 space, you both lose the game.

Phase 3: Time Marches On

Advance the shared time marker two hours.

Confront the Criminal

You each get a chance to confront the criminal; first one player, then the other. Choose which of you will confront the criminal first. You may gift twist markers as needed during these confrontations. If either of you succeeds, you crack the case and you both win! If both of you fail, the criminal has thwarted your efforts and you both lose.

