

PULP DETECTIVE

BY TODD SANDERS

2



HENCHMEN, GUN MOLLS,
AND TRAPS

COMPONENTS

32 Pulp Detective expansion cards



2 New Cases

1 New Detective card
1 New Police Inspector card



3 New Criminal cards

18 Henchmen, Gun Molls
and Traps cards



6 Location cards

1 New Items card (Citizens)



8 wooden Status cubes (4 red, 4 blue)

Note: These replace the yellow and black cubes in the Base Game box



1 **PURPLE**
Girl Friday die

The expansion cards add extra elements and possibilities for Pulp Detective players. Cards may be used with any Case and they may be combined in the same game.

Rules as listed on these cards may supersede those in the Pulp Detective game rule book.

NEW CASES



The Case of the Society of Corpses:
For this Case, during all nighttime hours, all Twist markers are wild during any Phase 2.



The Case of the Grievous Gamemaster:
During the Confront the Criminal Phase you may use the Paperboy and Underworld Contact dice if you do not own them as Items.

NEW DETECTIVES AND POLICE INSPECTORS



Additional Detective and Police Inspector cards give players a choice of two new detectives and two new police inspectors.

NEW CRIMINALS



The six new Criminals are the **Society of Corpses**. They may be used to replace the criminal *The Spyder* from the base game. During the Confront the Criminal Phase, if the storyline and subplots show the die icon most frequently, find the second most frequent die icon and match this with the second die icon on the Society of Corpses cards (if two icons are tied, the player may choose which Criminal, of the tied icons, they want to confront). This die icon indicates which suspect is the true Criminal.



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 and your Special Action. However the one icon marked with an **X** prevents that player from using a Twist Marker of that type. These Twist Markers should be discarded before the dice are rolled. This affects any permanent Twist Markers.

Each Criminal also displays two icons that can be found on your Detective or Police Inspector. If icons match yours, you may gain a critical advantage action.

You may also use the 6 Society of Corpses criminals instead of the 4 criminals from the base game. Use the second die icon if the storyline and subplots show through most frequently, otherwise use the above method for a icon.

LOCATIONS



During Setup, shuffle all 6 Location cards and deal 3 of them face up to form a row at the top of the play area. The remaining cards are not used in the game. Each card offers a change to the Base Game rules.

HENCHMEN, GUN MOLLS, AND TRAPS



Shuffle the deck of 18 expansion cards and place them face down off to one side of the playing area. During the game, you may choose to turn over the top card of the deck during Phase 2 if your Investigation results in a Failure.

You may reveal a maximum of 4 cards this way.



Henchmen

Each card shows a set of **C** **F** or **I** icons. Cards placed in your Storyline or Subplot rows, after this card is revealed, which match the pattern displayed on the card, will give you **one** future bonus for the game. If it is a Twist Marker, this Twist is **permanent**. Place a yellow cube (from the Base Game) on the card to mark this bonus when received. Twist Markers on Henchmen cards are not subject to any 1 or 2 hour time penalty as listed in the base game rules.



Gun Molls

Each card shows a set of dice icons. Yellow dice rolled on a turn after this card is revealed, which match the set of icons as displayed on the card, will give you **one** future bonus for the game. Some bonuses are **permanent**. Place a yellow cube (from the Base Game) on the card to mark this bonus when gained.



Traps

Each card has a penalty track and a penalty shown on it. Place a black cube (from the Base Game) on the penalty track on the largest number, and, on subsequent rounds of the game, you must adhere to the listed penalty. Move the cube to the next lowest number at the end of each next Phase 2. Once the penalty is over you may discard this card.

ITEMS - CITIZENS

During setup a player may use this new Items card (Citizens) instead of those included in the base game or other expansions. One of the citizens lets you roll the purple Girl Friday die. Citizens are one-time use and may be used at any time. When you use or lose one of these Citizens, place the Status cube back on "Dead End" at the top of the card. When gaining a new Citizen, you may choose to keep the new item or your current item.



The Crystal Ball, when rolled, will let you place the next 3 Storyline cards face up during Phase 1.



The Compass, when rolled, will let you swap any two cards in any of your Storyline or Subplot rows.

ACKNOWLEDGEMENTS

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Game Design: Todd Sanders
Development: Alban Viard
Graphic Design: Todd Sanders



AVStudioGames
9C Rue Aloix Carton
21200 Chéroy-Les-Béaune
France
avstudiogames.com



LudiCreations