

# PULP DETECTIVE

BY TODD SANDERS

3



ADVENTURERS, GADGETS,  
AND NEMESSES

## COMPONENTS

21 Pulp Detective expansion cards



3 New Cases

2 New Adventurer cards



6 New Criminal Nemesis cards

9 New Investigate cards



1 New Items card (Gadgets)



1 **BLUE**  
Nemesis 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 Hidden Coffins:

For this Case, during all daytime hours, you may not use any gained Items. You will need **3** clues to solve this case.




### The Case of 13 Times a Crime:

On the 13th hour of this case you must rotate the Nemesis die to the next largest numbered side.



### The Case of the One Too Many Cooks:

During hours marked with a , any clue gained will count as two clues.

## NEW ADVENTURERS



Adventurers give players four new characters who can be chosen as Detectives or Police Inspectors.

## NEW CRIMINALS - NEMESIS





The six new Criminals are your Nemeses, recurring villains whom you encounter again and again while working the mean streets of the City.

After you select a Detective or Police Inspector during Setup, shuffle the deck of Nemesis cards and draw the top card. The Nemesis is known at the start of the game rather than discovered during the Confront the Criminal Phase.

As with other Criminals in the game, each 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.

Each Criminal also displays two icons that can be found on your Detective or Police Inspector. If icons match yours, follow the text on the card which may affect game play.


After determining the Nemesis, place the **BLUE** Nemesis die near the chosen Criminal with the side numbered 1 with the Persuasion icon  facing upwards.

During the game if you fail an Investigation and the task row shows a  icon, rotate the Nemesis die to the face with next highest number. If the die is on 6, rotate back to 1.

The displayed die face will either add an extra icon to be rolled for or reduce your Stamina by 1 or 2 when you **Confront the Criminal**.

## NEW INVESTIGATE CARDS



Shuffle the 9 expansion Investigate cards in with the base game's original Investigate deck. These new Investigate cards will always reward you with a Clue or cost you Time if your investigation is a failure. During the game if you fail an Investigation and the task row shows a  icon, rotate the Nemesis die to the face with next highest number. If the die is on 6, rotate back to 1.


## ITEMS - GADGETS




During setup a player may use this new Items card (Gadgets) instead of those included in the base game or other expansions.

## NEMESIS DIE



During setup, place the **BLUE** Nemesis die near the chosen Criminal (if using the Nemesis Criminal, otherwise place the die next to the Criminal deck) with the side numbered 1 with the Persuasion icon  facing upwards.

During the game if you fail an Investigation and the task row shows a  icon, rotate the Nemesis die to the face with next highest number. If the die is on 6, rotate back to 1.

The displayed die face will either add an extra icon to be rolled for or reduce your Stamina by 1 or 2 when you **Confront the Criminal**.

**Note:** You must use the 9 Investigate expansion cards when using the Nemesis die.

### ACKNOWLEDGEMENTS

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



ALBAN VIARD  
STUDIO  
GAMES  
AVStudioGames  
9C Rue Aloxe Corton  
21200 Chorey-Les-Beaune  
France  
[avstudiogames.com](http://avstudiogames.com)



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