

# Pulp Romance

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ALBAN  
VIARD  
STUDIO  
GAMES  
PLUS

*The one that got away. The one you dream about in the quiet hours of the night. You lost touch years ago and maybe it is finally time to see if love can bloom. Their family though has not heard from them for years, not since life took them to Europe, before the War. It's time to journey across the ocean to find them, to visit the glittering cities, rely on friends, fight rivals, place personal ads in newspapers and hire detectives. Whatever it takes, you will gladly pay. It is time to find your very own Pulp Romance.*

## Game Components

### Player Cards, Cubes, and Dice

4 double-sided Character cards, 4 double-sided Lost Love cards,  
1 Tracking card, 2 yellow and 2 purple wooden cubes,  
4 dice (red, yellow, purple, green)



### Journey Cards

9 City cards, 9 Friend cards, 9 Rival cards, 9 Detective cards,  
9 Newspaper cards, 9 Banker cards



All Base Game cards are marked with a 'B' in the upper right corner.

## Setup

Separate out the 9 Rival cards and shuffle the 45 remaining cards. Deal out three decks of face down cards: deck A with 10 cards, deck B with 15 cards and deck C with 20 cards respectively. Place 1 Rival card in deck A, 3 Rival cards in deck B and 5 Rival cards in deck C. Shuffle each individual deck.

Draw four cards from deck A to form Your Journey Row.

Choose three of these cards to place below in the Search Tableau as starting cards. The cards may be placed in any of the four spaces in either of the two rows forming the Search Tableau. If a Rival card is drawn, this card is set aside and will be randomly shuffled back into the draw deck after you choose the three starting cards (dealing out a replacement card to Your Journey Row). These starting cards will not have their actions activated during the Game Setup. (For more on all card actions - See *Card and Dice Actions* on pages 5-8).

Form 1 draw deck with deck A on top, deck B below that, and deck C on the bottom.

Then, slide the fourth card next to the draw deck and deal three new cards from the draw deck to Your Journey Row.

Next, choose a Character card, and the matching die, and place them near the Search Tableau. Roll the die and place it on the space indicated on the Character card. You may use either side of the chosen Character card as per your preference.

Next, choose a Lost Love card and place it next to your Character card. Again you may choose either side of the Lost Love cards as per your preference.

The other dice, Character cards, and Lost Love cards go back in the box.

Lastly, place the Tracking card near the other cards and place one yellow cube on the 0 space and one yellow cube on the 10 space (*representing an initial total of 10 British Pounds (BP)*). You will use these two cubes to track currency. The two purple cubes, placed near this card are used likewise to track Victory Points (VP) in the game. Place one of these on the 0 space.

See Game Diagram next page for a typical game layout.



## Game Diagram

Showing a typical layout

Costs to purchase cards during Phase 1A

0BP  
+ Cost  
Modifier

1BP  
+ Cost  
Modifier

2BP  
+ Cost  
Modifier

3BP  
+ Cost  
Modifier



Defeated  
Rivals Pile



Draw Pile



Coterie of  
Rivals Pile

— Your Journey Row —



Character card with die  
Lost Love card  
Tracking card and cubes



The Search Tableau



Discard  
Pile

# Card and Dice Actions

## Player Cards and Dice Actions



**Character Card** - Each Character card is double-sided and you may choose either side to display as per your preference. Each card has a matching die to pair with it.



**World Traveler** - Roll this die during setup and place the die on the Character card. The icon shown on the die face offers a +1 bonus to either BP or VP to the matching Journey card when activating its action after purchase. The die face is never changed. **Detectives** gain a total of +1VP maximum, no matter the number of Detectives when defeating a Rival. **Friends** gain 1BP when activating their action.



**Gossip and Rumor** - Roll this die during setup. The die face icon shown offers a +1 or +2 bonus to the strength of your Detectives when challenging a Rival. The die face is never changed.



**Family Acquaintance** - Roll this die during setup. The die face icon shown offers -1BP (to a minimum 0 cost) when purchasing a card from the Journey Row, when the Relationship icon matches the card. The die face is never changed.

*(Choosing this die makes the game slightly easier for new players.)*



**Letters of Introduction** - Roll this die during setup. The die face icon shows the number of times, after buying a card, you may take a card's action a second time (this action is only used once per card). The die face is rotated down each time this action is used and the die is removed from the game after rotating it to 0.



**The Lost Love** - Each Lost Love card is double-sided and you may choose either side to display as per your preference. Each card grants a bonus number of VP at game end, if the condition on the card is met:

≥4



Have at least 4 Friends displayed in your Search Tableau at game end. Gain 10VP.

18 

Have at least 18BP at game end. Gain 6VP.

≥5 

Have successfully challenged at least 5 Rivals at game end.  
Gain 12VP.

*(Choosing this card makes the game slightly easier for new players.)*

1/     

Have 1 of each Journey card type displayed  
in your Search Tableau at game end.  
Gain 8VP.

## Journey Cards

**Card Relationship Icons** - Each Journey card (except Rivals) displays one of three icons:



This person/place is known to you personally.



This person/place is known to you through correspondence.

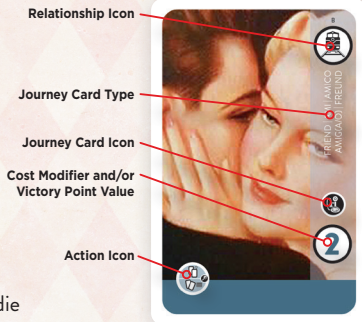


This person/place is introduced to you during your journey.

These icons are used in conjunction with certain card actions.

Card actions are activated **after** the card is purchased from the Journey Row and placed in the Search Tableau. Activation **only occurs once** unless modified by the Letters of Introduction die or the Friend card action.

## Card Anatomy



## Card Actions:



**Cities** - When activated, you gain 1VP for each card matching the City's Relationship icon in The Search Tableau.



**Friends** - Friends are placed in The Search Tableau after purchase and are activated in one of two ways (A or B) on any *subsequent* Phase 1A game turn. This is only possible provided that the strength of total number of Detectives in the Search Tableau is lower than the number of Rival cards still to be drawn.

**A.** The Friend is discarded and replaced in its position with a card of equal VP value from the Journey Row. The newly placed card's power is now activated. Lastly, any cards to the left of the gap in Your Journey Row slide to the right and a new card is drawn.

**B.** The Friend is discarded to allow you to examine a number of cards from the top of the draw pile equal to the VP value of the Friend. You can organize the drawn cards as you wish and then place all of them face down either on top or on the bottom the draw pile. Any card previously under the Friend is now in play, though not activated again.

After choosing A or B, you may still purchase a card during this phase as normal.



Rival's  
Strength

Detective's  
Strength

**Rivals** - When these cards are drawn they will remain in Your Journey Row until challenged and defeated by the your Detectives. At the end of Phase 3, if there are any number of Rivals in Your Journey Row, the rightmost non-Rival card is removed from the Your Journey Row and placed in the Coterie of Rivals, any cards to the left of the gap slide to the right and a new card is drawn and placed in Your Journey Row.

At the end of the game the VP from all cards in the Coterie of Rivals pile are subtracted from your total VP score. The number icon in the lower left shows that Rival's strength when challenged by a Detective.



**Detectives** - The number icon in the lower left on a Detective's card is the Detective's strength in challenging a Rival in Your Journey Row. If you have 3 or more Detectives in The Search Tableau representing each of the three Relationship icons, you add +2 to the total strength to the Detectives. To defeat one Rival, the total of all Detectives'

strengths must be equal to or greater than the Rival's strength. You may additionally pay BP to add  $1BP=1$  Strength point to this total (*if your Strength is 0, you may pay in only BP*). The defeated Rival is placed to the left of the draw deck, any cards to the left of the gap slide to the right and a new card is drawn and placed in Your Journey Row. You gain VP as listed on the Rival card.



**Newspapers** - When activated, if you choose to, discard any other card in the Search Tableau matching the Newspaper's Relationship icon, and either gain the VP value as shown on the discarded card, or gain BP equal to the VP value. If this second option is chosen the card is placed in the Coterie of Rivals to the far right of the Your Journey Row. Newspapers are also worth additional BP during Phase 1B.



**Bankers** - When activated, you gain BP equal to the total of the listed VP values for each Newspaper in the Search Tableau. If the Banker's Relationship icon matches a Newspaper Relationship icon you gain +1BP extra from that Newspaper.

## Play

A game turn consists of three phases:

### Phase 1A:

You may purchase 1 card from Your Journey Row and place in your Search Tableau, and then continue to Phase 2 **OR** you may skip this phase and go to Phase 1B.

If you purchase a card, any cards to the left of the gap slide to the right and a new card is drawn and placed in Your Journey Row in the leftmost space available so there are again 4 cards displayed.

Cards will be purchased during the game from this row in an auction format, the card closest to the draw deck costs  $0BP +$  the card's listed Cost Modifier, the next card  $1BP +$  Cost Modifier,  $2BP +$  Cost Modifier, and the rightmost card  $3BP +$  Cost Modifier.

You may place the card in any of the 8 spaces of your Search Tableau (2 rows, each with 4 cards). As the game progresses you may cover older cards with newer cards.



After you have placed the card in your Search Tableau, the card's action is activated. Card actions only act upon to the topmost card in each of the spaces of the Search Tableau.

### Phase 1B:

If you do not wish to purchase any cards, the rightmost, non-Rival card is discarded and all remaining cards slide to the right and a new card is drawn and placed in Your Journey Row. You then receive 1BP and an additional 1BP for each Newspaper in The Search Tableau.



1. A card has been purchased or discarded.



2. Slide cards to the right to fill in the gap.

3. Draw a new card to Your Journey Row.

### Phase 2:

You may now use the combined strength of their Detectives to challenge one Rival. If you have 3 or more Detectives in your Search Tableau representing each of the three Relationship icons, you add +2 to the total strength to the Detectives. To defeat one Rival during this phase, the total of all Detectives' strengths must be equal to or greater than the Rival's strength (as shown by the black number). You may additionally pay BP to add 1BP=1 Strength to this total. The defeated Rival is placed to the left of the draw deck, any cards to the left of the gap slide to the right and a new card is drawn and placed in Your Journey Row. You gain VP as listed on the Rival card.

### Phase 3:

If Rivals remain in Your Journey Row, the rightmost non-Rival card is removed and placed in the Coterie of Rivals. All remaining cards slide to the right and a new card is drawn and placed in Your Journey Row.

Keep track of BP and VP on your Tracking card with the provided tracking cubes. You can **never** spend more BP during a phase than you have in your possession.

## When Cards Activate

**Cities** and **Bankers**: Phase 1A of the current round (required)

**Newspapers**: Phase 1A of the current round (optional)

**Friends**: Phase 1A of a subsequent round (optional)

**Detectives**: Phase 2 of the current and/or subsequent rounds (optional)

## Game End

The game will end **after** Phase 3 if either:

4 Rivals are in Your Journey Row **OR** all 9 Rivals have been drawn.

Add up the total VP gained during the game and additionally gain 1VP for every 3BP you have left. Each card in the Coterie of Rivals subtracts its listed VP from your VP score.

### Did You Find True Love?

1-15 VP - It was not meant to be, alas!

16-25 VP - You will stay in touch.

26-40 VP - You will remain good friends.

41-55 VP - The spark is there.

56-70 VP - We can build a life together, perhaps.

71+ VP - True love forever!

## Advanced Game

You use only 6 spaces in The Search Tableau: 2 rows, each with 3 cards.

## Alternate Rivals Game

If you want to play a riskier game, with more technical rules in order to manage the incoming Rival cards, you may do the following:

Shuffle all the 54 Journey cards and place them face down as a draw pile.

Setup as normal for the base game rules. If a Rival card is drawn before completing the Search Tableau, set aside this card after the completion of the starting Search Tableau, slip it into the deck and shuffle the deck.

At setup (after completing the Search Tableau), or during the game\*, as soon as a Rival card appears in the Journey Row:

- Draw as many cards from the top of the main draw pile (face down) as the VP value of this Rival card, and place these cards just below the draw pile to form an additional draw deck.
- Each time you must draw a card, you must do so from the additional draw deck if it is present. If the additional draw deck is empty, you must draw as usual from the main draw deck.
- When you draw a card from the additional draw deck, and this card is a Rival:
  - Place this card back face down on the top of the additional draw deck.
  - Take all the cards from the additional draw deck (face down) and place them under the main draw deck.
  - Finally, draw the top card from the main draw deck.

If a Rival card in Your Journey Row is defeated, and there are cards left in the additional deck, all cards from the additional deck are returned to the main deck, placed face down on the top of the deck.

\* The creation of an additional draw deck when a Rival is drawn can be done as long as the sum of the strengths of the Detectives visible in the Search Tableau is less than the number of Rivals still to come into play. If this number is equal or greater, you do not make an additional draw deck.

**Note:** When the additional draw deck is present, a Friend card's B action only applies to the additional draw deck, regardless of the number of cards in it (e.g. if there are only 2 cards in the additional draw deck, and you wish to apply the B action of a 3VP Friend card, you will only be able to consult 2 cards maximum; the additional draw deck is therefore an independent draw deck and completely separate from the main draw deck).



## ACKNOWLEDGMENTS

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