PULP DETECTIVE 1

BY TODD SANDERS

SIDEKICKS, DOUBLE CROSS, AND MASTERMINDS

COMPONENTS

21 Pulp Detective expansion cards

4 New Cases

8 Double Cross cards

2 New Detective cards

4 Sidekick cards

1 Mastemind card

2 Items cards

1 GREEN
Sidekick 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 Crimson Chemist:

The Time Track for this Case shows lines above the hours representing periods when a player has an additional Storyline icon.

Example: You have an extra "Word on the Street" icon during any Phase 2 from hours 15 to 12.

During each round's Phase 2 a player may use this extra icon in addition to their normal dice rolls.

The Case of the Karny Killer:

Only three clues are required to confront the Criminal in this Case.

The Case of the Agent Agenda:

Twist markers may not be played on hours marked with .

The Case of the Fatal Fix:

You may automatically gain an Item on hours marked with if you have none currently.

DOUBLE CROSS

Shuffle the deck of 8 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 Investigate cards during setup. The remaining Double Cross cards are set aside as a face down discard pile.

During the phases of play, any time one of the Double Cross cards appears face down in the deck, suspend the current phase, draw the card, and follow the event action listed.

Then, add the card to the Double Cross discard pile, and shuffle.

NEW DETECTIVES

Two additional Detective cards give players a choice of four new detectives.

SIDEKICKS

Sidekick Cards: Players will be able to use each of their Sidekicks once during the game and may use several Sidekicks within the same Phase of play.

Sidekicks have different abilities whether it is daytime ● or nighttime ●. Once a player has used one of their special abilities, remove the Sidekick card from the game.

Sidekicks Die: The green Sidekicks die is rolled in Phase 2. Investigate as directed by the Sidekick's abilities, or by an Item. In addition to providing extra Storyline icons, the die can give a player additional time to solve the Case!

MASTERMINDS

Instead of using the Criminals from the regular game, players can use one of four new Masterminds during Phase 3. Confront the Criminal. During setup choose whether to play with the regular Criminals or the Masterminds.

ITEMS

During setup a player may use this Items card instead of those included in the regular game. One of the new items lets you roll the green Sidekicks die.

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