

PULP DETECTIVE

BY TODD SANDERS



A FIENDISH FOLIO
OF CASES

CAMPAIGN MODE

A Fiendish Folio of Cases is a variant designed for a “campaign mode” style of play – you will be playing all twelve cases in the order shown on the following pages, with a single Detective or Adventurer as a solo player or as two players – one Detective or Adventurer and one Police Investigator – either using the **Rivals Race Against Time** or the **Two Solve the Case** rules. Choose one of the Item cards from the Base Game or any of the Expansions during setup, as well as which set of Criminals or Masterminds to use (*you will not use the new Nemesis villains for this campaign*). You will begin with the Base Game Investigate card deck. When to use the various expansions (Sidekicks, Double Cross, Locations, Henchmen, Gun Molls, and Traps, Society of Corpses villains, Nemesis Investigate cards and Nemesis die) will be specified in the case descriptions.

Your stamina and items will carry over from case to case, as will any saved Twist Markers. At the end of each case there may be rewards or penalties depending on whether you succeeded or failed.

When playing **Rivals Race Against Time** in campaign mode, each reward is given to the winning player. Penalties are assigned to both players. When playing **Two Solve the Case**, each reward or penalty will be assigned to only one player based on the decision of both players.

During the campaign, keep track of which Criminals and Masterminds you encounter. One of them may turn out to be your arch foe!



1 The Case of the Bullied Banker
Edmund Breon is a dear friend of your family. Overhearing a conversation about Edmund while visiting City Hall, you decide you must do what you can to help. You have grown up with stories of mystery, adventure and the romance of the chase. Now is the time to see if this life is for you!

Success

You prove Edmund Breon is innocent and all charges are dismissed.

You may choose one new Item at the start of the next case from any Item card.

Failure

Breon's reputation is forever tarnished and you might want to decide if this career is really for you.

No penalty for failure.



2 The Case of the Karny Killer
You have a few lost cat and missing persons cases under your belt, the day to day bread and butter of the PI world, but this time it is more serious: murder and mayhem under the big top and the clock is ticking!

Success

You solve the case in the nick of time and have made valuable contacts in the Underworld.




Use one free roll of the gray Underworld Connection die at any time during your next case.

Failure

Today is the day when the doves cried. Two more murders occurred before the police found the culprit.

If your Stamina is 5 or more, lower it by 1 level.



3 The Case of the Grievous Gamemaster
Something will not let your detective instincts rest ... something about this case is familiar. Before beginning this case draw one card from the top of the shuffled Investigate Deck. If it shows a ,  or a , use the criminal discovered in Case 1 during **Confront the Criminal**. Reshuffle the drawn card back into the deck.

Success

The Gamemaster rolled snake eyes one too many times and you came up the winner.

Start the next case with one Twist marker of your choice.

Failure

You get the feeling even though the case has ended (and badly at that) it is not *really* over.

Use the Henchmen, Gun Molls and Traps expansion cards in your next case. You must reveal a card if you have a Phase 2 Failure. (4 cards max).



4 **The Case of the Death's Door Damsel**
Heiress Mathilde Lancour? Why you only saw her yesterday while dining out. What terrible news this evening. You will need everyone's help on this case. Use the **Sidekicks** expansion for this case.

Success

A dramatic shootout but all ends well! Mathilde Lancour is safe and her family thanks you effusively.

If your Stamina is 3 or less, raise it by 1 level.

Failure

You did your best but the villain escaped justice. Mathilde's pale face will haunt your nights for many years to come.

Lose any Twist markers you may have permanently gained.



5 **The Case of the Agent Agenda**
Éléna's *City Gazette* is the cornerstone of free press in the City and blackmail is a definite possibility with the lost diary. Many brave people could be hurt if the information gets out.

Success

You command of French was key in solving this case. Good thing you paid attention during all those dreary school days so long ago.

You must use the **Double Cross** expansion on your next case.

Failure

Éléna knows you did your best. She has alerted contacts to possible reprisals.

No penalty for failure.



6 **The Case of the Hidden Coffins**
A strange case indeed. What could the thieves be after and why do they only search the vaults of the metropolitan elite? Is there a connection among the dead? You will have to carefully comb the city looking for clues. Use the **Locations** expansion for this case.

Success

The 'Syndicate of Cities' social club always did seem a bit shady. Make some notes in your casebook and file under "follow up".

You may rearrange any Subplot row once, in any order you choose, during the next case.

Failure

You are feeling some shady behind the scenes organization is watching your every move but you have no proof.

If your Stamina is 4 or more, lower it by 1 level.



7 **The Case of the Pilfered Photo**
Yvette Montcrief's photo is on the cover of every movie magazine your secretary brings to the office. Your 'girl friday' has been hinting she wants to be involved in cases, maybe this is the time to see what she is capable of. Choose the **Items-Citizens** card for this case and use one free roll of the purple Girl Friday die at any time during Phase 2.

Success

Yvette can continue her career and your Girl Friday has proven she has detective moxie!




Start the next case with 2 additional hours of time if playing **N** or **A**.

Failure

You failed Yvette, your secretary has quit the agency and the press has run with the story. You'll do better next time.

Start the next case with one fewer hour of time per your chosen difficulty level.



8 **The Case of the Fatal Fix**
Your brother means the world to you and you must protect him at any cost. Hammer is a deadly enough foe but what if your arch foe is also involved? Before beginning this case draw one card from the top of the shuffled Investigate Deck. If it shows a ,  or a , use the criminal discovered in Case 1 during **Confront the Criminal**. Reshuffle the drawn card back into the deck.

Success

Your brother is safe and Hammer is back in jail with another dime on his sentence.

Use one free roll of the red Paperboy die at any time during your next case.

Failure

You failed your brother and he lost his arm to Hammer's violent thirst for revenge. Your whisky tastes sour going down.

You must use the 9 Nemesis Investigate cards in your Investigate deck during your next case.



9 **The Case of the Crimson Chemist**
The city is in a uproar and it is time to put all your talents and skills to work! The case you have been preparing for for years! Use the **Masterminds** expansion for this case when **Confronting the Criminal** and the **Henchmen, Gun Molls, and Traps** expansion during any Phase 2.

Success

The city is saved and Oscar's family can be comforted knowing he died a hero!

There is no time cost to keep 3 or 4 Twist markers in your tableau during the next case.

Failure

You managed to stop the deadly gas explosion but the criminal eluded you and the police.

Start the next case with one Twist marker of your choice.



10 **The Case of the 13 Times a Crime**
Twelve times the criminal world has struck, but you vow on your honor that there will be no baker's dozen murder. Use the **Nemesis die** for this case (though you will not be **Confronting a Nemesis Criminal**); and the **Nemesis Investigate** cards for all remaining cases.

Success

Friday the 13th will, forever more, be your lucky day.





Use one free roll of the (randomly select the die before the case begins) gray Underworld Connection, red Paperboy or purple Girl Friday die at any time during your next case.

Failure

Friday the 13th will, forever more, be the day you stay in bed.

Raise your Stamina by one level (to the 8 maximum allowed).



11 **The Case of One Too Many Cooks**
It is all kind hearts and coronets until death picks up the tab. Again your sixth sense says something is all too familiar. Before beginning this case draw one card from the top of the shuffled Investigate Deck. If it shows a , , , or a , use the criminal discovered in Case 1 during **Confront the Criminal**. Reshuffle the drawn card back into the deck.

Success

In solving this case you discovered all of the victims had siblings with either S or C as their first initials. Most odd!

If your Stamina is 3 or less, raise it by 1 level.

Failure

That unsettling feeling of someone following you has increased.

If your Stamina is 5 or more, lower it by 1 level.



12 **The Case of the Society of Corpses**
Your instincts throughout these past few years were on the money. You have proof the Society of Corpses exists and they have set their sights on you! Use the **Society of Corpses** villains expansion for this case. You may additionally choose one other expansion from **Henchmen**, **Gun Molls** and **Traps**, **Locations**, or **Sidekicks**.

Success

You have defeated the Society of Corpses and they will never menace anyone again.

Retire and live the life you richly deserve knowing you did your part to help the innocent and avenge evil.

Failure

You were framed by the Society of Corpses and have been sent to prison. You dream of the day you are released, and can enact your revenge!



ACKNOWLEDGEMENTS

Image Credits: All images used
©2019 Steeger Properties, LLC.
All rights reserved.

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



AVStudioGames
9C Rue Aloxe Corton
21200 Chorey-Les-Beaune
France
avstudiogames.com



LudiCreations