

Detective Rummy

Rulebook

INTRODUCTION

Players portray Detectives working for the one-time-famous Rummy Detective Agency, founded by the legendary Mike Rummy. Mike was quite eccentric, and things have gone a bit downhill since his day. But what a Detective!

You and your fellow Detectives will take on the task of restoring order as well as pride in the Rummy Detective Agency as the cases start rolling in.

OVERVIEW

Detective Rummy is a Rummy style card game with a story-telling element revealed in a series of 7 different cases, each relating to a different crime. Players portray Detectives vying to solve these crimes, with each case presenting new locations, suspects, and challenges. Some elements carry over to other cases due to recurring suspects and bad blood.

There are two modes of play: We recommend beginning with Campaign Mode, in which you play the 7 cases in order. In Case Mode, you play cases 2-6 as standalone games in any order. (Cases 1 and 7 provide an introduction and conclusion for the story told in Campaign mode.)

Each case has Game Changer cards that add variability and replayability to each case as they may be discovered at different times and locations.

In either mode, the crime is solved and the guilty party is determined by the player's investigations. In other words, any of the Suspects can be found guilty, which makes each play unique. Players gain fame through their investigations and the Detective who gains the most Fame wins!



45-60 Min.



Ages 14+



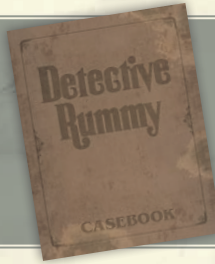
2-4 Players



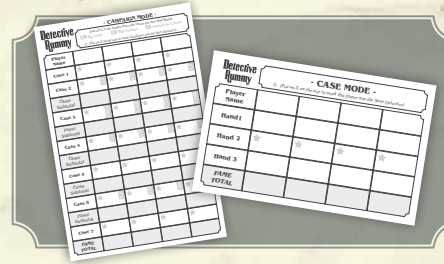
COMPONENTS



1 Rulebook



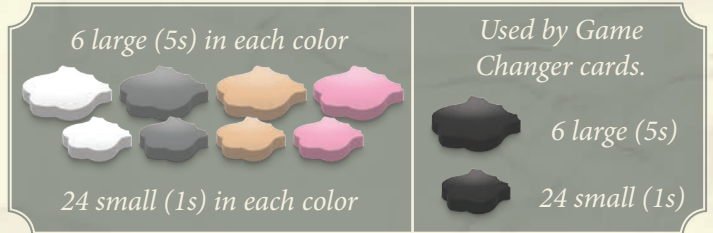
1 Casebook



2 Score pads



6 Double-Sided Detective boards



150 Detective tokens



24 Skill tiles



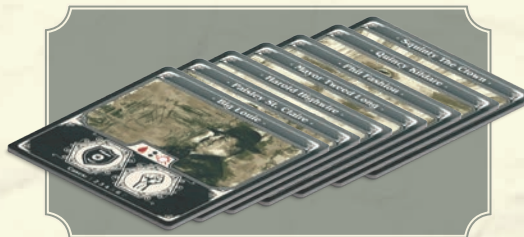
16 Item tokens



16 Bad Blood tokens



4 Double-Sided locations



7 Double-Sided Suspects



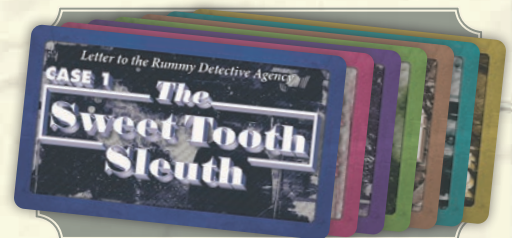
6 Lawyers



10 Assignment tiles



123 Evidence Cards:
90 Circumstantial & 33 Fingerprint



60 Game Changer cards



1 Danger/Round Track



1 Danger and
1 Round marker



3 Skill dice



4 Turn Summary cards

CAMPAIGN MODE & CASE MODE

If this is your first time playing Detective Rummy, we recommend playing in Campaign Mode.

Campaign Mode:

Start with Case 1, *The Sweet Tooth Sleuth*, and work your way through all 7 Cases, playing 1 Hand per Case. Each Case will take approximately 15 minutes per player. This can be played in one long game session or split over several sessions.

Use the Campaign Score pad to carry over Fame and Bad Blood from Case to Case.

Case Mode:

Choose one Case (among Cases 2-6), and choose whether to play 2 or 3 Hands. Use the Case Score pad to total your Fame from Hand to Hand. (Bad Blood carries over between Hands.) You may also play a single Hand for casual play or more than 3 Hands if you want a longer game.

Game Terms:

A **Case** consists of 1 **Hand of Play**, which is made up of 6 **Rounds**.

A **Round** consists of each Detective taking a Turn beginning with the Start Detective and proceeding in clockwise order.

SETUP

Each player selects a Detective board to use. Each Detective has a unique Base Skill:



Closer



Deduction



Forensics



Grit



Intuition



Valor

Each Detective board is 2-sided to allow the player a choice of character, but both sides of the board are the same mechanically.

Each player chooses a color and takes the Skill tiles, Item tiles, Detective tokens, and Bad Blood tokens in their chosen color.



Each player takes the Skill tile that matches their Detective's Base Skill and places it on the highlighted space on the right of their Detective board. The Base Skill is noted below the Detective's name. Each player places their remaining Skill tiles to the left of their Detective board (the Locker).

Keep your Items to the side in your Locker: the Casebook will determine which Items will be used for the Case.

For the first Hand of a Campaign or Case, randomly choose a Start Detective.

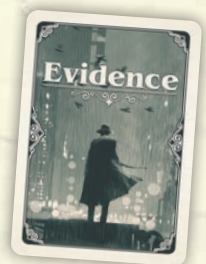
All other times, the Detective currently with the most total Fame will be the Start Detective (break ties randomly).

When playing CAMPAIGN MODE, players keep the same Detective throughout all 7 Cases. In CASE MODE, players may select the Detective they wish to play each session.

The Start Detective places the Danger Level/Round Track near them. Place the Danger Level marker on "0", the Round marker in the empty space, and the 3 Skill dice nearby. The Start Detective is responsible for these tracks at the beginning of each Round.



Shuffle the 123 card Evidence deck and deal 10 cards to each Detective. Then, place the deck facedown in the center of the playing area, leaving space next to it for a discard pile. Each Detective keeps their cards secret in their hand.



Beginning with the Start Detective and proceeding clockwise, each Detective may discard up to 3 cards from their hand and redraw that number from the Evidence deck.

Place the discarded cards facedown until all Detectives have decided what to do, and then turn them all faceup and place them together to form the discard pile. Players may freely look through the discard pile.

Then refer to the Casebook for the specific Setup of the Case being played and note any special rules.



2 PLAYER SETUP EXAMPLE (CASE 2: DIOR UNDER ARREST)



When you place Locations, leave space next to them for cards to be placed. You will also need room to place Suspects, Assignments, and Game Changer cards. During the game, you may also be instructed to place cards in front of you or near the Danger Level/Round Track.

After the Case is set up, the Start Detective reads the INTRODUCTION to the Case

SUMMARY OF PLAY

The Start Detective begins each Round by performing the following steps in order:

1. Advance the Danger Level (if instructed to do so) and Roll Skill dice for Wounds.

- The Danger Level for each Case begins at 0. Game Changer cards may direct the Start Detective to advance the Danger Level at the start of the Rounds. Otherwise it stays at 0 and has no effect. It never goes higher than 3
- If the Danger Level is greater than 0, the Start Detective rolls a number of Skill dice equal to the current Danger Level.
- For each Skill type rolled, Detectives must turn over any matching Ready Skill tiles they have to the Wounded side unless they have an activated Bulletproof Vest that protects all of their Ready Skill tiles from Wounds.
 - * Wounded Skill tiles may not be used until they are Healed.
 - * Skill tiles are never lost; you only flip them over to their Wounded side.



2. Advance the Round marker to the next highest number on the Round Track.

3. Beginning with the Start Detective and continuing clockwise, each Detective now takes a turn.

On your Detective's turn, perform the following sequence, in order:

- Return Bulletproof Vest
- Ready Items
- Choose either Recuperate **or** Detective Work.

When all Detectives have taken their turn, start a new Round unless the Hand is over (after 6 Rounds).

A. Return Bulletproof Vest

If you have an Activated Bulletproof Vest (in the middle of the circle of your 6 Skills), place it back in your Locker.



B. Ready Items

Flip over all Unready Items on your Detective board to the Ready side.



C. Choose to either Recuperate or do Detective Work

RECUPERATE

Instead of doing Detective Work, you can Recuperate. To do this, complete the following steps, in order:

1. Activate your Bulletproof Vest. Place your Bulletproof Vest in its Activated space on its Ready side in the center of your acquired Skills either from your Locker or your Detective Board. Until the start of your next turn, none of your Skills can be Wounded. Return the activated Bulletproof Vest to your Locker at the start of your next turn as normal.
2. Heal all Wounded Skill tiles on your Detective.
3. Draw 4 cards

DETECTIVE WORK

Complete the following steps, in order:

1. Visit a Location
2. Perform Actions
3. Reassess
4. Bonus for empty hand
5. Draw 2 cards

1. VISIT A LOCATION

Visiting a Location is optional. To do so, discard any 1 Evidence card from your hand without effect and then follow the instructions on the Location.

Note: The text on the Location instructing you to discard a card is a reminder only; you do not need to discard an additional card.

GAME CHANGER CARDS

Detectives must take an available Game Changer card whenever they either Visit a Location or place a Detective token where there is a Game Changer card available.

IMPORTANT: Detectives may only take 1 Game Changer card each turn. Therefore, once you have taken a Game Changer card on your turn, ignore any other instruction telling you to take one.

Game Changer cards apply to the Detective who takes the card unless otherwise noted.

Be sure to **check the bottom of the Game Changer card** to determine whether you must **keep it secret** or **read it aloud** to the other players.

When information on a Game Changer card is shared with all players, any bonuses gained from that card apply only to the Detective who took the card unless otherwise noted. This includes Skill tiles, Items, cards from discard pile, and Fame. Game Changer cards that are kept secret provide information only to the player who took it.

2. Perform Actions

There are a number of Actions you can perform when doing Detective Work. Each of these Actions may be done in any order. Some are limited to once per turn and others may be freely done as many times as you are able.

HEAL A WOUND (ONCE PER TURN)

Discard 1 card (without resolving its effect) to Ready 1 of your Wounded Skill tiles, flipping it back over to the Ready side. The skills on the card do not need to match the skill being healed

INVESTIGATE CIRCUMSTANTIAL EVIDENCE (ONCE PER TURN)

Discard 3 or more Circumstantial Evidence cards depicting the same Skill.

***If the set does not match your Base Skill:**

1. Ready the matching Skill (either Healing this Skill if it is Wounded or by taking it from your Locker and placing it Ready on your Detective board).
2. Place a Detective token on the Suspect with the Skill just Readied.

*** If the set matches your Base Skill:**

1. Take any one Skill from your Locker and place it Ready on your Detective board.
2. Heal all Wounds
3. Place a Detective token on the Suspect with the Skill that you just placed.

EXAMPLE:

- A. Nora discards a set of 3 Circumstantial Evidence cards that each contain the Valor Skill.
- B. Since the cards match her Base Skill, she is able to Heal her Deduction and Intuition Skills.
- C. She chooses to gain the Forensics Skill and places it on her board.
- D. She places a Detective token on Phil Fashion, who has the Forensics Skill icon.

INVESTIGATE FINGERPRINT EVIDENCE (ONCE PER TURN)

Choose a Fingerprint card in your hand for which you have Ready Skills that match all the Skills depicted on the card. Resolve the text on it and then discard it.

Circumstantial Evidence cards all show two Skills. Each card may be used for either of the two Skills depicted on the card.



NOTES

- In some cases, the Detectives themselves may be suspects.
- When investigating another Detective, they are treated as if they have only their base skill icon, and any other skills they have collected are ignored.
- You may never place a Detective token on your own Detective.

FINGERPRINT EVIDENCE NOTES

- You may place a Detective token on a Suspect that depicts any of your Ready Skills, irrespective of the Skills required to play the Fingerprint card
- Playing an Eyewitness Evidence allows you to play another Fingerprint card. This overrides the once per turn rule
- If you discard a Fingerprint card for any reason outside of Investigating Fingerprint Evidence, there is no effect

Hearsay Evidence allows you to place a Detective token on a Suspect who has a Skill that matches any one of your Ready Skills.

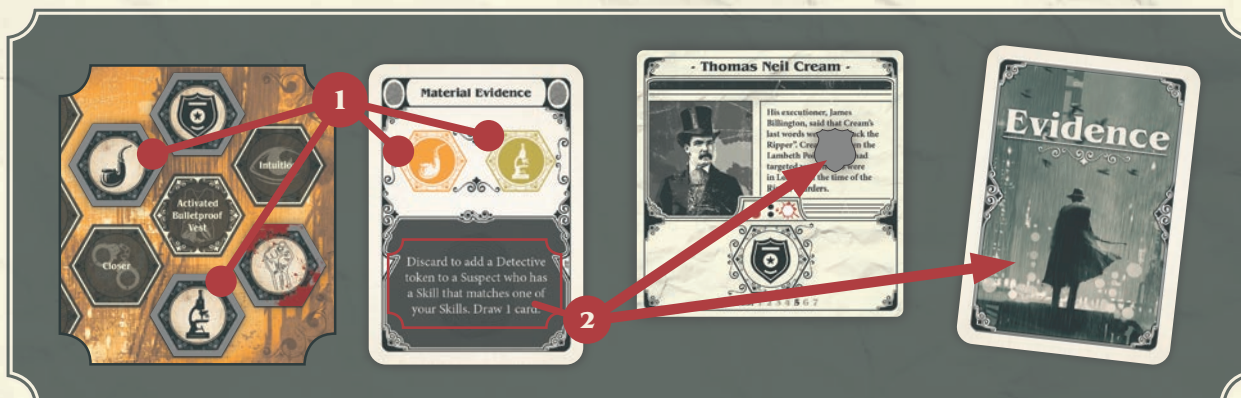
Material Evidence allows you to place a Detective token on a Suspect who has a Skill that matches any one of your Ready Skills and draw 1 card.

Eyewitness Evidence allows you to place a Detective token on a Suspect who has a Skill that matches any one of your Ready Skills, draw 2 cards, and then you may play another Fingerprint card.



EXAMPLE:

1 Paul discards a Material Evidence card for which he has the two matching Skills. 2 He places one of his Detective tokens on Thomas Neil Cream who requires having the Valor Skill, which Paul also has Ready. Then he Draws 1 card.



USE ITEM

There are 4 different Items in the game which can be gained by visiting the Rummy Detective Agency or by Game Changer cards. Whenever you gain an Item from your Locker, place it Unready on your Detective board. At the start of your next turn, flip any Unready Items to their Ready side.

To perform this Action, choose one of your Ready Items and resolve its effect as detailed below. You may perform this action more than once on your turn.

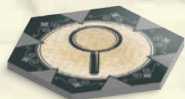
BAD BLOOD

Game Changer cards may instruct Detectives to place Bad Blood tokens on Suspects.

Whenever you place a Detective token on a Suspect where you have a Bad Blood marker, you must roll Skill dice equal to the Danger Level. For each die that matches one of your ready Skills, you must flip that Skill tile over to the Wounded side (unless protected by a Bulletproof Vest).



BULLETPROOF VEST: Activate your Ready Bulletproof Vest by placing it in the Activated Bulletproof Vest space on your board. Until the start of your next turn, none of your Skills can be Wounded (any already Wounded Skills remain Wounded). Return the Bulletproof Vest to your Locker at the start of your next turn. Choosing Recuperate will also allow you to Ready the Bulletproof Vest.



MAGNIFYING GLASS: Take 1 card of your choice from the discard pile. Return the Magnifying Glass to your Locker after use.



GUN: Add 1 Detective token to a Suspect of your choice who has a Skill matching one of your Ready Skills. Return the Gun to your Locker after use.



FINGERPRINT KIT: Using a Fingerprint Kit is not an Action by itself. It is used when you are performing the "Investigate Fingerprint Evidence" Action. This allows you to resolve and discard a Fingerprint Evidence card that depicts your Base Skill as long as your Base Skill is Ready. You do not need to match all other Skills depicted on the card. Return the Fingerprint Kit to your Locker after use.

3. Reassess

During this step, you may discard any number of Evidence cards from your hand without effect. The only reason to do this is to enable you to empty your hand of cards.

- To discard a Circumstantial Evidence card, you must have at least 1 of the Skills depicted on the card.
- To discard a Fingerprint Evidence card, you must have all the Skills depicted on the card.

4. Bonus for empty hand

During this step, if your hand is empty, gain the following bonuses:

- Place a Detective token on a Suspect whose Skill matches one of your Ready Skills.
- Draw 2 cards. This is in addition to the 2 cards you draw in the next step.

5. Draw 2 cards

As the last step of doing Detective Work, draw 2 cards.

EMPTY EVIDENCE DECK

If the Evidence deck runs out, shuffle the discard pile to create a new Evidence deck.

ASSIGNMENT TILES

At the start of each Case, 1 or more Assignment tiles will be placed faceup in the playing area. Whenever a Detective fulfills the condition printed on the tile, they place one of their Detective tokens on the tile. Placing the required number of tokens on an Assignment will be worth additional Fame at the end of the Hand. Multiple Detectives may have tokens on the same tile.



LAWYER TILES

Lawyer tiles come into play via Game Changer cards. They make placing a Detective token on a Suspect more difficult by adding 1 additional Skill that must also be matched by a Ready Skill as detailed on each Lawyer tile.

ENDING A CASE

After 6 Rounds, the Hand is over. Read the Case Notes in the Conclusion section of the Casebook. Then perform Scoring as detailed below and **at the end of the Casebook**.

In Campaign Mode, each Case consists of 1 Hand. In Case Mode, you play an agreed number of Hands. After each Hand, perform Scoring, and reset the game ready for the next Hand. Players must keep the same Detective, and any Bad Blood remains in place. Everything else is reset as if you were setting up for a new game.

SCORING

Each Detective scores Fame for the following:

1. For each Suspect, the Detective with the most Detective tokens on the Suspect scores 1 Fame for each of their tokens on that Suspect. If two or more Detectives tie for the most tokens, they each score for their own tokens.
2. The Suspect with the most total Detective tokens is found Guilty. Each Detective scores 1 Fame for each Detective token they have on the Guilty Suspect. If two or more Suspects tie for the most tokens, they are all considered Guilty.

SUSPECT WITH AN ALIBI

Some game effects provide an alibi for a Suspect. Detectives do not score Fame for tokens on a Suspect with an alibi.

3. Each Detective scores Fame for each Assignment tile with the required tokens on it. *Some Assignments require you to complete them more than once.*
4. Detectives score additional Fame as indicated by certain Game Changer cards.

Total the Fame received from the Case and write it on the appropriate score sheet. In Campaign Mode, if a Detective has Bad Blood with a Suspect, mark the corresponding box on the score sheet (There is no need to mark Bad Blood in Case mode as the Bad Blood token stays on the Suspect). In either mode, indicate if you were the Start Detective for that Case/Hand.

WINNER

Campaign Mode

The winner is the Detective with the most Fame after playing all 7 Cases. If there is a tie, give each of the tied players 1 Fame for each time they were the Start Detective in Cases 2-7. If there is still a tie, all tied players share the win.

Case Mode

The winner is the Detective with the highest Fame total after the agreed number of Hands. If there is a tie, if any of the tied players were the Start Detective in the second Hand, they win. Otherwise, all tied players share the win.

CLARIFICATIONS:

Assignment tiles:

- Assignment Tile 2: Discard 5 cards when performing the Investigate Circumstantial Evidence Action.
- Assignment Tile 9: Discard the last card in your hand.
- Assignment Tile 10: Discard 2 Fingerprint cards to place a Detective token in a single Turn."

Casebook

CASE 1:

The Suspects in this case are you and all of your fellow Detectives. Place a Detective board in the play area for all non-player Detectives in addition to those of the players.

Sort out the Game Changer card (GC1) that says "Letter to the Rummy Detective Agency on the back and place it facedown near the Assignments."

Each Case shares the same general Setup and Scoring. The Casebook provides additional specific instructions for additional setup and special rules for some Cases, as well as a Conclusion for each Case.

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WIZKIDS™

WIZKIDS/NECA, LLC
603 Sweetland Ave.
Hillside, NJ 07205 USA

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