



60+ Mins



Ages 14+



2-4 Players

WIZKIDS

DEADLINE



RULE BOOK

INTRODUCTION

New York City, the city that never sleeps. Things were supposed to be different in our modern 1930's. Shining skyscrapers and subway cars to lead us into a grand future. Sure. So why was I in the same dingy office with a cheap desk and a cheaper secretary, paid to track cheating spouses? I had no more time for introspection. I grabbed my hat and gun. I slipped a flask into the pocket of my overcoat. I was ready to wade into the cesspool.

Players work together as Detectives in 1930's New York City. Each game is unique because each case is unique. You're trying to get as many clues as possible before the Deadline. You probably won't get them all, but you can try to get the essential ones. At the end, you must answer a series of questions about the case based on the clues you have gained.

COMPONENTS

- **8 Detective cards.** Each player has a Detective with a unique special ability.
- **3 Bullet tokens.** Bullets track failed clues.
- **4 Hot Tip tokens.** Hot Tips are used to draw a card or remove Plot Twists.
- **65 cards.** There are 45 Lead (pronounced "Leed") cards and 20 Plot Twist cards.
- **1 Case Book.** Each case has an introduction and list of starting clues.
- **12 Cases.** Each case is a unique deck of Clue cards. *Do not open a deck until you are ready to play the case!*
- **1 Detective Badge.** The Badge indicates the starting player each round.
- **1 Case Questions.** After finishing a case, you will have to answer several questions.
- **1 Solution Book.** Each case has answers to the questions and a final wrap up. *Do not read this until you finish a case!*



Each player is a unique detective.



Bullet tokens to track failed clues.



Hot Tip tokens for drawing cards and removing plot twists.



These are only used with 4-players.

These are only used with 2-players.

These are only used with 3-players.



Lead and Plot Twists form a draw deck.

SET UP

1. **Choose Detectives.** Everyone selects a Detective card and places it face up in front of him or her. A Detective has a unique power that can be used only once during the game.
2. **Set Up Bullets.** Set the Bullet tokens aside within easy reach.
3. **Set Up Hot Tips.** Set the Hot Tip tokens near the middle of the table within easy reach. Turn them colored side up.
4. **Prepare the Cards.** The draw pile is made up of Lead cards and Plot Twist cards. Return to the box all Plot Twist cards that are not used based on the number of players.
5. **Deal Out Cards.** Shuffle the deck and deal cards to each player: 3 for 4-players, 4 for 3-players and 5 for 2-players. The rest of the deck is set aside in a face down draw pile. If the draw pile ever runs out, shuffle the discards and create a new draw pile.
6. **Choose a Case to Play.** The cases are *Easy*, *Normal* or *Hard*. Pick a case to play and set aside its deck of Clue cards, face down. Turn to the selected case in the **Case Book** and read the introduction aloud.

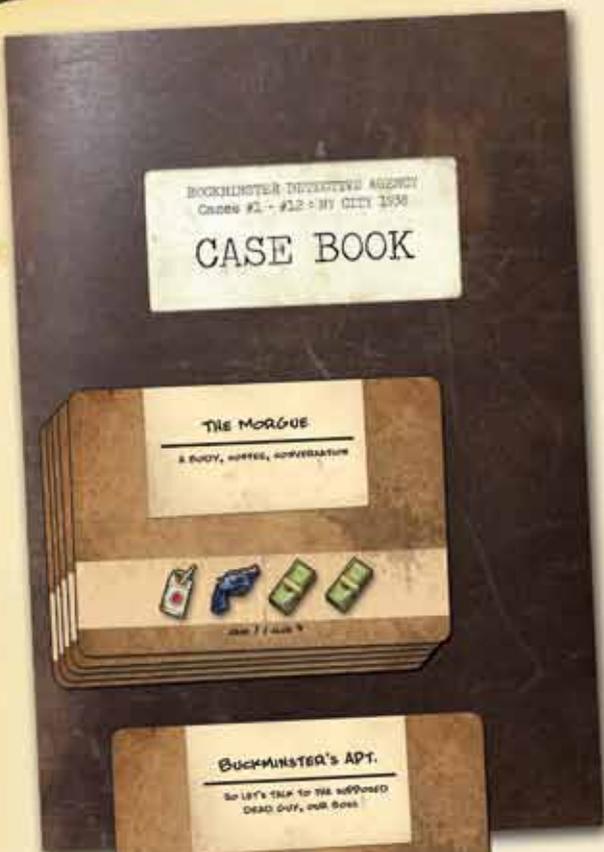
Important! Do not open the Case Questions until the end of the game!

7. **Set Up Starting Clues.** As indicated in the introduction to the case, find the starting Clue cards and set them out face down. These are the only clues available at the start of your investigation. More Clue cards will become available as you play.

Important! Do not turn over and read Clue cards until you succeed during play!

8. **Choose a Starting Player.** The first Chief Detective is the player who most recently read a mystery. That player takes the Detective Badge - and the investigation begins!

Important! Do not open the Solution Book until the end of the game!



THE MORGUE

A BODY, A POISON, A CONSPIRACY

BUCKMINSTER'S APT.

So LET'S TALK TO THE SUPPOSED
DEAD GUY, OUR BOSS!

TATTLER OFFICES

YOUR DAILY Gossip AND
SUNDAY NEWS

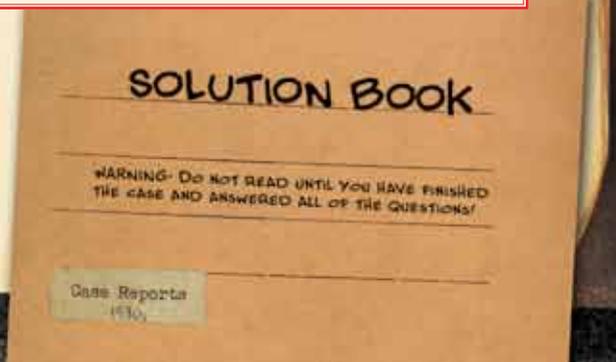
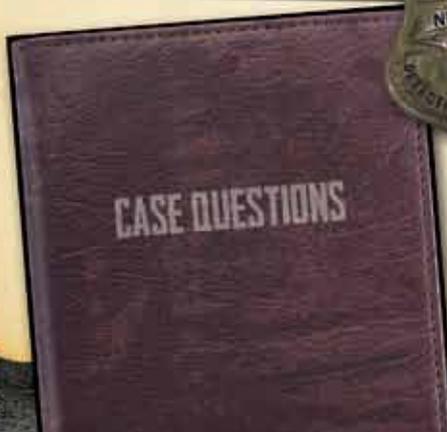
CANDLE CAPE

SEEDS OF THE VINE Plus
MACHINES

Each case has starting clues.



The badge marks the starting player each round.



PLAYING THE GAME

To begin the round, the Chief Detective chooses one of the available Clue cards and places it in the middle of the table. *Do not turn the Clue card over!* Everyone should discuss which clue to investigate, but the Chief Detective makes the final decision.

The Chief Detective takes the first turn, and then others take turns in clockwise order. A round ends when either all the needed symbols for the clue are showing on the played Lead cards or all players have dropped out (see **Ending the Round**, pg 5).

You may take one of three actions on your turn:

- **Play a Lead Card**
- **Use Detective Ability**
- **Use Hot Tips**

If you cannot or choose not to take an action, you must **Drop Out**. Once you drop out you may not take any more actions during the round.

Action: Play a Lead Card

A player may add 1 Lead card to the “investigation chain”. The starting card can be *any* card - no matter the symbols. Each subsequent card must overlap one or more cards in the chain, matching the symbols underneath it. Blank spaces are wild and match any symbol.

Lead cards may be played to any part of the chain. The goal is to get the chain to show all of the symbols on the clue card (see **Ending the Round**, pg. 5).

If the played Lead card has a matchbook, flip the corresponding Hot Tip token to the lit match side (see **Use Hot Tips**, pg. 4). If the token is already flipped, it remains flipped.

Important! The symbol order in the investigation chain does not have to match the symbol order on the clue!

Action: Use Detective Ability

Each detective has a unique ability that is explained on their Detective card (see **Detectives**, pg. 7). After using your detective’s ability, flip the Detective card over face down.

Important! A detective’s ability can only be used once per game!



Example: Ray is the Chief Detective. After some discussion, the players decide to pick the **Candle Café** clue card for the next round of investigation. Ray will get to take the first turn.



Example: Lead cards must always match the symbols they cover. A Lead card must cover at least one symbol. Blanks match any symbol.



Example: Ray decides to use his Detective ability - and everyone gets to draw 2 cards and discard 1 card. He then turns over his Detective card.



Example: Gloria plays a Lead card. It has a black matchbook, so the black Hot Tip is flipped and is now active.



Example: Dash decides to drop out and must play a Plot Twist. He can't play a second **You're Being Tailed**, but he can play **Lucky Break!** He then discards his hand.



Example: Ray uses 3 Hot Tips to remove Dash's **You're Being Tailed**, placing it in the discard pile. Then Ray flips the 3 Hot Tips back to their colored side.

Action: Use Hot Tips

There are 4 Hot Tip tokens. They show a colored matchbook on the inactive side. When they are flipped to the side showing a lit match, they represent a special tip that any player can use in one of three ways:

- You may use 2 Hot Tips to draw a new card and add it to your hand.
- You may use 3 Hot Tips to remove 1 Plot Twist card in front of any player.
- You may use 4 Hot Tips to remove 2 Plot Twist cards in front of one player or 1 Plot Twist in front of two different players.

When you use Hot Tips, flip the tokens used back to the colored matchbook side. Place any removed Plot Twists in the discard pile.

Important! After removing a **Bad Press Plot Twist**, you may now have the symbols needed to succeed at the clue. If so, the round immediately ends!

Drop Out

You must drop out if you cannot or choose not to perform an action. If you have any Plot Twist cards in hand, you must play one face up in front of you. The card is immediately active. *Personal* Plot Twists affect only you. *Everyone* Plot Twists affect all players, even if you have dropped out (see **Plot Twists, pg. 9**).

After that, discard the rest of your hand. You will get no more turns this round.

You must play a Plot Twist if you can!

However, there are reasons you may not be able to:

- The maximum active Plot Twists per player is 2. If you already have 2 active ones, just discard your entire hand.
- You may have only one active *You're Being Tailed* Plot Twist. If you have one active and that's the only type of Plot Twist in your hand, just discard your entire hand.

Important! You don't necessarily have to drop out because you cannot play Lead cards to the investigation chain. Using your **Detective Ability** or using **Hot Tips** are actions that take your turn and keep you in the round.

ENDING THE ROUND

A round is over when either all the needed symbols for the clue are showing on the played Lead cards (**Success**) or all players have dropped out (**Failure**).

Success

If the investigation chain shows the symbols on the Clue card, you've succeeded! Discard all of the Lead cards in the investigation chain.

The Chief Detective reads the clue aloud so everyone can hear it and keeps it face up in front of them. It can be referred to at any time.

If this was the last available Clue card, the investigation ends (see **The Deadline, pg. 6**).

If the new clue lists other clues, find those cards and put them in the display face down. They are now available.

Important! On a success, the players who have not dropped out **do not** discard their hand of cards!

Failure

If all players drop out, you've failed to get the clue for now. Discard all of the Lead cards in the investigation chain. *You do not get to read the clue!* It remains in the display and can be investigated in a future round.

Place a Bullet token back in the box. If you have no Bullet tokens left, remove the highest numbered clue in the deck (if the deck is exhausted, the highest numbered available clue).

If you remove the last available clue card, the investigation ends (see **The Deadline, pg. 6**).

Start the Next Round

The Detective Badge passes clockwise to identify the new Chief Detective.

All players draw cards up to their hand limit. The hand size is 3 for 4-players, 4 for 3-players and 5 for 2-players. If a player already has their hand limit of cards or more, they do not draw any additional cards.

If the draw pile is ever depleted, shuffle the discards and create a new draw pile.



Example: Success! All the needed symbols for the clue are in the investigation chain. Note that the order doesn't matter and the extra money symbol in the chain is ignored.



Example: After succeeding and reading the clue, find the new clues **Slats Lonigan** and **Pinky** in the deck of clue cards. Place them aside face down (do not read them!). They are now available for the next round of investigation.

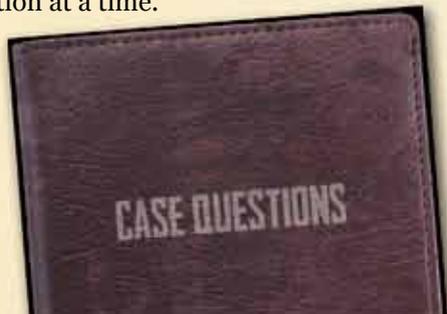


Example: After failing a clue, you lose your last bullet. Next round, you fail again. Now you have to find the highest numbered card in the deck of clue cards. It turns out to be Clue #14. You put that clue back in the box - you'll have to try to solve the mystery without it!

THE DEADLINE

The investigation ends when there are no more available clues. Players should discuss what they have discovered and review the clues obtained.

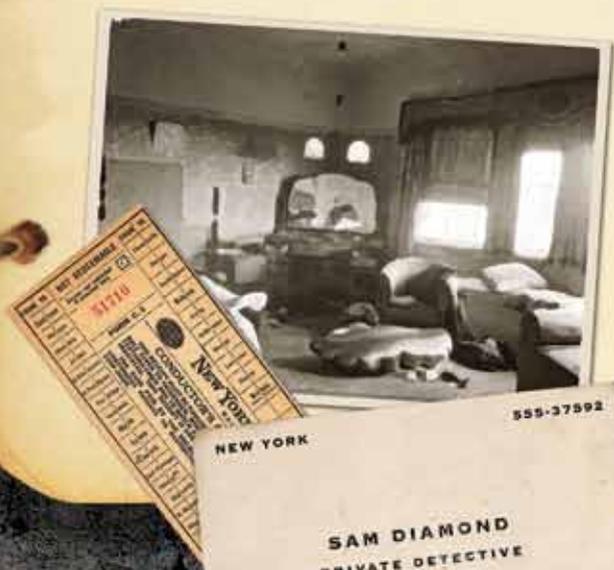
In the **Case Questions**, look up the questions for your case. Read and collectively answer one question at a time.



Important! Make sure you read through and answer **all** of the questions before looking up **any** of the answers!

In the **Solution Book**, find your case. Read the correct answers and the wrap up for the case. There are two types of questions labeled *critical* and *bonus*. You can rate your investigative abilities on how well you answered the questions and how many clues you failed.

Master Detectives	You got all the questions right, and failed 3 or fewer clues
Sleuths	You got all the questions right
Investigators	You got the critical questions right, but not all the questions
Gumshoes	You missed 1 or more critical questions



TEAMWORK

Deadline is a co-operative game. You can and should discuss the case itself and gameplay strategies. You may discuss practically anything, but there are 2 specific restrictions:

- You cannot discuss the exact cards you hold.
- You cannot suggest a different placement as another player is playing a Lead card – they choose where it is played.

Examples of Fair Comments

- “I think we need to try to get the clue from Slats. He knows something.”
- “Can one of you remove my Plot Twist?”
- “How do we all feel about taking on this particular Clue card? Think we can do it?”
- “Should I use 3 Hot Tips to get rid of your active Plot Twist or wait?”
- “If everyone else drops out, I can finish this clue myself.”
- “If you can, avoid playing on the right side of the chain.”
- “We failed this clue because we lacked shot glasses. Should we try again now?”
- “I have a lot of money, so that clue works great for me.”

Examples of Cheaty Comments

- “I have a Lead card with a money, a blank, and a shot glass on it.”
- “I have a *Bad Press* Plot Twist.”
- “Don’t play that Lead card there – move it over here instead.”

SOLUTION BOOK

WARNING: Do NOT READ UNTIL YOU HAVE FINISHED THE CASE AND ANSWERED ALL OF THE QUESTIONS!

Case Reports
(1/10)

DETECTIVES

Dash Hammet

Give your hand of cards to another player. Then draw back a hand of equal size.

You cannot hold cards back - you must give your entire hand. For example, if you have 2 cards, you may give those 2 cards to another player and then draw 2 cards from the draw pile. It does not matter if this makes them exceed their hand size. You can give cards to a player who has already dropped out, but they must remain out of the round.

Eve Gardner

Remove all Plot Twists in front of you and discard those in your hand. Then draw back an equal number.

You must remove all Plot Twist in front of you and in your hand. For example, if you have 2 Plot Twists in front of you and 2 in your hand, you may discard all 4 cards and take 4 cards from the draw pile. It doesn't matter if this causes you to exceed your hand size.

Gilda Haynes

You may use another player's Detective ability as if it were your own, but only if they have not used it yet.

You can choose any other player's Detective Ability - but only if it is not flipped over. When you use this ability, flip your Detective card over, not the other player's Detective. For example, you could use Ray Chandler's ability to allow everyone to draw a card. Then you would turn over your Detective card, but the player with Ray Chandler could still use his ability on another turn.

Gloria Gramm

Remove any 2 active Plot Twists.

You may remove 1 Plot Twist in front of you and 1 Plot Twist in front of another player. Or you may remove 2 Plot Twists in front of any player (including yourself).

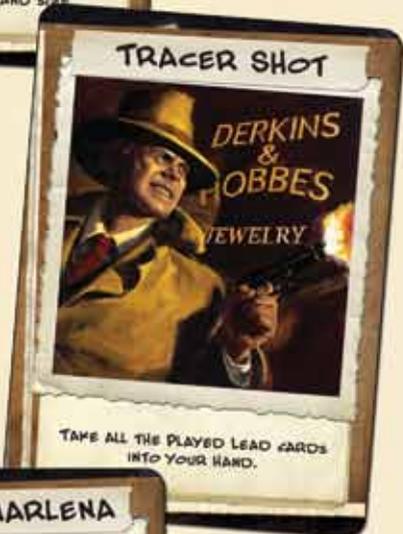




Pete Lorry

Discard your hand and draw back to your hand size.

Discard *all* cards in your hand (both Lead cards and Plot Twists) and draw back to your hand size: 3 for 4-players, 4 for 3-players and 5 for 2-players. Any active Plot Twists remain in front of you. For example, if there are 3 players and you have 2 cards in your hand, you discard 2 and draw 4.



Tracer Shot

Take all the played Lead cards into your hand.

For example, if there are 5 played Lead cards on the table, you would take those 5 Lead cards into your hand of cards. You may do this even if it exceeds your hand size. The next player then takes their turn normally - now able to play any card as if the round had just started.

This ability is particularly useful when you are about to fail a clue with several Lead cards in play.



Phyllis Marlena

Draw 3 cards then immediately take another turn.

It doesn't matter if drawing 3 cards exceeds your hand size. After drawing, immediately take another turn.



Ray Chandler

All players may immediately draw 1 card and discard any 1 card.

Players may draw a card even if they are already at their hand size. They must discard any 1 card in their hand after they draw a card - it does not have to be the card just drawn (you may discard a Plot Twist). Players who have dropped out are not allowed to draw.

PLOT TWISTS

Important! *Personal Plot Twists affect only you. Everyone Plot Twists affect all players, even if you have dropped out!*

You're Being Tailed!

Personal: Before the round begins, discard a Lead card with a <symbol>.

After drawing cards, choose and discard a Lead card. If you do not have a Lead card with that symbol, you do not have to discard a card.

Only one *You're Being Tailed* can be active for each detective.

Bad Press!

Everyone: Each clue requires an additional <symbol>.

For example, if Bad Press has a gun and the clue has 1 gun, it now requires 2 guns. If the clue has no guns, it now requires 1 gun.

Skeletons in the Closet!

Everyone: This Plot Twist must be removed before any other Plot Twist is removed.

When you use Hot Tips or a Detective Ability to remove any Plot Twists, you must remove this Plot Twist first before any other can be removed.

Frisked!

Personal: Before the round begins, unflip a Hot Tip (if possible).

You may choose which Hot Tip to flip back to its colored side. If there are no Hot Tips flipped, nothing else happens.

Threatening Phone Call!

Personal: Before the round begins, if you do not have a second Plot Twist, play one (if possible).

After drawing cards, select a Plot Twist card from your hand and place it face up in front of you. It is immediately active. If you do not have any Plot Twists in your hand, nothing else happens.



It Was Me!

Personal: When you drop out, the round ends and the clue fails. Then remove this Plot Twist.

After playing this Plot Twist, the next time you drop out (even if you are the last to drop out), the round immediately ends as a failure (see **Ending the Round, pg. 5**). Then remove this Plot Twist and place it in the discard pile. You must play a new Plot Twist if possible (see **Drop Out, pg. 4**).

Lucky Break!

Everyone: If this Plot Twist is removed, one player may re-activate their Detective Ability.

This is the only beneficial Plot Twist. After removing it, you may choose any player's Detective card (including your own) and flip it back over - the ability can now be used again.

Slipped a Mickey!

Personal: You must drop out if you have less than 3 cards in hand.

At the start of your turn, if you have less than 3 cards in your hand, you must drop out (see **Drop Out, pg. 4**). You cannot take any action.

Use only in a 2-player game!

Danger Can't Be Stopped!

Everyone: No one can use their Detective's special ability.

Players cannot use the Detective Ability action while this Plot Twist is active.

Use only in a 3 or 4-player game!

Big Dumb Goon!

Personal: When another player drops out, you must drop out.

At the start of your turn, if another player has already dropped out, you *must* drop out. You cannot take any other action.

Use only in a 3 or 4-player game!

END NOTES

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