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# v1

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Game: **DEADLINE**  
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Page 1: **Rules summary**

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# DEADLINE

## SETUP

Each player selects a **detective card** and places it faceup in front of themself.

Put the **bullet tokens** and the **hot tip tokens** (colored side up) in separate piles within easy reach.

The draw deck 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). Shuffle the deck and deal cards to each player: 3 for 4 players, 4 for 3 players and 5 for 2 players. Set the rest of the deck aside in a facedown draw pile. If the draw deck ever runs out, shuffle the discards to create a new deck.

Choose a **case** to play (easy, normal or hard). Set aside its deck of **clue cards**, facedown. Turn to the selected case in the Case Book and read the introduction aloud.

As indicated in the introduction, find the starting clue cards and set them out facedown. These are the only clues available at the start of your investigation.

The player who most recently read a mystery is the **chief detective** and takes the **detective badge**.

**Do not** open the Case Questions until the end of the game; turn over and read clue cards until you succeed during play; or open the solution book until the end of the game.

## PLAYING THE ROUND

Begin the round with the chief detective choosing one of the available clue cards and placing it in the middle of the table. Do not turn it over.

Everyone should discuss which clue to investigate, but the chief detective makes the final decision.

The chief detective takes the first turn, followed by the other players 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.

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 that round.

**You may take one of 3 actions on your turn:**

### ACTION: PLAY A LEAD CARD

A player may add 1 lead card to the *investigation chain*. The starting card can be *any* card (with any 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.**

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

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.

If the played lead card has a matchbook, flip the corresponding **hot tip token** to the lit match side. If the token is already flipped, it remains flipped.

### ACTION: USE DETECTIVE ABILITY

Each detective card has a **unique ability**. After using your detective's ability, flip the card over facedown. **Your ability can only be used once per game.**

### ACTION: USE HOT TIPS

The 4 **hot tip tokens** each show a colored matchbook on the inactive side. When they are flipped to the lit match side, they represent a special tip any player can use in one of 3 ways:

1. You may use 2 hot tips to draw a new card and add it to your hand.
2. You may use 3 hot tips to remove 1 plot twist card in front of any player.
3. 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.

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 faceup 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.

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

You must play a plot twist if you can. However, you may not be able to if the following applies:

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.

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 (**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 faceup in front of them. It can be referred to at any time.

If this was the last available clue card, the investigation ends.

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

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. 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.

### START THE NEXT ROUND

The **detective badge** passes clockwise to identify the new chief detective.

All players draw cards up to their hand limit: 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.

## 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. 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: **critical** and **bonus**. You can rate your investigative abilities on how well you answered the questions and how many clues you failed:

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

## TEAMWORK

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

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