



CASE & CLOSED

One Truth Prevails™

Trading Card Game

Rule Book



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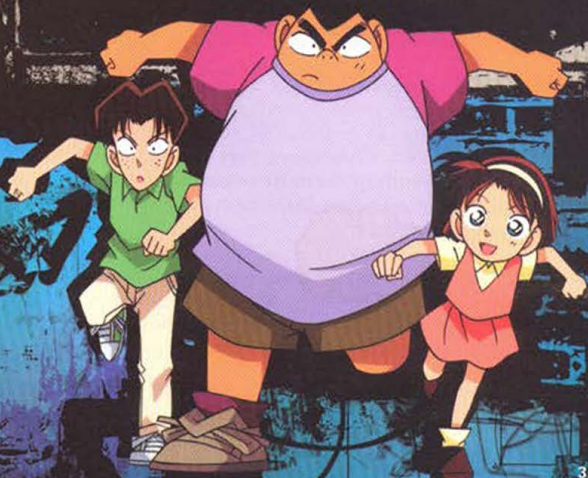
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Case ONE

One Truth Prevails™

Welcome to the Case Closed Trading Card Game. In this game, you build a custom game deck from the cards you own. Then, you use detectives, gadgets, and clues to solve murder cases. All the while, your opponents keep dispatching criminals to challenge your detectives! This conflict creates a game world that requires every bit of your strength, speed and intelligence.

Because getting to the truth is never easy...



How to Win

Be the First to Solve Three Cases! You win the instant you put your third solved case into your Headquarters (HQ).

How Does the Game Play?

You play with three decks of cards:

- You use your draw deck to draw events, detectives and gadgets into your hand.
- Your problem deck is where you keep your criminals and clues.
- Your case deck stores your cases.

In each turn, you may play detectives, give them clues and gadgets, and send them out to work cases. Criminal cards start in play as face-down problem cards. These problems can flip up to reveal the criminal and create mischief.

You can expend certain cards to gain strategic benefits each turn. Once a card is expended it is "tired" and cannot help you as much until you ready it at the start of the next turn. Characters that give you specific benefits from expending them have card text beginning with "Expend:" followed by the effect created from expending that character.

Case Closed TCG is a "one turn game." That means each player plays in every step of the turn. Each turn has 5 steps. In these steps, you go from one sub-step to another with no player going backward nor repeating a sub-step.

Steps of Play

Step 1: Ready

This step "resets and refills" everything in play from the last turn. Each player readies their expended detectives, gadgets, criminals, and problem cards. Then each player refills his problem row from his problem deck until it has 4 face-down cards. Finally, each player refills his case row from his case deck until it has 3 face-up cards. After that, each player draws 2 cards from his draw deck.

Step 2: Main

Now everyone gains job and crime points and plays cards. Each player gains 3 job points and 3 crime points. Job points help you play detectives to your HQ as well as attach gadgets to characters. Crime points help you flip over criminals and attach clues to your detectives. In this step, you will play detectives, and attach gadgets and clues to them for the cases ahead.

Step 3. Movement

Everyone may move their face-down problem cards. Problems are usually criminals, but often they are a clue card used to bluff your opponents. You can move your problem cards to your and your opponents' cases.

Step 4: Sleuth

Now the lead player assigns his detectives to work cases. First, the lead player may try to solve one or more cases. Afterward, the follower becomes the lead player and repeats the process. Throughout this step, characters may challenge one another in a single talent – with the loser of each challenge going to the discard pile.

Step 5. End

Players may discard one of their cases in play. They can do this if it has no problem card(s) assigned to it. Players may then discard any number of cards from their problem row.

Let's Look at the Cards!

Character Cards

There are two kinds of characters: detectives and criminals. Detectives go to cases to try and solve them, while criminals challenge detectives at cases and try to throw them off.

Title: Each card has a title. A character card's title has a name and a surname. For this card "Conan Edogawa" is the card's name, and "The Boy With Toys" is the card's surname.

Crime Point Cost: To flip a criminal face-up, you must pay its crime point cost.

Job Points: You must pay job points to play a detective into your HQ. To play this version of Conan Edogawa, you need to spend 4 job points.



Talents: Each detective and criminal has three talents: strength, speed and intelligence. You use these talents to solve cases and to compete in challenges with other characters.



Traits: Traits are keywords appearing on cards inside brackets. Traits divide cards into sub-groups. As you can see, Conan Edogawa is a Kid.

Rules for Characters

Uniqueness: Each character with the same name is "unique" for its controller. That means each player may have only one copy of a face-up unique character. While a second character of the same name is in play face-up under the control of the same player, that player must immediately discard one of those two characters.

EXAMPLE: Greg has Conan Edogawa, the Boy With Toys in play. During his Main step he plays a Conan Edogawa, Member of the Junior Detective League into his HQ. The names of these two cards Conan Edogawa are the same, so the uniqueness rule applies. Greg must discard one of them, and chooses to discard Conan Edogawa, the Boy With Toys.

Rules for Detectives

You draw detectives from your draw deck into your hand. You must pay job points to play detectives into your HQ. You gain 3 job points every turn during the Main step and any unused points carry over from turn to turn.

You use detectives to solve cases. When it's time to solve a case, merely expend your detectives at the case and subtract their intelligence from the case's intelligence goal, their speed from the speed goal and their strength from the strength goal. If all three goals are at zero or below, the case is solved.

When you play detectives (and all other types of cards), they may have any of three types of effects: triggered effects, constant effects and activated effects.

- Triggered effects are effects that occur in reaction to various game conditions.
- Constant effects are always active while the card is face-up.
- Activated effects don't occur unless you choose for them to and pay their costs.

Rules for Criminals

You keep criminals inside your problem deck. Criminals enter play face-down as problems and only become criminals when they flip up. Each player can only have one criminal at each case.

Criminals can flip from a face-down to a face-up position during the Step 4 - Sleuth Step after you pay its crime points. When you want to flip up one of your problems, you first reveal that card. If it is a clue, discard it immediately. If it is a criminal, you must pay crime points equal to the cost. If you don't have enough, then don't pay any crime points and discard the card.

After it's paid for, the criminal officially becomes "flipped up." Some criminals have "when flipped up" triggered effects on them.

You can have multiple copies of criminals in play while they are problems. When they flip face-up, the uniqueness rule applies. This means you can have one face-up and up to three face-down copies of the same criminal card in play at one time.

If you have a criminal in play and a duplicate criminal that is a problem card, you can still pay the cost to flip the problem card face-up. However, you must discard one of the duplicate criminals after you flip it.

Each player may have only two cards that came from their Problem Deck at any one case. That means you can have 1 criminal and 1 problem card, or two problem cards. Remember, when a card is facedown it is a "problem" and not a criminal or a clue. Criminals and clues don't become their type until it is faceup.

Criminals can challenge detectives. When a criminal challenges a detective, it "fights" the detective in a competition over a single talent. The character with the highest talent at the end wins the challenge and stays in play. Discard the character that loses the challenge along with its attached cards.

Gadgets

These cards represent the amazing gadgets, weapons, and equipment used in the series. Gadgets attach to characters and stay with them as long as the character is in play.



Rules for Gadgets

You pay job points to attach gadgets to characters during the Main step. If your gadget costs 1 job point to attach, you pay the job points and attach it to a face-up character you control.

How to Attach a Gadget. When you attach a gadget, put it underneath its attached character leaving a portion of the attached gadget card visible to other players. While in play, anyone may review and read the gadget card.

Players may attach only one gadget per character. You can attach a gadget to a character that has a gadget attached, but you must immediately discard another gadget from that character.

Gadgets are not unique to your play area. You can control multiple copies of a gadget in play.

Some gadgets can only attach to certain characters or types of characters. If so, these gadgets will say something like "Detectives only" to show what characters can attach that gadget.

Case Cards

Case cards represent the cases Conan and his friends solve in the series.

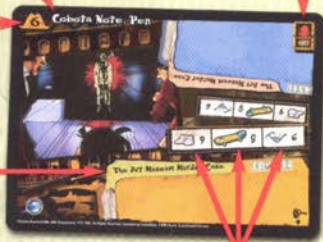
Clues: You can solve a case if you have every clue printed on the case attached to your detectives on that case.

Clue Value: Don't have all the right clues to solve the case? Then overcome with quantity! This number represents the number of different clues you need to solve the case if your detectives do not have the exact clues for the case.

Title: The title of each case card is the same as the episode it came from.

Expansion Symbol and Rarity: There are three levels of card rarity. Common (blue), Uncommon (red) and Rare (yellow).

Duplicate information is printed so your opponent can read it.



Talent Goals: Each case has 3 talent goals. To solve a case, your detectives at that case must lower each of the case's talent goals to zero or lower.

Rules for Case Cards

Case cards get their own deck: You play your cases from your case deck onto your case row during Step 1. Ready. You must refill your case row to three cases if possible in that step.

During the Step 5. End, you can discard one of your cases in play if you want. You can do this only if that case has no criminals or problems assigned to it, and only if you have at least one card left in your case deck.

Player use talents and clues to solve cases. A case has three talent goals on it:

strength

speed

intelligence



For your detectives to solve a case, their total talents must reduce all three talent goals on the case to zero or less. That's the first condition.

The second condition is that you need the right clues (or enough clues) to solve it. You can use clues to solve a case in two ways:

1. Have the exact clues listed on the case card attached to your detectives at the case, or
2. Have a number of different clues attached to your detectives that meet or exceed the clue number of the case.

If you solve a case, discard each problem and criminal card attached to the case and all the clues you used to solve it (keep attached the clues you didn't use to solve the case). Next, move your detectives and all their attached cards back to your HQ. If you fail to solve a case,

the case stays in the case row and all detectives with their attached cards go back to your HQ.

EXAMPLE: To solve the *Art Museum Murder Case*, your detectives at that case must have at least 9 strength, 8 speed and 6 intelligence. If they meet those numbers, then they must have the right clues to solve it. If they have both the *Cobota Note* and the *Pen* clue cards attached, then they can try to solve the case. If they DON'T have the two required clues attached, they can use other clues to try to solve the case. Look at the clue number of 6. If you don't have either the *Cobota Note* or *Pen*, but rather have 6 different clues attached to your detectives, you can still attempt to solve the case. When the case solves, you discard any clues you used to solve it: either *Cobota Note* and *Pen*, or exactly six different clues.

Clue Cards

Rules for Clue Cards

You pay crime points to attach clue cards from your PD row to your detectives in your HQ.



Clues attach only to detectives in play during the Main step. Detectives can attach as many clues as their intelligence allows. This means that if you have a character with an intelligence of 8, you can attach 8 clues to it. If your detective has clues attached and the number of clues exceed his intelligence talent, you must discard clues until the number of clues match his intelligence.

Event Cards

You play events from your hand, use their effects and discard them. Typically, events do not have a cost to play.

Rules for Event Cards

Event cards create flash effects when played.

Flash effects are card effects that occur instantly.

To learn everything about flash effects, go to page 21 for a full explanation and an example.



Each event tells you in which step(s) you can play it.

Card Number: Each card in a set gets its own number. The card number has no impact on game play, but helps you keep track of your collection.

How to Setup

1. Randomly determine a player to choose the first lead player in the game. The lead goes first from now on and play passes to the left.
2. All players shuffle their decks. Each offers a cut from their Draw Deck. Repeat for Problem Decks and Case Decks.
3. Each player draws 5 cards from his Draw Deck.
4. Each player may discard his hand and draw 5 new cards (limit once per game).

Game Zones

These are all the places in the game where your cards go.

Case Row: This row contains unsolved cases. Each player gets 3 spaces in their row for open cases.

Problem Deck (AKA: "PD"): Your problem deck is where you keep criminals and clue cards. The cards in this deck do not enter your hand. You take them from the top of your problem deck into your problem row face-down in the Ready step.

PD Discard Pile: Put any of your discarded criminals and clues here.

Problem Row: In this row, you keep the problems that you put here from your problem deck. The problem row is like a "second hand." You can look at these cards anytime. These cards are not in play.

Crime Zone: This is where you play problems from your Problem Row.

Field: When you assign detectives to cases, you put them into the field and align them with the case you want them to work.

HQ: This is your headquarters where you play your detectives and give them gadgets and clues. Your solved cases also go here.

Draw Deck (AKA: "DD"): This is the deck of cards you draw from during a game. It contains your detectives, events and gadgets.

Case Deck (AKA: "CD"): The case deck contains case cards. The cards in this deck do not enter your hand. You play them from the top of your case deck into your case row face-up in the Ready step.

CD Discard Pile: Put any of your discarded cases here.

DD Discard Pile: Put any of your discarded gadgets, detectives and events here.

The Steps of Play Explained

Step I. Ready Step

In this step, players go through each of the sub-steps in order. In each sub-step, the lead for the turn does all his actions, and then the followers for the turn do the same in a clockwise direction around the table.

A. Ready All Characters. Each player readies all their expended cards by turning all horizontal cards back to a vertical position.

B. Refill the Problem Rows. Each player refills his problem row if possible. The problem row is next to the problem deck (PD). Each problem row has 4 spaces for cards. If a player has any open spaces, he takes cards from the top of his PD, looks at them and places them face-down into his problem row. A player can look at the cards in his problem row anytime, but not his opponents' problems.

C. Refill Case Rows. Each player refills their case row if possible. A player does this by taking the top card of his case deck and putting it on his case row face-up. He repeats this action until he has 3 cases in his case row.

D. Draw 2 Cards. Each player draws 2 cards from the top of his DD (draw deck) into his hand.

After the last player draws his 2 cards, the step ends.

Step 2. Main

When this step begins, all players gain 3 job points and 3 crime points. Players spend job points to play detectives into their HQ and to attach gadgets to them. Players also spend crime points to pay for flipping up

criminals and to pay for clues they attach to detectives. Leftover points carry over from turn to turn.

A: Play detectives and attach gadgets. Each player may spend any of their job points to play detectives into their HQ or attach gadgets to their detectives. A player may play as many unique detectives as they can afford during this sub-step. Players may attach gadgets to their face-up criminals and detectives in this step.

B: Attach clues to detectives in your HQ. To attach a clue, you must pay its cost in crime points and play it from your problem row under your chosen detective, face-up with part of the card visible. You may only attach clues to detectives you control. The moment a detective has more attached clues than its intelligence, you must discard clues from that character until the number of clues attached equal its intelligence.

C: Players can play problems from their PD row to cases. To assign a problem to a case, move the problem card from your PD row to your crime zone and line it up with the case card on your side of the case keeping your problem face-down. There is no cost to do this. Each player may have up to 2 problems assigned to each case. A player cannot assign a problem card to a case where he already has 2 cards from his problem deck.

Bluffing Opponents With Face-down Clues. Problems are either face-down clues or criminals. Your opponent never knows if the face-down card you assign to a case is a criminal that can flip and challenge him or a clue serving as a ruse. To discard a problem card that is a face-down clue, show it to your opponent and discard it.

You can look at your problems in play anytime, but not those of your opponents. After the last player has finished Sub-step C, the Main Step ends.

Step 3. Movement

Each player may rearrange his problems on any of the cases in play (face-up cards are never problem cards). Each player may have up to 2 cards from his problem deck at any case

Step 4. Sleuth

In this step, the lead has an opportunity to work his cases. When the lead works his cases, he goes through all three of the sub-steps below. After he does this, the player to the left of him becomes the lead and goes through the three sub-steps. This continues until each player has had a chance to be the lead in the three sub-steps. The last person to go through this step is the new lead until the next sleuth step.

Flipping Criminals. During sleuth, you can flip up your criminals. You can flip criminals any time during the Sleuth step except in the "solve" sub-step. To flip a criminal, you reveal it to your opponents, pay its crime point cost and leave it in play face-up. If you cannot pay the crime points, you discard that criminal.
Note: You cannot flip up expended problem cards.

A. Assignment Sub-Step. For each detective the lead controls, he chooses to assign that detective to a case, or leave that detective in his HQ. Players may assign more than one detective to a case, but cannot assign the same detective to multiple cases.

B. Conflict Sub Step.

In this sub-step, other players can challenge their opponent's characters that are at the same cases.

How Challenges Work. You can only start challenges between characters by using card effects from events and cards in play. Challenges are "fights" that key off a single,

shared talent. A character may challenge another with strength, speed, or intelligence. A challenge begins when the challenge ability comes off the route, and ends when both players pass on an empty route. In some ways it's like a mini-substep. At the end of a challenge, the two characters compare the final values for the competing talent and the character with the lower talent value is discarded. If the characters' final talent values in a challenge tie, both characters remain in play. No player can challenge his own characters.

EXAMPLE: While Lillian's detectives are working a case, Greg plays an event that reads "Challenge a detective at this case with speed." Greg chooses a face-up criminal he controls at that case and one of Lillian's detectives at that case. Both players may play events and activated effects. When both pass consecutively, players compare the speed talents of the two characters and discard the character with the lowest speed.

C. Solve Substep.

Now the lead can solve cases. In this step, no events, card effects or flipping of criminals can occur. Cases solve like this:

- **Followers expend criminals for their talents.**
Each follower, starting with the first one to the left of the lead, may expend a criminal at each case to add that criminal's strength to that case's strength goal, speed to that case's speed goal, and intelligence to that case's intelligence goal.
- **Lead expends detectives for their talents.**
The lead may now expend any or all of their detectives at each case to subtract that detective's talents from the talent goals of that case. If all three talent goals on a case reduce to 0 or below, the lead can solve the case. If at least one talent goal remains greater than 0, this lead cannot solve that case for this turn.

- **Next, the Lead Must Meet the Clue Requirement of the Case(s).** If the lead's detectives at the case have the talents and the exact clues printed on their case, they can solve it. Also, if the lead's detectives have at least as many clues with different titles attached to detectives at the case as the clue number, they may also solve the case.
- **The case(s) solves if the lead's detectives meet its clue and talent goals.** The lead discards all problem and criminal cards attached to the case and all clues used to solve it (either the exact named clues, or any combination of different clues equal to the clue number). The solved case goes into the lead's HQ.
- **Detectives Return to HQ.** After each of the lead's cases solves or fails, all the lead's detectives return to his HQ with the expended detectives staying expended and the ready detectives still ready.
- **The status of "lead player" now passes to the player on the left.** This player now goes to the Assignment Sub-step A of the Sleuth Step and repeats these three sub-steps. This continues until each player has a chance to be the lead. The last lead player for the turn keeps the status of lead player for the rest of the turn. He stays the lead player until he goes through the solve substep in the next turn.

EXAMPLE: Greg is the lead player. He sends Conan, Rachel, and Richard to work the case *The Art Museum Murder Case*. He also sends Amy, George and Mitch to work *Fish Marks the Spot*. Now he attempts to solve all his cases at once. For this example, we'll say he solves *The Art Museum Murder Case* but not *Fish Marks the Spot*. Afterward, the lead becomes the player to Greg's left - Lillian. Lillian may assign detectives to cases and try to solve them all at once. This continues until the last player has a chance to go through the three sub-steps of Sleuth. After that, you go to the next step.

Step 5. End Step

A. Case Discard. Each player may discard one of their cases from the case row, but only if there are no criminals or problems assigned to that case, and only if they have at least one case left in their case deck.

B. PD Row Discard. Each player may discard any number of cards from their problem row.

Flash Effects & Triggered Effects

How Flash Effects Work. These effects occur "instantly" and are usable at almost any time in the game (except during the solve sub-step).

There are three ways that cards create flash effects: activated effects, playing event cards, and triggered effects.

Activated Flash Effects. Many cards have activated effects. These effects have a colon separating the cost from the flash effect. Any time you have right-of-way and can pay the cost, you may use an activated flash effect. Simply pay the cost, and put the effect into a queue of effects called "the route" (see p.22).

Event Flash Effects. Event cards create flash effects when you play them. After you play an event, the effect it created goes onto the route.

Triggered Flash Effects: These effects go off automatically based on a condition in the game. These effects also go onto the route. Triggered effects begin with words like "when," "whenever," or "at" followed by what triggers the effect and ending with the created effect.

The Route

The route is an effect queue that holds multiple flash effects in a suspended state until every player passes consecutively. After that, the effects on the route resolve from the last effect down to the first effect.


But what happens when your opponent needs to use his flash or triggered effects at the same "time" as you do? Whose effects go "first?" The player who has "right-of-way" goes first.

Right-of-Way. When a window in the game appears where players can create flash effects, the lead player gets "right-of-way." When you have right-of-way you can play as many events and activated effects as you want. They all go onto the route, but none of them resolve until players stop putting effects on the route. After you finish adding your effects, you pass, and the player to the left gets right-of-way and can add as many Flash effects as he wants to the route. When all players pass in succession, the topmost effect (the last one added) on the route resolves.

After each effect resolves on the route, the lead player gets the right-of-way to put effects back onto the route followed by the player to his left. After all players pass in succession, the topmost effect resolves. This continues until all players pass consecutively while there are no effects left on the route. After that, the the game progresses to the next step or substep.

EXAMPLE: Greg and Lillian both want to use flash effects during a challenge of strength. Greg challenged Lillian's *Jimmy Kudo*, *Super Sleuth* (strength 5) with his *Mob Henchman* (strength 5). Lillian is the lead and gets to use her effects first.

Lillian passes. Since both characters have equal talents, neither of them will be discarded if nothing happens, so she doesn't feel threatened. Greg flips over the criminal *Gin* who has this triggered effect:

 = effects of the card

"When flipped up, name a card, look at all opponents' hands and discard all copies of that card."

 *Gin*

Greg names the card *Swift Kick* which Lillian has 3 copies of in her hand. It looks bad for Lillian, but this triggered effect goes on the route and doesn't actually resolve until both players pass consecutively. Greg still has right-of-way, but chooses to pass.

Lillian then gets right-of-way, and plays the card *Swift Kick* as a flash effect, it reads:

 *Swift Kick*

 *Gin*

"Choose a detective in play. That detective gains +2 strength." Then Lillian passes.

Greg also passes. Since all players passed consecutively, the topmost effect on the route occurs. Lillian's *Jimmy Kudo* gains +2 strength from the effect which was generated by the card *Swift Kick*. Now that one effect has occurred, the lead, Greg, gets right-of-way again.

+2

 *Swift Kick*

 *Gin*

Greg uses the ability on his *Super Sneakers* gadget, which is attached to his *Mob Henchmen*, it reads:

 *Super Sneakers*

 *Gin*

"Discard a card from your hand: This character gains +2 strength." Greg discards a card from his hand and the effect goes onto the route.

Lillian then plays another *Swift Kick* event card from her hand and again chooses *Jimmy* to gain +2 strength.

 *Swift Kick*

 *Super Sneakers*

 *Gin*

Still having right of way, Lillian plays a third *Swift Kick* and chooses *Jimmy* to gain +2 strength again. Then she passes.

 *Swift Kick*

 *Swift Kick*

 *Super Sneakers*

 *Gin*

Greg passes.

The third *Swift Kick*'s effect occurs. *Jimmy Kudo* gains +2 strength.



Both player pass, and the second *Swift Kick*'s effect occurs. *Jimmy Kudo* gains a further +2 strength.



Both pass again and the effect from the *Super Sneakers* occurs, giving *Mob Henchmen* +2 strength.



Finally, they both pass again and Greg's first effect, generated by *Gin*'s triggered ability, discards all copies of *Swift Kick* from Lillian hand but ... There are none left!



Neither Greg nor Lillian have anything left to do, and they both pass when there are no effects in the route. *Jimmy Kudo* wins the challenge II strength to 7 strength. *Mob Henchman* is put into Greg's PD discard pile.

Yes, Greg tried to attack Lillian's cards in hand, but Lillian was able to use the route to suspend the timing of Greg's effect until all her effects occurred, letting her use every card he tried to get rid off

ANOTHER EXAMPLE: Think of the route as a narrow dead-end alley way and each effect as a car that drives down the alley. The first car effect goes in and "drives" all the way to the end. The next car follows. Other cards may enter the ally. But guess what? The only way OUT is for the last car in to leave the entrance. And as cars leave in a last out first fashion, others may zoom in to replace them. Eventually no more cars enter and all cars will have a chance to back out of the ally.

If you want more explanation on the route go to our site.
www.CaseClosedTCG.com.

Other Rules You Need to Know

Card Choosing: When effects choose cards by any means, they refer to cards in play unless otherwise explained by the effect.

EXAMPLE: "Choose one of your detectives. That detective gains +2 strength." This effect chooses the detectives you have in play. It does not choose cards in your hand, deck or any other game zone.

Cherry Picking Rule: Whenever you search your deck or discard pile for a card, you must reveal that card to your opponent before putting it into your hand.

Colons: Whenever you see a colon inside a card effect, it means that everything to the left of the colon is the cost and everything to the right of the colon is a flash effect. You can pay for and use these effects as much as can or want to. For example: the card *Super Sneakers*™ has this effect: "Discard a card from your hand: This character gains +2 strength." This activated effect allows you to discard multiple cards from your hand to gain +2 strength for each card you discard to this effect.

Control: Players control cards that they currently have in play.

Decking: When a deck runs out of cards, a player doesn't lose. He just keeps playing. If all players run out of cards, finish the current turn and then the game ends. Now, the player whose characters have the highest combined intelligence wins (combining from all their detectives and criminals in play). For ties, the player whose characters have the highest combined intelligence wins. Still tied? Then the current lead wins the game.

Entering Play: Some triggered effects go onto the route when a card "enters play." When a card moves into a play zone (Case Row, Crime Zone, Field, HQ) from a non-play zone (hand, deck, discard, PD discard, PD row, PD deck, removed pile) it "enters play."

Expending Cards: When you expend a card, you change it from a ready state to an expended state. To show your opponent a card is expended, turn it 90 degrees (horizontal). Once you expend a card, it cannot be expended again until it is ready (vertical). If an effect turns an expended card face-down, it stays expended. Players cannot assign expended characters to cases.

Floating Effects: Some cards create floating effects. Floating effects still impact the game even if the card that created them is not in play. Unless otherwise stated, floating effects end when the turn in which they were created ends (remember – a turn is a 5 step process).

Golden Rule: The cards in this game override the rules. When a game card specifically breaks a rule, the card is always right!

In play: A card that is in these game zones: Headquarters (HQ), Crime Zone, Field or Case Row.

Job and Crime Points: You gain 3 job points and 3 crime points each turn at the start of the Main Step and these points carry over after the turn ends. That means if you end a turn with leftover job or crime points, you will still have them in the next turn. There is no maximum amount of job or crime points you can have.

Ownership: Players "own" the cards that they bring to the game. When cards are discarded, they always go to their owner's discard pile.

Playing vs Put in Play: When you "play" a card, you must pay any costs that card requires. When a card tells you to "put into play" a card, you do NOT pay the costs to play that card.

Problems Criminals and Clues: When a criminal or a clue card is face-down, it is a problem card. It is NOT a criminal or clue card until the card is face-up. Each player can only have 2 cards from their problem deck at a case.

Removed from Game: When effects remove a card from the game, these cards go into a separate pile called the "Removed pile."

Right-of-Way: The player who has right of way currently has the chance to play or use a flash effect. See also: "The Route" on page 22.

Selecting Random Cards from Hand: When cards tell you to select cards at random from your opponent's hand, your opponent shuffles his hand and holds it up with the backs of the cards facing you. Now you choose the random cards.

Simultaneous Effects: If a player has multiple effects that go onto the route at the same time, that player chooses the order in which to add those effects to the route. This most commonly occurs when multiple triggered effects go off. If two or more players have multiple effects that go onto the route at the same time, the lead player adds all of his effects to the route in the order he chooses, followed by the next player to his left, and so on.

Surnames: Surnames are the part of a card's title that is in a smaller font. For example, the card "Conan Edogawa, the Boy With Toys" works like this: "Conan Edogawa" is the name of the card. "the Boy With Toys" is the surname and the two together are the title of the card.

Switching vs. Replacing cards: When a card switches with another card, all attached cards stay with the cards they were attached to. When a card "replaces" another card the attached cards become attached to the newer, replacing card.

Text in Parenthesis: When you see text on cards in parenthesis, they are rules just for that individual card and usually change how you play or use a card.

Zero and Negative Numbers:

If a talent, talent requirement or other similar number on a card reduces to a negative value, that number is 0 for comparing to other numbers. However, if further effects add or subtract from that number, use the exact sum of everything currently affecting it to find what the value is.

EXAMPLE: Lillian plays *Just Keep Talking* on Greg's *Policeman*, making the *Policeman's* speed -3. Other effects, such as criminal challenges, treat the *Policeman's* speed as 0. However if Greg then plays *Quick Reflexes*, giving the *Policeman* +2 speed, the total would be -1, but the *Policeman's* speed is still considered "0" for most game purposes.

Deck Construction:

To play a game, each player needs a Case Deck, Problem Deck, and Main Deck. The minimum number of cards brought to the table is 65 with the maximum number being 100 based on the following conditions:

Case Decks must be at least 5 cards to a max of 20, with no duplicates. This deck contains only cases.

Main Decks must be at least 40 cards to a max of 60, with no more than 4 copies of a card in your deck. This deck contains only events, detectives and gadgets.

Problem Decks must be 20 cards. You may have up to 4 copies of a card in this deck. This deck contains only criminals and clues.

Case Closed Multiplayer Rules

Cutthroat Multiplayer

Playing the Case Closed TCG with 3 or more players, requires these minor rules changes.

- 1) All players line up their cases in one big case row.
- 2) Each case can only hold a maximum of 2 problem/criminal cards per total.

Detective Agency Multiplayer

These are the Rules for Team Play:

- 1) Each Player Starts With Three Cases. Each player on a team puts out 3 cases into the case row. Each player refills his cases from his case deck. Players cannot refill other player's case rows.
- 2) How to Win. A team must solve 3 cases per player on that team to win.

EXAMPLE: If your team has 4 players it must solve 12 cases to win.

- 3) Players on the Same Team Share the Sleuth Step. Team players may work cases using a mixture of detectives controlled by all the players on the team.
- 4) The Uniqueness Rule: This rule still applies for each player NOT for each team.

EXAMPLE: A team can have multiple copies of Conan in play, but each player can have only one copy in play.

- 5) Criminal/Problem Card Limits

- **Two Teams:** If there are exactly two teams playing, each team may have 2 cards from their problem decks at a case, and only 1 criminal per case (that means a total of 4 problems/criminals per case, as in two-player game.)
- **Three or More Teams:** If there are more than two teams playing, each case can only have a total of two cards from their problem decks.

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Steps of Play

Step 1 Ready Step

All players ready all expended characters, refill their problem rows and case rows and draw 2 cards.

Step 2. Main Step

Each player instantly gains 3 job points and 3 crime points when this step begins. Each player goes through these steps together, starting with the lead and going clockwise.

- Players play detectives and gadgets into their HQ.
- Players attach clues from their problem row to their detectives.
- Players assign problems from their problem deck to cases in play. (Limit 2 problem/criminal cards per player per case. Limit 4 problem/criminal cards total per case.)

Step 3. Movement

Players can move any assigned problems to other cases

Step 4. Sleuth

A. Dispatch: The lead assigns his detectives to work cases.

B. Conflict: Other players may challenge detectives with the criminals they have at those cases.

C. Solve.

- Opponents may expend 1 criminal per a case to increase the talent goals of that case.
- Lead expends any detectives he chooses to try to solve cases.
- The lead solves each case where he has the necessary clues and where his expended detective's three talents meet or exceed the three talent goals of their assigned case. After this, the lead becomes the player to the left of this player.
- The new lead repeats this step. This continues until every player has a chance to solve cases as the lead player. The last lead player in this step keeps the status of "lead."

Step 5. End

Each player may discard one of their cases from the case row if possible. Each player may discard any number of cards from their problem row.