

PRIVATE DIE



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BRIEFING

There's a criminal on the loose, and you're a private eye trying to track him down. You and your associates will take turns questioning witnesses to find clues. You can feed a witness some information to jog his memory, but don't push him too hard! If witnesses crack under pressure, they'll give you bad leads, setting back your investigation. The first detective to collect fifteen clues solves the case and wins the game.

COMPONENTS

- 45 Clue tokens (15 black, 30 white)
- 30 Six-sided questioning dice (D6)
- 1 Ten-sided witness die (D10)
- 1 Rulebook
- 18 Witness cards
- 6 Detective cards
- 5 Case cards
- 1 Game box

GOAL

Be the first player to collect fifteen clues. When a player possesses fifteen clues at the end of any round, she solves the case and the game ends.

SETUP

- If playing a case (not recommended for a first play), the goal or base rules may change. Read more about cases on page 3.
- All players collect five six-sided dice of the same color and one clue.
- Form a bank by placing all other clues in the center of the play area.
- Shuffle eighteen witness cards to form a witness deck and place it in the center of the play area.
- Randomly deal a detective card to each player.
- Designate a first player by rolling the witness die. The player that rolls the highest number goes first. Alternatively, players may designate a first player by their own choosing.

IMPORTANT

The white clue tokens are worth one point each, and black clue tokens are worth five points each. Players may exchange five white clues for one black clue, and vice versa, throughout the game.

DETECTIVE CARDS

Each detective card has a unique ability that may be used throughout the course of the game, during the player's turn. If a detective ability conflicts with a game rule, the detective ability takes priority.

ROUND START

The first player reveals the top card of the witness deck and then takes the ten-sided witness die and rolls it. Once it has landed, it is placed next to the witness card. Add the result of the witness die to the number printed on the witness card to get the witness value. Please note, a zero rolled on the witness die counts as zero, not ten. Follow the listed effect on the witness card for the current round. Starting with the first player and continuing clockwise, each player will choose to roll anywhere from one to five questioning dice, trying to get as close to the witness value without exceeding the number (ie, busting).

IMPORTANT

If a witness card effect conflicts with a game rule, the witness effect takes priority. If the effect conflicts with a detective ability, the witness card takes priority. Check the online errata for any uncertain rulings.

ADDING EXTRA DICE

If a player's questioning roll value is lower than the witness die, she may expend one clue into the bank and roll one of her own unused die to add to the questioning value. She may continue to do so until either busting, expending all of her available unrolled dice, or running out of clues.

RULES

EXCEEDING THE WITNESS VALUE

If a player's roll value is higher than the witness, it is a bust. She loses two clues to the center pile and play continues with the next player, going clockwise.

MATCHING THE WITNESS VALUE

If a player's questioning roll value is equal to the value of the witness, one bonus clue is immediately rewarded.

ENDING THE ROUND

Once a player busts or declares an end to questioning (stays), she keeps her rolled dice in plain view of everyone, and play proceeds to the next player, going clockwise. Each player follows the same cycle of deciding how many dice to roll in an effort to match the witness value, rolling the dice, and then either busting or staying.

IMPORTANT

Each player does NOT roll the witness die again, nor do they draw a new witness card. The witness card and roll stay the same until each player has had a turn questioning.

After all players have rolled, the player who is closest to the value of the witness (without busting) wins the round. The winner receives clues equal to the number of positive dice that she rolled, and assumes the responsibilities of first player for next round. After the round is complete (whether or not the questioning was a success), discard the witness

card. The new first player draws a new witness card from the deck, re-rolls the witness die, and play continues to the next round.

SEE EXAMPLE NUMBER 1 ON PAGE 3

PLAYERS TIED FOR THE HIGHEST TOTAL WITHOUT GOING OVER

If two or more players are tied for the closest value to the witness value (without busting) at the end of a round, they will have a roll-off to determine who wins the round. All other players are excluded from the roll-off, the witness text is no longer in effect, and the detectives may not use their abilities (unless specifically noted).

The tied players gather the same dice they rolled this round (moving any previously unused or removed dice to the side) and re-roll them. During a roll off, the player with the highest combined value wins the round. If the players tie again they continue to roll until there is a winner. This rewards the player that took the most risk during normal play by giving them more dice to roll.

SEE EXAMPLE NUMBER 2 ON PAGE 3

IMPORTANT

Players may not expend clues to add additional dice to their rolls. No detective abilities or witness card text affect a roll-off unless otherwise noted.

ENDING THE GAME

The game ends when any player possesses fifteen or more clues at the end of a round, or if there are no cards left in the witness deck, resulting in a cold case. If two or more players have over fifteen clues, the player with the most clues win.

COLD CASE

If a round begins and there are no cards left in the witness deck, the case has gone cold. At this point, the game is over and the detective with the most clues "wins." You don't catch the criminal, but build a strong case if he ever reappears.

TIEBREAKER

If two or more detectives are tied with the most clues, they will engage in a sudden death round using the following rules:

- Keep the last revealed witness card face up. The number on this witness card will be used for any sudden death rounds. Disregard the text effect.
- One player will roll the witness die to get the total witness value.
- Any tied players will secretly consider how many of their dice they wish to roll. Once the tied players have gathered the dice they wish to roll they will all roll simultaneously.
- Whomever has the total closest to the witness value without busting is the winner.
- Players may not add additional dice or use detective abilities.
- If all tied players bust, re-roll the witness die and perform another sudden death round.
- If all tied player again tie, reroll the witness die and perform another sudden death round. Continue until a winner is determined.

OTHER NOTES

- If a player has no clues, she may remain in the game. The option to pay a clue to the center to roll additional dice is unavailable. Bust penalties are also waived.
- If all players bust, the round's current first player will remain first player for the next round.
- Each player may only use her own detective's ability.
- View the extensive errata at *PrivateDie.com* for details on detective abilities and witness effects.

CASES

Included with the game are five different case cards to add variety and replayability to *Private Die*. These cases have game-long effects that may change the goal of the game or how some mechanics work. We recommend that players should experience vanilla *Private Die* at least once before introducing the case cards.

When using a case, either select one, or shuffle the cases and draw one at random before setting up the game for play. Place the case card in the center of the play area, next to the clues. If the case has any rules that conflict with the standard game rules, follow the case rules instead. Perform any setup rules on the chosen case card before beginning the game.

VARIANT - "BARE BONES"

This variant can be used with players who aren't accustomed to tabletop games or if there is an extremely small play area like a bar table.

Remove the detective and case cards. Ignore any text effects on the witness cards. Follow the rules as usual, ignoring any rules that reference detective abilities or witness cards. For a shorter game, play to twelve clues.

EXAMPLE 1 - ENDING THE ROUND

1. On the first round of a three player game, Garrett reveals the witness card: Gossip. This card starts with a value of eight. He then rolls the witness die and gets a value of six, placing the die next to the witness card. The card and die are added together, for a total witness value of fourteen. Garrett decides to start his turn by rolling three dice. The values are four, five, and three, totaling twelve. He decides to end his questioning and stay.
2. Lucca rolls three dice. The values are six, five, and three totaling fourteen. Since she matched the witness value exactly. She immediately receives one clue, bringing her to two clues.
3. Mario rolls three dice. The values are one, five, and three, totaling nine. He pays one clue to the bank to roll an additional die, reducing him to zero clues. The additional die roll results in a value of six, bringing his total to fifteen. He busts and would pay two clues to the bank, but since he already has no clues, nothing happens and his turn is over.
4. Lucca wins the round, and gains three clues since her winning roll used three dice, bringing her to five clues. Lucca takes the witness die, and will start the next round.

EXAMPLE 2 - RESOLVING TIES

1. Garrett and Mario are in a roll-off. Previously in the round, Garrett had rolled four dice, and Mario had rolled five dice, so they both must re-roll those same dice.
2. Garrett rolls his four dice, with the values of five, four, six, and six, totaling twenty-one.
3. Mario rolls his five dice, with the values of six, four, five, three, and four, totaling twenty-two.
4. Mario wins the roll-off and gains five clues, since five dice were used.

EXAMPLE 3 - ADDING DICE

Lucca has zero clues at the start of her turn. The witness value is seven. She rolls one die and gets a one. Since she has zero clues, she must end the questioning, and the next player may begin her turn.

EXAMPLE 4 - BUSTING WITHOUT CLUES

Lucca has zero clues at the start of her turn. The witness value is ten. She rolls two dice and get a five and six, totaling eleven. She busts, but does not need to pay any penalty since she has no clues. The next player may begin her turn, and Lucca may still participate in the following rounds.

