

PRIVATE DIE



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 15 clues solves the crime 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 15 clues. When a player possesses 15 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 (5) 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 18 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.

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 twelve-sided witness die and rolls it. Once it has landed, it is placed on the die outline on the witness card. Add the result of the witness die to the number printed on the witness card to get the witness value. 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).

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.

EXCEEDING THE WITNESS DIE

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 DIE

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

Do NOT roll the witness die or draw a new witness card until each player has questioned it.

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 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 die (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.

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 15 clues at the end of a round, or if a round begins and there are no cards left in the witness deck. At this point, the game is over and the detective with the most clues wins.

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 and then place it on the witness card 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.

CASES

Included with the game are five optional 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.

When using a case, either select one, or shuffle the cases and draw one 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.

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 12 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 8. He then rolls the witness die and gets a value of 6, placing the die on the witness card. The card and die are added together, for a total witness value of 14. Garrett decides to start his turn by rolling three dice. The values are 4, 5, and 3, totaling 12. He decides to end questioning and stay.
2. Lucca rolls three dice. The values are 6, 5, and 3 totaling 14. Since she matched the value exactly, she immediately receives one clue, bringing her to two clues.
3. Mario rolls four dice. The values are 1, 5, and 3, 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 6, bringing his total to 15. 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 4 dice, and Mario had rolled 5 dice, so they both must re-roll those same dice.
2. Garrett rolls his 4 dice, with the values of 5, 4, 6, and 6, totaling 21.
3. Mario rolls his 5 dice, with the values of 6, 4, 5, 3, and 4, totaling 22.
4. Mario wins the roll-off and gains 5 clues, since 5 dice were used.

EXAMPLE 3 - RE-ROLLING

Lucca has 0 clues at the start of her turn. The witness value is 7. She rolls 1 die and gets a 1. Since she has 0 clues, she must end the questioning, and the next player may begin her turn.

EXAMPLE 4 - BUSTING WITHOUT CLUES

Lucca has 0 clues at the start of her turn. The witness value is 10. She rolls 2 dice and get a 5 and 6, totaling 11. 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.