

It Dies With Me

The Dead Die

(This expansion is located in the foil pack.)

Once you've gotten the hang of the basic game, you may want to introduce a new challenge: DEAD NUMBERS.

Dead Numbers

"Dead" numbers are numbers that you are not allowed to play. If a card ever causes you to play a Dead Number, it is cancelled out.

Dead Numbers are found in TWO places in this expansion:

1. Tombstone Tiles

Some Tombstone Tiles feature the word DEAD and a DIE NUMBER. That number indicated is "Dead" to you, as long as your token is on that Grave Tile.

HOWEVER...

Some Tombstone Tiles feature TWO of the four words: IT - DIES - WITH - ME. While your token is on that Grave Tile, it counts as if you were holding either of those word cards.




2. Out Of The Will Cards.

Each Out Of The Will card shows a Dead Number. If you draw one, keep it face up in front of you. The number indicated is "Dead" to you until another card's effect allows you to get rid of the card.

If you draw an Out Of the Will card WHILE you have one already, simply place the new card OVER the previous one. Only the effect of the top card applies to you. Using another action card to get rid of an Out Of The Will card only gets rid of your TOP card.



Adding This Expansion To Your Game

- Shuffle the new cards into the deck. They each show a  symbol in the bottom right corner, allowing them to be easily sorted if you wish to play the basic game again.
- Shuffle the Tombstone Tiles, and place one on each Grave Tile, face up, covering the previous tombstones.

Gameplay

Once you've added the cards and tiles, the rules of play are the same as the base game.

Breaking Games
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It Dies With Me

4-6 players • Ages 13+ • 20 minutes

Be honest. In most games - even your favorite game - there's nothing really at stake. What are you playing for? Bragging rights? A couple bucks?

A few fleeting moments of satisfaction? ... So What?

But this game is different. TODAY YOU'RE PLAYING FOR THE GREATEST TREASURE OF ALL: A peek into the soul; the deep, dark, twisted heart of your opponent.

If you win, you will learn a secret. A REAL secret.
SOMETHING NEVER TOLD TO ANYONE.

It will be a life changing experience, binding you together for all eternity.

By agreeing to play, you are swearing to abide by the game's fundamental rule:

Any secret you learn today will never be revealed. To anyone. Ever. EVER.
It Dies With You.

What's in the box?

6 Grave tiles	1 Envelope	1 Deck of cards
6 Coffins	6 Six-sided dice	6 Player tokens
1 Food marker*	Edible paper*	1 Expansion Foil

NOTE: This Game contains some **EDIBLE COMPONENTS**. If you win, you will have to eat one sheet of the edible paper, with a secret written on it with the food marker. It's 100% safe. Don't be a wuss. Just eat it. The secret you learn will make it all worth it. Oh yeah, and don't eat the marker.

*Note: The food paper and the ink in the food marker are commonly used for baking and decorating cakes. Both are FDA approved for consumption, and replacements are available at any supermarket.

How to Win

There are TWO WAYS TO WIN THIS GAME:

- A.** Be the first player to collect FOUR DIFFERENT WORD CARDS, and complete the phrase: IT - DIES - WITH - ME.



Note: Wild Rumors count as any one of the four words.

-OR-

- B.** Be the first player to move your token ACROSS ALL SIX GRAVE TILES, and reach the SECRET JOURNAL.



The Setup

- Place the 6 Grave Tiles in a row. The SECRET JOURNAL is placed at the end of the row. (See image)
- Shuffle the deck and place it in reach of all players.
- Each player gets a Coffin, a Die, and matching Token.
- Each player places their token on the first Grave Tile.
- Next, one player uses the Food Marker, and writes down a SECRET on the Edible Paper.

It is recommended that this player be the oldest, as they are likely to die first.



The Secret



It has to be a REAL secret - something THAT NOBODY IN THE ROOM KNOWS. It should be JUICY and at least a LITTLE EMBARRASSING.

Here are some suggestions:

A Secret Crush

"I'm attracted to Larry's wife."

A Bad Thing You Did

"I cheated on my SAT's."

A Guilty Pleasure

"I love listening to Taylor Swift."

A Lie You've Been Living

"I'm 40 years old."

Once the secret is written, the paper is tucked safely away, inside the secret journal (above.)

THE ONLY WAY TO READ THE SECRET:

Win The Game.

IMPORTANT: EVERY PLAYER PLAYS EVERY ROUND, INCLUDING THE PLAYER WHO WROTE THE SECRET. They, of course, are playing to keep anyone else from reading their secret!

Playing The Game

- Every round, each player secretly chooses a number on their die, from 1 to 6.
- Rotate your die so that the number you chose is on top, and hide it under your coffin.
- Once each player is ready, every player lifts their coffin at the same time, revealing their die.
- Check the dice to see who are the TWO WINNERS of the round.
*As mentioned under "How To Win", there are TWO WAYS to win the game.
Likewise, each round has TWO WINNERS:*

1. The Highest Number: Draw a Card

The player with the HIGHEST UNIQUE NUMBER on their die will draw a card, then immediately play that card.



*You may think: "Well Duh, I'll just play a 6 every time."
Sorry chump, it ain't that easy.*

IF ANYBODY ELSE PLAYED YOUR NUMBER, THEY CANCEL OUT.
You must have the HIGHEST UNIQUE number.



2. The Lowest Number: Move Your Token

The player with the LOWEST UNIQUE NUMBER on their die will move their token forward one Grave Tile.



*You may think: "Playing a 1 every time is sure to win."
Sorry again chump, it still ain't that easy.*

IF ANYBODY ELSE PLAYED YOUR NUMBER, THEY CANCEL OUT.
You must have the LOWEST UNIQUE number.



In effect, there are TWO DIFFERENT RACES BEING RUN SIMULTANEOUSLY. Some players will focus on card collecting. Other Players will focus on moving their token.



Special Cases

1. Winning Both High and Low

If every player but one cancels out, the sole surviving player wins BOTH HIGH and LOW, They draw a card AND move their token one space.

2. Nobody Wins

It happens. If EVERYBODY'S number is cancelled out, the round is a draw. No card is drawn, and nobody's token moves this round.

The Winner

The first player to collect the cards IT, DIES, WITH, ME, -OR- move their token to the SECRET JOURNAL gets to open the journal and read the secret! DO NOT READ ALOUD!

Now EAT the secret. Go ahead. Eat it. You've earned it. You will never tell anyone what it says. You will never repeat it.

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