

Dig DEEPER

Rob Daviau

COMPONENTS

The Game board
5 Character Tiles
1 Case Deck
1 cover card
35 Lead cards
Rule sheet

Boston has seen better days. Lots of protests. Civil unrest. Racial tensions. It's a brooding city struggling to find its footing. Some days it's simmering. Other days it's cooking. What a time to fight crime.

You drive a sweet car. You wear a leather coat. Maybe you crack a skull or two now and again. The 1970s are interesting and this week looks to be no different.

This is an expansion to *Detective: A Modern Crime Board Game*. It has the same concept and uses most of the base rules, with a few changes depicted in this rulebook.

The Investigative Team works together and shares all Stress, Authority, and Skill tokens. You will not be able to go through the entire deck, so you need to deduce your answers. The case consists of 36 cards: a cover and 35 Lead cards. Remember what you learned before—it is always good to cast a wide net on your case—no single card provides an answer to the case.

SETUP

Set up the game following the same steps as the base game with following exception—use the game board, character tiles, and case deck from this expansion. Set aside the Technology Skill tokens—these will not be needed in this expansion.

IMPORTANT: There are 5 Special tokens (01-05) in the base game. This expansion will sometimes ask you to place a Special token on the board for different purposes. Special tokens are not meant to be limited by the physical number of components in the game. If a certain component from the supply ever runs out use any substitute.

OVERVIEW

Your time limit for this case is 4 days. Even though the game is set in 1977 you still have to use the Antares website. After selecting the Dig Deeper case, the interface and available actions will be altered—there is no Internet, so the Antares will represent the city library and the interview room. As in the base game, you will have to use the website to check information and to file your Final Report (answer questions related to the case), which will determine the final score.

Important: This case does not contain a casebook. The introduction to “Dig Deeper” is available on the Antares website and the file will be downloadable as a PDF if you wish to print it.

Rule changes from the base game

- At the start of each day (including the first), you may start at ANY Location. You drive in from Boston and choose where to start.
- When you get to another Location you may choose to GUN IT!—spend 1 Authority token to not lose an hour getting there.
- The Write a Report action may be resolved only in the Location, City Offices (unless you use an ability).

- You cannot use the Internet to look up anything. It's 1977.
- You have three new actions:

CALL LIBRARIAN
PICK UP THE RESULTS
INTERVIEW

TIME

Each card takes from 1-3 hours (there are a few exceptions which will not take any time). If you Dig Deeper, the back of the Lead card will tell you if it takes more time (but never more than 1 hour).

LIBRARY

Without the internet, you need a librarian to look up information for you. The library is connected to 2 new available actions: Call Librarian and Pick Up the Results.

You may only ask the librarian to look up a topic where you have a card or information that reads “New Library Topic: [name].”

> CALL LIBRARIAN

When you want to request the librarian to look up available topics you must call them. This action does not take any time and may be performed in any Location, but only between 8 am and 4 pm. To call the librarian, type “CALL LIBRARIAN” in the form field of the Antares database. The librarian will ask

you to enter [NAME] of the topic you have chosen. You may request the librarian to look up any number of available topics for one call action. You must input and confirm them one by one (waiting for the librarian's confirmation after each input).

After typing all the topics in your request, place a special marker on the Time track 3 **working** hours away from your current time (regardless of how many topics you asked the librarian to look up) to indicate the time the librarian needs to perform their research. If a special marker would end on a space after 4 pm, proceed to count the following spaces from 8 am of the next day.

Example: You call the librarian to look up information on two topics. It is 3pm. You must the special marker 3 working hours ahead. The next hour is 4 pm, and the library is closed so you move the marker to 9 am of the next day. This is the earliest you may Pick Up the Results of the research.

Important: You cannot perform a Call the Librarian action if you have a Pick Up the Results action pending.

> PICK UP THE RESULTS

After 3 hours of intense research, the Librarian will have a file of results waiting for you. To Pick

Up the Results you must wait at least 3 working hours since you Called the Librarian (marked with a special marker on the Time track), and you must be in the Location Up Toward Concord between 8 am and 4 pm. This action does not take any time. To Pick Up the Results type "PICK UP THE RESULTS" in the form field of the Antares database.

Remember that you cannot perform the Call the Librarian action again before you have Picked Up the pending Results.

> INTERVIEW

Interviewing allows you to ask questions of people you meet while working the case. You may only interview people after finding a card or clue that says "Interview [NAME]."

* * *

Each Interview action must be done from the Town Offices Location, takes 1 hour, and requires spending 1 Authority Token.

To Interview type, "INTERVIEW [NAME]" in the form field of the Antares database. You will get an introduction of the person of interest being brought into the interview room. Then you may start the interview.

Interviews are conducted using a keyword such as "CAR" or "KNIFE" or any other word you think you should ask about.

You can also type "ALIBI" to ask where that person was at the time of the crime.

If the person does know something, you will get a piece of dialogue, otherwise they will say "I don't know anything about that."

* * *

The interview ends after you get three pieces of dialogue OR you get three "I don't know anything about that" answers. Asking for ALIBI does not count toward your limit.

Important: You may only interview each person once.

> EVIDENCE

When you find text that says "Evidence [name]", type it in the form field of the Antares database. Evidence found with the use of the library is automatically entered.

> FINAL REPORT

When you are ready to solve the case, type "FINAL REPORT" in the form field of the Antares database.

Our website:

www.portalgames.pl/en
www.portalgamesus.com

Detective: A Modern Crime

Board Game WEBSITE:

detectiveboardgame.com

None of the characters you will meet are real. Some historical figures are based on real people. Some of the events were inspired by real events. But the actual work is fictitious.

You can read a full list of what is history and what is fabrication after you've solved the case.

CREDITS

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Dennis Harper (Mc Cann), Ed Bille (Day), Mats Önnestam (Leeson), Will Hart (Anderson, Safara), Roberto Ciucci (Han), Ed Uthman (Gomez), Ken Mayer (Smith)
- **CARDS:** Will Hart

Samuel Whittemore's library entry based on a bio on www.badassoftheweek.com, written by Ben Thompson. Used with permission.

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