



DIPLOMATIC IMMUNITY

You are a diplomat. You are also a criminal.

RULEBOOK · v0.27 · 3–6 players · 30–45 minutes · ages 12+

You are a diplomat. You are also a criminal. The point is to never get caught doing something your immunity doesn't cover.

Everyone has a secret **Goal**. Commit crimes to get rich and build your record, but every uncovered crime adds **Heat**. Reach your Heat Limit and you suffer a **Scandal**. Three Scandals and you are **Recalled** home in disgrace.

Once your Goal is met, you **book a Departure** and try to leave the country. Nobody has to let you go, and everyone at the table gets one full turn to stop you.

Components

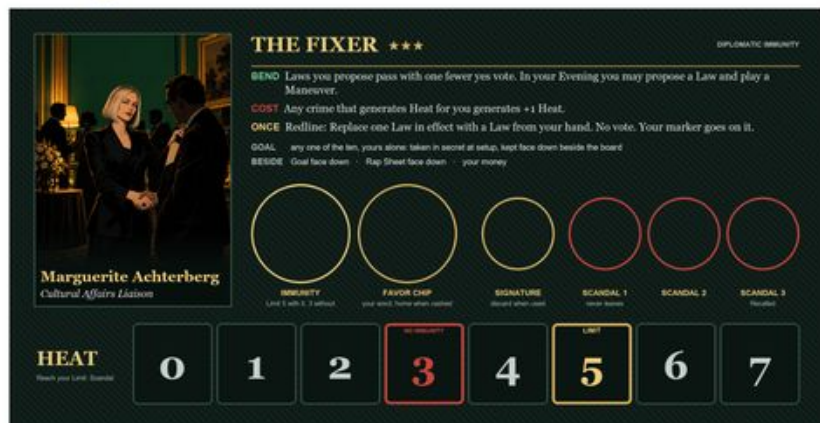


The four decks: Street (red), Politics (blue), Headlines and the twelve Goals.

Item	Count
Character boards (8 × 4 in, one per archetype: the woman on one face, the man on the other)	12
Goal cards (12, one of each)	12
Die (six-sided, for the roll at setup)	1
Street deck (Crimes, Covers, Dirty Tricks)	74
Politics deck (Laws, Maneuvers, Departure cards)	45
Headline deck	18
Quick-reference cards (Departures board on the back)	7
Bribes and Favors reference card	2
Blank card	2
Money: quarter-size punch-out coins, \$1M ×45, \$5M ×25, \$10M ×14	\$310M
Favor chips (punch-out, one per character, carrying that diplomat's face)	24
Immunity chips 6 (quarter-size), Heat markers 6, Signature chips 6, Law markers 18 (3 per seat), Scandal tokens 30, Departing markers 6: all punch-out chips	72

Every card is at diplomatic-immunity-game.com/cards; the diplomats are on their boards and at the back of this book.

Setup



A character board: portrait, Bend, Cost and Signature, slots for the Immunity, Favor and Signature chips, three Scandal slots, and the Heat track with both Limits boxed.



Immunity, Favor, Signature, Heat marker, Law marker, Scandal token, Departing marker, and money.

- Roll for it.** Everyone rolls the die. The highest roll wins; tied players roll again. The winner chooses a character first, chooses a Goal last, and takes the first turn.
- Choose your character.** Starting with the roll winner and going clockwise, each player takes any **Character board** still on the table. Each board is one archetype with two diplomats, the woman on one face and the man on the other. They share the board's Bend and Cost and differ only in their Signature, so pick your diplomat and lay that face up. One board per player, so no archetype is ever at the table twice. Take a set of seat markers in one colour (a Heat marker, a Signature chip and three Law markers) and an **Immunity chip**. Put the Heat marker on 0 of your Heat track and the Immunity, Signature and Favor chips in their slots.
- Take \$5M** and your character's **Favor chip**, the one with your face on it. Money is in millions, and the bank never runs out.
- Choose a Goal, in reverse order.** The player who chose their character last takes the Goal deck first. It then passes counter-clockwise and reaches the roll winner last. Look through the deck in secret, keep one Goal face down beside your board, and pass the rest on. No two players share a Goal. Players after you see only

which Goals are gone, not who took them. Keep yours hidden until you book a Departure. Any Goal is open to any character, even one your character can't meet (a Spouse cannot propose Laws, so Puppet Master would be a long night). Choose carefully.

5. **Deal the hands.** Shuffle the Street and Politics decks. Deal each player **4 Street cards and 2 Politics cards**.
6. **Set the clock.** Shuffle the Headline deck and deal a face-down pile of **12**. This pile is the game clock. Return the rest of the Headlines, and the Goals nobody took, to the box.
7. **The roll winner takes the first turn.**

Your Turn

Players take turns one at a time, clockwise. **One turn is one diplomat's day.** It has three steps, always in this order, and you finish all three before the next player does anything:

A **round** is every player taking one turn. Play passes to the player on your left. **Change of Protocol** (a Politics maneuver) reverses the direction of play, so "the player after you" and "the player before you" swap. A reversal never gives anyone a second turn in the same round: the players who have not yet had their turn take it in the new order, and the first player opens the next round as usual.

Think of it as a day at the embassy: everyone wakes up, works, and goes to the party, one diplomat at a time. Diplomats do their crimes by day and their politics at cocktail parties.

A sample turn in one breath: "Morning: I cool one Heat and draw two cards. Afternoon: I commit two crimes, take three Heat and \$6M. Evening: I propose Legalise Smuggling, we vote, it passes. I discard down to seven. Your turn."

You may talk, trade money and trade Favor chips at any time, on anyone's turn. The three steps only govern what you *do*.

Morning (upkeep)



Flip the Headline if you are first, cool 1, then draw two from either deck.

1. **If you are the first player** (the start of a new round), flip the top **Headline**. It replaces the previous Headline and stays in effect until the next one is flipped.
2. **Cool off:** remove 1 Heat (never below 0).
3. **Draw 2 cards** from the Street deck, the Politics deck, or one of each.

Afternoon (action)



A crime, the two reactions rivals may play, and the Cover that matches it.

Choose one:

- **Lay Low.** Remove 2 more Heat. You commit no crimes this turn.
- **Commit crimes.** Play as many Crime cards as you like, one at a time.

To commit a crime:

1. **Play the Crime card** face up and announce it.
2. **Rivals may react.** Each other player secretly chooses a Tip-Off (cancels the crime), a Leak (+1 Heat to you), or nothing, and places it face down. Everyone reveals together. Resolve the reactions in seat order, starting on the criminal's left. Each Leak's Heat lands as that Leak resolves, Scandal check included, so you know exactly

where you stand before the next step. A second Tip-Off on the same crime is wasted.

3. **Cover it, or don't.** Knowing your Heat, you may play one Cover on the crime. A Cover of the crime's type, or a wild Cover, cancels the crime's printed Heat.
4. **Take the Heat.** Add the crime's printed Heat unless the crime is Covered or is legal for you. If your Heat is now **at or above your Heat Limit**, you suffer a **Scandal** immediately (see Heat, Scandal, and Recall).
5. **Take the payout** and resolve the card's effect text.
6. **Put the crime face down in your Rap Sheet pile.**

You may also play Dirty Tricks marked "Afternoon" during this step.

Laws are checked at the moment Heat is taken (step 4). If a Law is Repealed during the reaction step, the crime resolves without it.

Evening (politics)



A Law goes to a vote; a Maneuver is simply played; Lobbyist buys a vote from the floor.

Choose one:

- **Propose a Law.** Pay a **\$1M filing fee** to the bank (kept whether the Law passes or fails), play a Law card and call a vote (see Voting). If it passes, put it in the middle of the table with your Law marker on it. At most **3 Laws** can be in effect. If a fourth passes, discard the oldest.
- **Play a Maneuver.** Pay its printed price, if any, and resolve it. No vote.
- **Hush Money.** Pay **\$3M** to the bank to remove 1 Heat.
- **Book a Departure.** Only if your Goal is met. See Leaving the Country.
- **Pass.**

Money leaves the game through filing fees, Maneuver prices, Hush Money and Departures. Bribes only move it around. Spend it to stay safe, or hoard it and stay hot.

Burn Bag (any step of your turn, as often as you like)

Stuck with cards you can never use? Discard **any three cards** from your hand and draw **one** card from either deck. It's free, it doesn't use your Afternoon or Evening action, and you may do it as often as you like: three out, one in, every time.

End of turn

Discard down to **7 cards** in hand. Play passes left.

Heat, Scandal, and Recall



The Heat track: 5 is the Limit with Immunity, 3 without. Reach it and it is a Scandal.

- Your **Heat Limit** is **5** while your Immunity chip is on your board and **3** without it. Both numbers are boxed on your Heat track. Characters, Laws and Headlines can change them.
- You suffer a **Scandal** the instant your Heat reaches your Limit, on anyone's turn.

Scandal:

1. Your Heat resets to 0.
2. Lose **half your money**, rounded down.
3. Discard **half your Rap Sheet**, rounded down. You choose which crimes.
4. Take a **Scandal token**. Tokens never go away. If it is your turn, your turn ends.

Third Scandal: you are Recalled. Discard your hand. You cannot win, cannot be targeted and take no Heat, but you still **vote on Laws** and can still be bribed. You have been posted to the Foreign Ministry, where you are now extremely bitter.

Losing Immunity. Your Immunity chip leaves your board in only three ways: a **Persona Non Grata** Law naming you, the Chaplain's Excommunication, or giving it up yourself to Defect or enter Witness

Protection. Losing it drops your Limit at once, and the Scandal check is immediate.

- Persona Non Grata is a standing Law. When it passes, the named player puts their Immunity chip on the Law card. The moment that Law leaves the table (Repealed, cleared by Term Limits, pushed out by a fourth Law or Redlined away), the chip comes home.
- A chip given up to Defect or enter Witness Protection goes back to the bank. Reinstatement or Diplomatic Reconciliation brings it back to your board.

Voting



Persona Non Grata, the Law the table uses as a brake; Law markers show whose Laws are in effect.

Only Laws are voted on. Nothing you need in order to win ever goes to a vote.

When a Law is proposed, everyone votes at once, thumbs up or down: the proposer, Departing players and Recalled players included. Lobbyist cards add a vote either way. The Spook and the Envoy never vote (their Costs); a Spook holding an unused Double Agent declares before the tally whether to cast one vote that counts three times, or sit out.

- A Law **passes with more yes votes than no** — more than half the votes cast. Ties fail.
- **Bribes are allowed and encouraged.** Money and Favor chips must change hands *before* thumbs go up. A spoken promise is not binding. A payment is, and so is a Favor chip (see below).
- A failed Law is discarded.

Favors



One chip per player, with their face on it. Given in any deal, cashed by the holder.

Diplomacy runs on favors. Every player has **one Favor chip** carrying their character's face. That chip is your word.

Giving it. Hand your chip to any player at any time, as part of any deal: to buy a vote, to stop a Leak, to keep a Tip-Off in someone's hand, or simply to be liked. You have only the one, so while it is out you have nothing left to promise. Chips can be traded onward, so your word can end up in anyone's hands. Who holds whose chip is always public.

Cashing it. The holder of your chip may cash it against you in exactly two ways:

Call	When	What happens
"Vote with me."	During any vote, before thumbs go up	You vote the way the holder says. (An Ambassador's vote still counts double. If you never vote, the call does nothing.)
"Take it back."	Right after you play a card: any crime of yours as the table reacts to it, any Law of yours as it is voted on, or a Dirty Trick, Leak or Tip-Off you aim at the holder, their crime or their Departure	The card is cancelled and discarded: the crime never happens, the Law is withdrawn without a vote, the trick fizzles. Shred cannot stop this; it was your word. A Favor can never cancel a Departure.

A cashed chip goes back to its owner, who can give it again. Favors are relationships, not ammunition.

Breaking your word. You may refuse to honour a cashed Favor. You take **3 Heat**, and the holder keeps the chip. A diplomat at Heat 0 can afford to break a promise. A diplomat at Heat 2 cannot. Every Favor you hold is a bet on the promiser's future.

Why it plays the way it does. Favors are cheap now and expensive later, like crimes. The broke Heir who buys a vote with the chip in round 2 pays for it in round 8, when the holder cashes it at the airport. One chip each means every promise is the only promise you can make until it comes home, and everyone can see where it is.

- A Recalled player's chip is void. Return it.
- The Goal **Everyone Owes Me** is met when you hold Favors from three different players (two, at 3–4 players).

Leaving the Country



Your Goal names three doors; the Departures board on the back of every quick-reference card lists all nine.

There are no exit cards to find. The nine **Departures** are printed on the back of every quick-reference card and are always available. Your Goal card names the **three Departures you may use**.

Booking a Departure (your Evening)

1. **Reveal your Goal, name your door, and pay for it.** The door must be one of the three on your Goal card. Pay its cost or show its condition now. Your Goal must be met **with what you have left** after paying. Put the Departing marker in front of you. The price is never refunded, even if the Departure fails.
2. **Everyone else gets one full turn.** Play continues round the table as normal. Every other player takes their Morning, Afternoon and Evening while you sit there, Goal face up, marker in front of you. You take no turn while Departing. Almost anything in the game can be aimed at you: Tip-Offs, Leaks, Shakedown, Blackmail, Frames, Expunge the Record, Laws and Repeals.

There are two ways to stop you:

- **A Tip-Off on your Departure.** Unless it is answered, the Departure fails when it resolves.
- **Heat.** Leaks, Society Dinners, Dawn Raids, Zero Tolerance, a Limit drop from Persona Non Grata: all of it counts. If you reach your Limit while Departing, you take the Scandal as normal **and the Departure collapses** on the spot.

And three defences:

- **Shred** cancels a Leak or a Tip-Off aimed at you or your Departure.
- **Deny.** When a Tip-Off is played on your Departure, you may pay **\$10M** to the bank to cancel it. Once per Tip-Off, as often as you can afford. The money comes out of what your Goal is counted on, so an Extravagance player can Deny their way under the line.
- **A Favor.** If you hold the trickster's own Favor chip, cash it to take the card back.

Cool off before you book, or leave with a Shred in hand.

3. **Resolve at the start of your next turn**, instead of taking it. Check, in this order:

- You have not suffered a **Scandal** since booking.
 - No unanswered **Tip-Off** was played on your Departure.
 - Your **Goal is still met**, and for Elected, a Law with your marker is still in effect. For a money Goal the money must still be in hand with the door already paid: Extravagance needs \$20M on the table at resolution, with the Jet's \$8M or the dowry's \$6M already gone. A Shakedown during the wait can put you under the line.
4. **All three hold: you're gone.** You win, and the game ends immediately. **Any one fails: the Departure fails.** You skip this turn entirely (no Morning, no cooling, no cards), the marker comes off, and your Goal stays face up for the rest of the game. You may book again on a later Evening, and the table will be waiting.

Diplomatic Marriage is the one door that needs another person, and it is priced like it. You pay the \$6M dowry and name your partner when you book. They either **accept**, revealing a met Goal and taking a Departing marker of their own, or **walk out**, keeping their Goal secret. If they walk out, your booking fails on the spot, the dowry is gone, and your Goal stays face up. If they accept, you are both Departing through the same round, and each of you resolves at the start of your own next turn. If one of you is stopped, the other can still leave. Everyone who leaves wins.

Why would anyone walk out on a shared win? Because a shared win is a win for you too, and some players would rather take their own door next round.

Departure cards



An everyday Use for anyone, and a bonus at that door.

Nine Maneuver cards in the Politics deck share the Departures' names. Each has an ordinary **Use** anyone can play in their Evening, and a **Departure bonus** that waives that door's cost or condition when you book through it. They are never required. See the card list.

Other endings

- **The clock runs out.** When the last Headline is flipped, finish that round. Among the players who still hold **Immunity**, the one with the most crimes in their Rap Sheet wins. Ties go to the most money, then the lowest Heat. If nobody holds Immunity, the same order applies to everyone. Nobody wins by sitting on cash, and nobody wins in disgrace.
- **Overtime.** If anyone is Departing when the final round ends, the game does not stop. Discard the Headline and play one more round with **no drawing** in the Morning, so the table gets its full turn at the leaver. The Departure resolves at the leaver's next turn as usual. If it fails and nobody else is Departing, the clock ending above decides the winner. If another Departure is in progress, play another overtime round the same way, up to four in all.
- **Last one standing.** If everyone else is Recalled, you win.

Timing and Rulings

- **Anytime** cards (Leak, Shred, Repeal) may be played on any turn, including during votes, during a crime's reaction step, and against a Departing player.

- **Two players Departing at once** each resolve at the start of their own next turn, in turn order. The first to resolve successfully wins.
- A Departing player still votes, still responds with Anytime and React cards, and can still be bribed. They simply take no turn until they resolve.
- **React** cards are played right after the thing they respond to, before it resolves.
- **Once-per-game** character abilities: discard your Signature chip from its slot when you use it.
- **Drawing at random from a hand** (the Pilot's Excess Baggage): the owner squares up their hand and fans it face down toward you. You slide the cards out of the fan yourself, choosing where each one comes from, but you see no face until the card is in your hand. If the hand holds fewer than three cards, take them all.
- **"Legal" crimes** (made legal by a Law) still count as crimes: they go in your Rap Sheet and can still be Tipped Off or Leaked. Leaked Heat lands even on legal or Covered crimes.
- **Cannot be Covered** overrides Covers, but not Laws that make the crime legal.
- **Recalled players** cannot be targeted by anything and take no Heat. They have no hand, so they play nothing.
- **"A player of your choice"** may be yourself. Notorious players sometimes want the Heat.
- **Character Heat Limit changes** are modifiers on the base (5 with Immunity, 3 without) and stack with Laws and Headlines.
- **Limit changes apply immediately.** If a Law or Headline drops your Limit to or below your current Heat, you suffer a Scandal on the spot. Zero Tolerance is exactly as nasty as it sounds.
- **If a deck runs out**, shuffle its discards to make a new deck.
- **When a rule and a card disagree, the card wins.** When two cards disagree, the one played later wins.

The reference card, actual size

Quick Reference

One turn is one diplomat's day

MORNING

First player flips a Headline. Cool 1 Heat. Draw 2 cards from either deck.

AFTERNOON

Lay Low (cool 2 more) or commit crimes one at a time; rivals react, you may Cover, take Heat, take payout, card to Rap Sheet.

EVENING

Law (\$1M fee, vote), Maneuver (its price), Hush Money (\$3M: cool 1), or book a Departure if your Goal is met. Discard to 7.

ANY PHASE OF YOUR TURN

Burn Bag, as often as you like on your turn: discard any 3 cards, draw 1 from either deck. Leak and Repeal work on anyone's turn.

HEAT

Limit 5 (3 without Immunity). Reach it: Scandal. Heat 0, half your money, half your Rap Sheet, take a token. Three tokens: Recalled.

VOTES AND FAVORS

Laws only. All vote at once; more than half passes; ties fail. Favor chip: "Vote with me" or "Take it back". Break it: +3 Heat.

Departures

Always open. Your Goal names three doors.

BOOK ONE IN YOUR EVENING

Reveal Goal, name a door, pay it, take the marker. Everyone gets a turn at you: Heat lands (a Scandal collapses it); Deny a Tip-Off \$10M; Shred a Leak or Tip-Off. Next turn: no Scandal, no Tip-Off. Goal still met: you win. Else it fails, price kept.

PRIVATE JET

Pay \$8M.

PARDON

Your Heat is 0.

DEFECT

Heat 2 or more. Discard your Immunity (Limit 3).

ELECTED

A Law with your marker in effect. Pay \$4M.

MEDICAL EVACUATION

Pay \$3M and discard your hand.

DIPLOMATIC MARRIAGE

Pay \$6M down, name a partner. They accept (Goal met) or walk out. Both Depart, both win.

ASYLUM

Heat 3 or more. Discard your hand.

WITNESS PROTECTION

Discard your Immunity and 3 crimes. A player of your choice takes 2 Heat.

SLOW BOAT

Pay \$5M and cool 2 Heat. Resolves at the start of your turn after next.

Failed? Your Goal stays face up.

Front: the turn. Back: the nine Departures. Seven copies in the box; every Goal card names three of the doors.

The diplomats



Marguerite Achterberg
The Fierc



Teodor Vance
The Fierc



Ottoline Marsh-Reyes
The Hear



Caspian Wells
The Hear



Yumiko Castellanos
The Attache



Bartholomew Oyeleran
The Attache



Dame Henrietta Sallow
The Ambassador



Augustin Ferreira-Lund
The Ambassador



Nadia Okonkwo-Brennan
The Spook



Silas Marchetti
The Spook



Constance Adeyemi-Strand
The Spouse



Rupert Okafor-Vance
The Spouse



Sofia Marchand-Ekwueme
The Interpreter



Hiro Lindqvist-Tanaka
The Interpreter



Father Anselm Okoye-Byrne
The Chaplain



Rev. Mira Sorensen-Adichie
The Chaplain



Zahra El-Mansouri-Grey
The Envoy



Leopold Anand-Whitcombe
The Envoy



Marta Krol-Obaseki
The Security Chief



Tomas Quispe-Lindgren
The Security Chief



Capt. Priya Castellane-Okoro
The Pilot



Capt. Lucian Varga-Ramirez
The Pilot



Jules Marchetti-Wells
The Trancee



Odette Sandoval-Bright
The Trancee

Twelve archetypes, two diplomats each. The pair on a board share its Bend and Cost and differ only in their Signature; the boards carry the full text.

About this edition

Rules v0.27. The rules, every card and the diplomats are kept current at diplomatic-immunity-game.com/rules, where the game is also free to play online with friends or computer players. If a card and this book disagree, the card wins; if two cards disagree, the one played later wins.

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