

MIDNIGHT RAID!

HORSE: A street name for heroin. Don't call it heroin or smack in this game, only "horse".

Rules: Make sure everyone understands these rules before you start play. If you mess up, start over. *It's on your honor to follow all the rules or the game won't work.*

The Setup: You are all horse addicts locked inside a drug dealer's den. He suspects that one of you is an Undercover Agent. He's right! Until you Burn the Agent, he won't let you out or give you more horse. If things get too rowdy, he'll just kill all of you. If you don't find the agent before midnight, the cops will raid the den and the agent wins. The game starts at noon...

Characters: Anyone in society could be on drugs, so play yourself as a junkie. Use your real names. The only difference is you don't know anyone else at the table unless they owe you or they are your friend. *Nametags are required if you really don't all know each other.*

Index Cards: Give each player two blank index cards. Everyone writes "You Owe Me" on the back of one index card and "My Friend" on the back of the other. Keep the fronts of these cards hidden until they are revealed in play.

"You Owe Me": On the front of this card write another player's name. Write why they owe you.

"My Friend": On the front of this card write a different player's name. This is your friend. Write why they are your friend and how you met.

Horse Cards: You'll also get a horse card that will tell you about horse effects and withdrawal on the back. One of the cards says "Undercover Agent" on the front. The agent got hooked on horse infiltrating the drug ring, so all the rules apply to him or her too. (I know real cops wouldn't do this. Pretend that this is a movie.) You must keep your card hidden until it's revealed, *even if you're not the agent.* Show everyone both kinds of cards before you deal them out.

Dealing Horse Cards: Make a deck with one Undercover Agent card and a number of Horse Addict cards equal to the number of players minus one. Shuffle the deck and deal out one card to each player (you shouldn't have any left over). *Don't deal Horse Cards until the Index Cards are filled out.*

Immersion Tokens: Place a number of tokens equal to the number of players in the middle of the table. Once per scene, each player can award one other player a token for "good immersion". *How you define immersion is up to you!*

Clock Pile: Some spent tokens go in the clock pile. **When there are twelve tokens in the clock pile, the Undercover Agent wins!**

Hide Your Stash! Keep your stash of earned tokens hidden. You don't have to tell anyone how many tokens you have.

Set Your Die: Each player needs their own d6. Everyone rolls their d6 to determine their starting Withdrawal Level. Re-roll any sixes. *If it comes up six the second time, it sticks!* Leave the die set in front of you. It will now track your current withdrawal level.

Withdrawal Level: This is how badly horse withdrawal is affecting you. The higher the number, the worse the withdrawal symptoms. Your level can never go below one or above six.

Level 1: You just took a little horse and got high! You can't spend tokens or cards when you're high, but you can earn immersion tokens.

Level 6: You're jonesing so bad you can't think straight! You can't play cards and you can only spend tokens to fight withdrawal.

Two Fives: If two or more players are at Level 5 or above at the end of a scene, the drug dealer kills everyone!

Spending Tokens: All players (including the Undercover Agent) can spend tokens to fight withdrawal, help someone else fight withdrawal, look at another player's Horse Card, or Burn the Agent.

Fight Withdrawal: Spend one token to roll the d4 and subtract that number from your Withdrawal Level (turn the die to the new number). Narrate or role-play what you did to fight the addiction. If your new Withdrawal Level is 1 you got high! *The spent token goes out of the game (not in the clock pile).*

Help Someone Else: You can give anyone else a token to help them fight withdrawal. They can refuse, but if they accept *they can only use the token to roll the d4.* Role-play helping them through withdrawal. The spent token goes out of the game.

Looking at Horse Cards: You can spend one token to look at one other player's card; except for the player whose name you wrote on the "My Friend" card. Don't turn the card over or show it to anyone else, just peek at it and put it back down.

Place the spent token in the clock pile. *In order to look at your friend's card, you must take them to the Broom Closet first.*

What you need to play:

- 5 to 9 players
- 2 index cards/player
- A d6 for each player
- One d4 for the table
- A bunch of tokens
- Table or play area (keep it small)
- Separate area for the "Broom Closet"

<p>Undercover Agent</p> <p>Goal: Keep your cover and stay alive until the MIDNIGHT RAID!</p> <p>State's Evidence: You can take one player to the broom closet and grant immunity. He or she only wins if you win. When you get back to the table, pay one token and look at their Horse Card.</p>	<p>Horse Addict</p> <p>Goal: Stay alive and Burn the Agent before the MIDNIGHT RAID!</p> <p>Horse Cards: Pay one token to look at another player's Horse Card.</p> <p>"My Friend": You can't look at your friend's Horse Card until you've taken them to the broom closet and paid them one token.</p>	<p>Horse Addict</p> <p>Goal: Stay alive and Burn the Agent before the MIDNIGHT RAID!</p> <p>Horse Cards: Pay one token to look at another player's Horse Card.</p> <p>"My Friend": You can't look at your friend's Horse Card until you've taken them to the broom closet and paid them one token.</p>	<p>Horse Addict</p> <p>Goal: Stay alive and Burn the Agent before the MIDNIGHT RAID!</p> <p>Horse Cards: Pay one token to look at another player's Horse Card.</p> <p>"My Friend": You can't look at your friend's Horse Card until you've taken them to the broom closet and paid them one token.</p>	<p>Horse Addict</p> <p>Goal: Stay alive and Burn the Agent before the MIDNIGHT RAID!</p> <p>Horse Cards: Pay one token to look at another player's Horse Card.</p> <p>"My Friend": You can't look at your friend's Horse Card until you've taken them to the broom closet and paid them one token.</p>
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Burn the Agent: If you can convince one other player to help you burn a third player as an Undercover Agent, you can flip his or her Horse Card. Role-play telling the drug dealer why you think the third player is the agent (get an uninvolved player to play the drug dealer for this). *You each spend one token and flip the third player's Horse Card. Place both spent tokens in the clock pile.*

If the card reads "Undercover Agent", he or she is gunned down and everyone else is set free (and the game ends). If he's not the agent you both get beat up and your Withdrawal Levels increase by 2 (change your die face). More players can agree with the two accusing players, but only two players spend tokens and risk getting beat up.

You Owe Me: Once per game, you can take a token from the player that owes you. Only do this at the table. Start yelling at the person who owes you something. When it reaches a climax reveal the "You Owe Me" card. *The other player has to give you a token if they have one. If their stash is empty, you get screwed!* They don't owe you anymore and don't have to pay you when they earn more tokens.

Broom Closet: Only two players are allowed to be away from the table at a time; they are in the broom closet conversing (and no one else can hear them). *You can't earn immersion tokens in the broom closet.* So keep it brief and get back to the table quick! If another player calls you to the Broom Closet, you can't refuse and it interrupts any other action before tokens are spent.

Take your stash (of immersion tokens) and your "My Friend" card with you *every time* you go to the broom closet. Leave "You Owe Me", Horse Cards, and withdrawal dice at the table.

Conspiring: Any two players can conspire against the others in the Broom Closet. *You don't have to spend any tokens or reveal any cards, just talk.*

"My Friend": You can take the player written on your "My Friend" card to the Broom Closet, *show them that index card, and give them a token.* When you get back to the table, you can then spend a token (to the clock pile) to see your friend's Horse Card; but you don't have to! If you gave your last token to your friend, you'll have to wait until you earn another.

State's Evidence: Once per game, the Undercover Agent can force another player to turn "State's Evidence". The agent must have at least one token in his or her stash when they use this ability. The agent takes the other player to the Broom Closet and tells them that they have immunity in return for cooperation. *From here on out, the player that turned State's Evidence only wins if the agent wins.* You can role-play it out,

but they can't refuse (and neither of you can earn immersion tokens in there).

Back at the table, **the agent spends one token to the clock pile** and looks at the other player's Horse Card. This covers the agent as it appears that he or she played their "My Friend" card in the Broom Closet.

Changing Scenes: The current scene ends when the last Immersion Token is rewarded. If the Withdrawal Level is above 5 for two or more players, the drug dealer has had enough of your shit and mows everyone down!

Put new tokens in the center of the table equal to the number of players and start the next scene. *Everyone adds 2 points to their Withdrawal Level at the start of the new scene.* Someone play the drug dealer for a second and say, "You better figure out who the fucking cop is or I'll kill you all!"

Don't withhold awarding the last token just because you notice that two or more players are above Withdrawal Level 5. Good immersion deserves to be rewarded immediately! Feel free to try again!

After the Game: When you are finished playing, reveal all the unrevealed cards and talk about them. Who was the agent? Who were your friends? Who owed you and why?

Then go around the circle and answer the question, "What does 'good immersion' mean to you?" What did you reward tokens for? What didn't earn your favor?

Winning and Losing: All of the winning and losing conditions are in the game text above, but here's a summary for easy reference.

Agent Wins: **When there are twelve tokens in the clock pile, it's midnight. The drug den is raided and the Agent wins!**

Horse Addicts Win: If two other players successfully Burn the Agent, the junkies are set free and probably get some free horse. If those tokens push the clock to or past midnight, the Agent is killed in the raid, but the other addicts escape at the last minute.

Everybody Dies: If two or more players are at Withdrawal Level 5 or greater at the end of any scene, the drug dealer guns everyone down!

You Always Win: You played a game. With friends. And immersion. So...*you are a winner!*

Special Notes:

- The Undercover Agent doesn't have a gun, badge, or wire.
- No cell phones; in character or out of character!
- The agent *can* spend tokens to Burn the Agent or look at other player's cards, helping to move the clock forward.

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<p>Horse Withdrawal: Vomiting, restlessness, diarrhea, cold flashes with goose bumps, muscle and bone pain, kicking movements</p> <p>Horse Effects: Users feel a euphoric surge or 'rush'. Dry mouth, nodding in and out, arms and legs feel heavy and rubbery, diminished mental capacity, dulled emotions</p>	<p>Horse Withdrawal: Vomiting, restlessness, diarrhea, cold flashes with goose bumps, muscle and bone pain, kicking movements</p> <p>Horse Effects: Users feel a euphoric surge or 'rush'. Dry mouth, nodding in and out, arms and legs feel heavy and rubbery, diminished mental capacity, dulled emotions</p>	<p>Horse Withdrawal: Vomiting, restlessness, diarrhea, cold flashes with goose bumps, muscle and bone pain, kicking movements</p> <p>Horse Effects: Users feel a euphoric surge or 'rush'. Dry mouth, nodding in and out, arms and legs feel heavy and rubbery, diminished mental capacity, dulled emotions</p>	<p>Horse Withdrawal: Vomiting, restlessness, diarrhea, cold flashes with goose bumps, muscle and bone pain, kicking movements</p> <p>Horse Effects: Users feel a euphoric surge or 'rush'. Dry mouth, nodding in and out, arms and legs feel heavy and rubbery, diminished mental capacity, dulled emotions</p>	<p>Horse Withdrawal: Vomiting, restlessness, diarrhea, cold flashes with goose bumps, muscle and bone pain, kicking movements</p> <p>Horse Effects: Users feel a euphoric surge or 'rush'. Dry mouth, nodding in and out, arms and legs feel heavy and rubbery, diminished mental capacity, dulled emotions</p>
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