**Nightgame Description**

* The Game consists of two phases:
  + 1st Phase: Learning Phase
  + 2nd Phase: Smuggling Phase

**Learning Phase**

The PCs have to learn different skills in order to be “allowed” to smuggle (in fact they will get automatically to 2nd Phase).

The skills have different purposes, which do often overlap. There are two categories of skills, **primary** and **secondary** skills. Primary skills are provided from the beginning, secondary skills have to be earned later. Skills can improve in Levels which means increasing odds during the game. Primary skills start at Level 1 and can be improved up to Level 5, secondary skills are acquired and instantly get to a Level from 1 to 5.

|  |  |  |
| --- | --- | --- |
| Primary Skills | | |
| Skill | Training Points | Purpose |
| Strength | Boxing Hall (Big Tower) | attack, smuggle |
| Charisma | Villa of the old Don (Rittersaal) | police, sale, |
| Intelligence | University (Chapel) | sale, attack |
| Stamina | Hospital (Icelandic corner) | attack, smuggle |
| Combat | Gang HQ (Saal) | attack, Police |

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| Secondary Skills | | |
| Skill | Training Points | Purpose |
| Bribery | Police Department (Berlin) | police, sale |
| Negotiating | Office of the Consigliere (Den Haag) | smuggle , sale |
| Inconspicuousness | Grand Boulevard (Courtyard) | police, smuggle |

Learning a skill requires training and that costs money. Each visit at a Training Point costs 1$. The groups get a starting capital which is 1$ per group member. That means there money will run low. To get more money in that phase, they can fulfill tasks for their Dons (e.g. deliver packages from Don to one Training Point, blackmail one Training Point, intimidate one Training Point…). They will get a 3$ reward for that.

After 45 min the 1st phase ends and all groups will start smuggling.

**Smuggling Phase**

The different Training Points change into Smuggling Points (4) and Markets (3).

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| Function | Place | Name |
| Smuggle | Löwengrube | Harbor |
| Smuggle | Basement | Funeral Parlor |
| Smuggle | Adlerhorst | Experimental Lab |
| Smuggle | Big Tower | Skyscraper |
| Market | Rittersaal | Central Station |
| Market | Kiefer | Presidential Suite |
| Market | Chapel | Chapel |

**Smuggling**

PCs are now on the hunt of goods, the final purpose is to get money for your Don. The Don with the most money wins the game. Goods can be gotten at the Smuggling Points, depending on the Skill Levels combined. In accordance to that combination you get to draw cards, higher level means higher chance of drawing the right card out of a 32 card cards game and getting goods.

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| --- | --- | --- |
| Level | Cards | Odds |
| 1 | A, K | 25 % |
| 2 | A, K, Q | 37,5 % |
| 3 | A, K, Q, J | 50 % |
| 4 | A, K, Q, J, 10 | 63,5 % |
| 5 | A, K, Q, J, 10, 9 | 75 % |

E.g. you are having the skills strength, stamina, negotiation and inconspicuousness at the levels 4, 5, 2 and 3, the average smuggling level is 3,5 (round up to 4).

**Selling**

PCs can sell their goods at the 3 Market Points and get different amounts of money, regarding either at which Point they are and how the prices in the moment develop. Overflow of one good means falling of prices, which is controlled by the Game Masters.

Another opportunity for the PCs at the market is to buy information for 3$.

* + Information about the development of prices (market teamer has to call the Game masters)
  + Information about if or when “Black Monday” will be (no certain information, just rumors, asked at the Game masters)

The last action at a market could be to buy a certain good (and to create absence to raise the prices)

**Further process**

PCs earn money by selling the goods. They have to decide whether they keep the money and risk to get robbed by others, whether they deposit the money in the bank, or whether they bring it directly to their Don.

* **Bank:**

PCs can deposit their money in the bank, they get an interest every 5 minutes which is fixed. They can choose between 3 types of investment, safe investment (10% interest), average investment (20 %) and risky investment (30%). They can however lose their money if a “Black Monday” is coming. All interests at that time will be lost and money will be reduced from the PCs starting capital (75% from the risky, 50% from the normal and 25% from the safe investment).

The “Black Monday” is directed by the Game Masters, Information about that might spread during the game, or might as well not.

PCs have to fill out a form and wait in a queue; also they might get back their money at any time but during a Black Monday, with the additional money from the interest. They need to bring their receipt.

* **Robbing other groups/being robbed**

PCs have the opportunity to rob others by attacking them on everywhere in Chicago. A fight between two enemy groups is starting, whenever one group member is caught by the other group. The whole group has to stop running away and has to face the fight, the family always sticks together! The fight is a modified game of rock-paper-scissors with 3 dance moves the PCs have been taught at the Combat Training Point. Each PC is fighting a “best of three game” against the enemy. The group wins always as a collective, although the groups have to be the same size during the size, which means that one or two are left out. To win, all Combat skill levels have to be added up (e.g. a group consisting of 5 members, one of them having combat skill level 4, two having level 3, two having level 5 will mean a total combat level of the group of 20). To this will be added 3 points for each group member winning a fight and deduct 1 point for each loss (e.g. same group with total combat skill of 20, 3 members of this group lost in a fight, two won, would mean a result of 23). The one group with the higher result wins. The winner takes all the currently transported stuff of the other group.

* **Don**

The PCs can always come to the Don and deposit there money there. The money is out of the game and safe. Nothing can happen with it anymore.

**Police**

There will be Police patrolling the Central Square and the Streets of Chicago.

The routes of the Cops are fixed. They are patrolling at the Chicago Central square and therefor communicating with radios to give the PCs a chance and leave a gap at the central square.

* + Every time a cop spots a fight, all PCs are arrested for 5 minutes, meaning they have to stay with him. The system used is the same as in the smuggling points, that means adding up skill levels and counting a general smuggling level of the group.

|  |  |  |
| --- | --- | --- |
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| 4 | A, K, Q, J, 10 | 63,5 % |
| 5 | A, K, Q, J, 10, 9 | 75 % |

* + The price paid is 3$ per person.
  + Every time a cop spots a group, he will try to search/frisk them for smuggled goods. If he finds something, they are arrested for 5 minutes and the stuff is confiscated.