

Skullcrusher

You are the leader of the Infernal Bitches biker gang. But you're sick of your life: you've seen it all, and you're getting tired and self-destructive. Deep down, you want to get out of this God-forsaken town.

But before you go, you'd love to prove to everyone that you don't care anymore. If you could leave the gang in safe hands, you'd love to go out in a final blaze of glory.

The Rally

Tonight, you are at an Infernal Bitches biker rally at the Lost and Found, a dive bar on the edge of town.

The Infernal Bitches are a fast-living drinking biker gang and you're proud to be a member. The gang has no fixed rules about who gets to join and who is Gang Leader. Sometimes it's decided by a vote, sometimes by a fight.

There will be three races tonight: one at sunset, one at midnight and one at dawn. The bike racing rules will be explained at the start of the race.

The Others

Raven is your girlfriend of six years. At last year's rally, she slept with Pretty Boy Pete, and you punched him. (To be fair, you'd slept with Blaze a year before that.)

You still love her. Despite yourself, you also like Pretty Boy Pete, although you think he wants revenge on you.

Dirtbeard is untrustworthy and you think he wants the Gang Leadership. You'd like to throw him out of the gang.

You like Spanner, the gang's mechanic, and have a secret crush on her. You tolerate Rattail, who is greasy and unpleasant.

Other than that, you don't know anyone here.

The Cards

At the start of the game, you will be dealt two hands of cards: one of black cards and one of red cards. Both hands will contain five Aces and one King.

Your aim is to get rid of the Aces and get as many other Black and Red cards as possible. Throughout the game, Aces are always low.

If you run out of either red or black cards, see a GM.

Love

Red cards represent Love. You can get Love cards from someone by Making Love to them. You know you should only make love to your girl friend, Raven, but you might make love to someone who makes you feel young again.

After talking to someone for 2 minutes, you may ask them to Make Love. If they agree:

1. Show them your Love cards, *face-up*. They will offer their cards in the same way.
2. Take one of their Love Cards and hold it up. They will take one of yours.
3. If the person who asked to make love holds the higher card, you reach First Base. Repeat the process to reach Second Base, then Third Base, then Go All The Way.
4. If the person who asked to make love holds the lower card, or they're equal, something goes wrong while Making Love. Stop Making Love and decide what went wrong.
5. Either way, keep the cards you took.

You must wait 15 minutes before making love to anyone again.

Rock

Black cards represent Rock. You can get Rock cards by fighting.

When someone says or does something that offends you, you may fight them, as follows:

1. Show them your Rock cards, *face-down*. They will offer their cards in the same way.
2. Take one of their Rock Cards and hold it up. They will take one of yours.
3. If you hold the higher card, you win. If they hold the higher card, they win. The winner keeps *both* cards.
4. If they're equal, no-one wins, and you both keep the cards you took.
5. Decide exactly what happened in the fight.

After a fight, you must wait 5 minutes before fighting the same person again.

You may also challenge someone to a fight to steal their bike; to steal something else they have; to stop them tampering with a bike; or to stop them making love. If you win, you succeed; if not, you don't.

If you want a fight over something else – for example, a fight for the Gang Leadership – you must *both* agree what the fight is about.

If you don't fancy a fight, you may challenge to a different contest: perhaps a drinking competition or arm-wrestle. The rules are the same.

Claims

You have four Claims: a Bike Claim, a Gang Claim, a People Claim and a Love Claim. These Claims, represented by laminated cards, let you claim Love and Rock Cards from other players.

At any point, you may change a Claim: perhaps because you've finished with it or it no longer suits your character. To change a Claim, swap it for another one of the same type from the Claim Pile (for example, swap your Bike Claim for a different Bike Claim). Leave your old claim in the Claim Pile: you may not take that Claim again.

You may also *claim 1 Rock Card from every other player* if you are the first person to die tragically.

To claim a card, take it face down from the other person's hand.

Bikes and Parts

You start the game with the key to your bike. You may not move any bike unless you hold the key to that bike.

Other characters can repair or modify bikes: the more modifications a bike has, the more likely it is to win. You, however, may not add or remove 'Modification' cards, nuts, bolts or washers.

If anyone asks what you are carrying, you must show them. Please don't hide cards, bolts and so on.

The End Of The Game

At the end of the game, discard all your Aces. Then count your Love and Rock cards.

The player with the most Love cards rides out of town to a new life. They choose one other character to take with them. They are saved by Love.

The player with the most Rock cards is saved by Rock. They die gloriously in a bike crash.

Everyone else is condemned to spend the rest of their lives in this God-forsaken town.

Raven

You are the gang leader's girlfriend. But you're sick of your life: you see yourself getting older and you miss the passion of your youth. Deep down, you want to get out of this God-forsaken town.

But before you go, you'd love to prove to everyone that you're still the true power in the gang.

The Rally

Tonight, you are at an Infernal Bitches biker rally at the Lost and Found, a dive bar on the edge of town.

The Infernal Bitches are a fast-living drinking biker gang and you're proud to be a member. The gang has no fixed rules about who gets to join and who is Gang Leader. Sometimes it's decided by a vote, sometimes by a fight.

There will be three races tonight: one at sunset, one at midnight and one at dawn. The bike racing rules will be explained at the start of the race.

The Others

Skullcrusher is your boyfriend of six years. You love him, but he reminds you that you're getting old.

Last year, you slept with Pretty Boy Pete, hoping he'd make you feel young again. Afterwards, Skullcrusher found out and punched him. You were impressed by Skullcrusher and thought less of Pretty Boy Pete for not fighting back.

You like Dirtbeard, whom you find exciting, but detest his girlfriend, Blaze, who once slept with Skullcrusher.

You have a grudging respect for Spanner, the gang's mechanic. You like Rattail, although he's a bit smelly.

Other than that, you don't know anyone here.

The Cards

At the start of the game, you will be dealt two hands of cards: one of black cards and one of red cards. Both hands will contain five Twos and one Queen.

Your aim is to get rid of the Twos and get as many other Black and Red cards as possible. Throughout the game, Aces are always low.

If you run out of either red or black cards, see a GM.

Love

Red cards represent Love. You can get Love cards from someone by Making Love to them. You know you should only make love to your boyfriend, Skullcrusher, but you might make love to someone else dark and exciting.

After talking to someone for 2 minutes, you may ask them to Make Love. If they agree:

1. Show them your Love cards, *face-up*. They will offer their cards in the same way.
2. Take one of their Love Cards and hold it up. They will take one of yours.
3. If the person who asked to make love holds the higher card, you reach First Base. Repeat the process to reach Second Base, then Third Base, then Go All The Way.
4. If the person who asked to make love holds the lower card, or they're equal, something goes wrong while Making Love. Stop Making Love and decide what went wrong.
5. Either way, keep the cards you took.

You must wait 5 minutes before making love to anyone again.

Rock

Black cards represent Rock. You can get Rock cards by fighting.

When someone says or does something that offends you, you may fight them, as follows:

1. Show them your Rock cards, *face-down*. They will offer their cards in the same way.
2. Take one of their Rock Cards and hold it up. They will take one of yours.
3. If you hold the higher card, you win. If they hold the higher card, they win. The winner keeps *both* cards.
4. If they're equal, no-one wins, and you both keep the cards you took.
5. Decide exactly what happened in the fight.

After a fight, you must wait 5 minutes before fighting the same person again.

You may also challenge someone to a fight to steal their bike; to steal something else they have; to stop them tampering with a bike; or to stop them making love. If you win, you succeed; if not, you don't.

If you want a fight over something else – for example, a fight for the Gang Leadership – you must *both* agree what the fight is about.

If you don't fancy a fight, you may challenge to a different contest: perhaps a drinking competition or arm-wrestle. The rules are the same.

Claims

You have four Claims: a Bike Claim, a Gang Claim, a People Claim and a Love Claim. These Claims, represented by laminated cards, let you claim Love and Rock Cards from other players.

At any point, you may change a Claim: perhaps because you've finished with it or it no longer suits your character. To change a Claim, swap it for another one of the same type from the Claim Pile (for example, swap your Bike Claim for a different Bike Claim). Leave your old claim in the Claim Pile: you may not take that Claim again.

You may also *claim 1 Rock Card from every other player* if you are the first person to die tragically.

To claim a card, take it face down from the other person's hand.

Bikes and Parts

You do not own a bike. If you want to race, you may be able to beg, borrow or steal one. You may not move any bike unless you hold the key to that bike.

Other characters can repair or modify bikes: the more modifications a bike has, the more likely it is to win. You, however, may not add or remove 'Modification' cards, nuts, bolts or washers.

If anyone asks what you are carrying, you must show them. Please don't hide cards, bolts and so on.

The End Of The Game

At the end of the game, discard all your Twos. Then count your Love and Rock cards.

The player with the most Love cards rides out of town to a new life. They choose one other character to take with them. They are saved by Love.

The player with the most Rock cards is saved by Rock. They die gloriously in a bike crash.

Everyone else is condemned to spend the rest of their lives in this God-forsaken town.

Pretty Boy Pete

You are the Second-In-Command of the Infernal Bitches biker gang. But you're sick of your life: you fill your time with racing, drink and women, trying to forget the emptiness of it all. Deep down, you want to get out of this God-forsaken town.

But before you go, you'd love to prove to everyone that you're ruthless enough to be Gang Leader.

The Rally

Tonight, you are at an Infernal Bitches biker rally at the Lost and Found, a dive bar on the edge of town.

The Infernal Bitches are a fast-living drinking biker gang and you're proud to be a member. The gang has no fixed rules about who gets to join and who is Gang Leader. Sometimes it's decided by a vote, sometimes by a fight.

There will be three races tonight: one at sunset, one at midnight and one at dawn. The bike racing rules will be explained at the start of the race.

The Others

At last year's rally, you slept with Raven. It made you respect her less and, afterwards, you felt emptier than ever.

Afterwards, Skullcrusher punched you. You didn't hit him back. You're still waiting for revenge.

You have a secret crush on Blaze, whom you respect for not letting you into her bed. Dirtbeard, her boyfriend, is your main rival for the leadership, and you secretly respect him.

Spanner is the gang's mechanic. She's reliable, but you hardly notice her. Rattail is rather smelly but occasionally useful.

Other than that, you don't know anyone here.

The Cards

At the start of the game, you will be dealt two hands of cards: one of black cards and one of red cards. Both hands will contain five Threes and one Jack.

Your aim is to get rid of the Threes and get as many other Black and Red cards as possible. Throughout the game, Aces are always low.

If you run out of either red or black cards, see a GM.

Love

Red cards represent Love. You can get Love cards from someone by Making Love to them. You are likely to make love to any woman who you find exciting .

After talking to someone for 2 minutes, you may ask them to Make Love. If they agree:

1. Show them your Love cards, *face-up*. They will offer their cards in the same way.
2. Take one of their Love Cards and hold it up. They will take one of yours.
3. If the person who asked to make love holds the higher card, you reach First Base. Repeat the process to reach Second Base, then Third Base, then Go All The Way.
4. If the person who asked to make love holds the lower card, or they're equal, something goes wrong while Making Love. Stop Making Love and decide what went wrong.
5. Either way, keep the cards you took.

You must wait 10 minutes before making love to anyone again.

Rock

Black cards represent Rock. You can get Rock cards by fighting.

When someone says or does something that offends you, you may fight them, as follows:

1. Show them your Rock cards, *face-down*. They will offer their cards in the same way.
2. Take one of their Rock Cards and hold it up. They will take one of yours.
3. If you hold the higher card, you win. If they hold the higher card, they win. The winner keeps *both* cards.
4. If they're equal, no-one wins, and you both keep the cards you took.
5. Decide exactly what happened in the fight.

After a fight, you must wait 5 minutes before fighting the same person again.

You may also challenge someone to a fight to steal their bike; to steal something else they have; to stop them tampering with a bike; or to stop them making love. If you win, you succeed; if not, you don't.

If you want a fight over something else – for example, a fight for the Gang Leadership – you must *both* agree what the fight is about.

If you don't fancy a fight, you may challenge to a different contest: perhaps a drinking competition or arm-wrestle. The rules are the same.

Claims

You have four Claims: a Bike Claim, a Gang Claim, a People Claim and a Love Claim. These Claims, represented by laminated cards, let you claim Love and Rock Cards from other players.

At any point, you may change a Claim: perhaps because you've finished with it or it no longer suits your character. To change a Claim, swap it for another one of the same type from the Claim Pile (for example, swap your Bike Claim for a different Bike Claim). Leave your old claim in the Claim Pile: you may not take that Claim again.

You may also *claim 1 Rock Card from every other player* if you are the first person to die tragically.

To claim a card, take it face down from the other person's hand.

Bikes and Parts

You start the game with the key to your bike. You may not move any bike unless you hold the key to that bike.

Other characters can repair or modify bikes: the more modifications a bike has, the more likely it is to win. You, however, may not add or remove 'Modification' cards, nuts, bolts or washers.

If anyone asks what you are carrying, you must show them. Please don't hide cards, bolts and so on.

The End Of The Game

At the end of the game, discard all your Threes. Then count your Love and Rock cards.

The player with the most Love cards rides out of town to a new life. They choose one other character to take with them. They are saved by Love.

The player with the most Rock cards is saved by Rock. They die gloriously in a bike crash.

Everyone else is condemned to spend the rest of their lives in this God-forsaken town.

Verity Mandrake

You are a Varsity cheerleader. But you're sick of your life: you're treated as a child, especially by your family. Deep down, you want to get out of this God-forsaken town.

But before you go, you'd love to prove to everyone that you're a grown woman and you don't need your father.

The Rally

Tonight, you are at an Infernal Bitches biker rally at the Lost and Found, a dive bar on the edge of town.

The Infernal Bitches are a notorious biker gang. You know little about them, other than that they drink, fight and have strict Gang Rules.

There will be three races tonight: one at sunset, one at midnight and one at dawn. The bike racing rules will be explained at the start of the race.

The Others

Embarrassingly, your father is here tonight. You're furious.

A year ago, you slept with Todd. You regret it because, although he's good looking, he's very stupid.

The other high school kids are generally stupid and not worth bothering with, unless you need something from them.

Other than that, you don't know anyone here.

The Cards

At the start of the game, you will be dealt two hands of cards: one of black cards and one of red cards. Both hands will contain five Fours and one Ten.

Your aim is to get rid of the Fours and get as many other Black and Red cards as possible. Throughout the game, Aces are always low.

If you run out of either red or black cards, see a GM.

Love

Red cards represent Love. You can get Love cards from someone by Making Love to them. You are likely to make love to any man you find exciting.

After talking to someone for 2 minutes, you may ask them to Make Love. If they agree:

1. Show them your Love cards, *face-up*. They will offer their cards in the same way.
2. Take one of their Love Cards and hold it up. They will take one of yours.
3. If the person who asked to make love holds the higher card, you reach First Base. Repeat the process to reach Second Base, then Third Base, then Go All The Way.
4. If the person who asked to make love holds the lower card, or they're equal, something goes wrong while Making Love. Stop Making Love and decide what went wrong.
5. Either way, keep the cards you took.

You must wait 5 minutes before making love to anyone again.

Rock

Black cards represent Rock. You can get Rock cards by fighting.

When someone says or does something that offends you, you may fight them, as follows:

1. Show them your Rock cards, *face-down*. They will offer their cards in the same way.
2. Take one of their Rock Cards and hold it up. They will take one of yours.
3. If you hold the higher card, you win. If they hold the higher card, they win. The winner keeps *both* cards.
4. If they're equal, no-one wins, and you both keep the cards you took.
5. Decide exactly what happened in the fight.

After a fight, you must wait 5 minutes before fighting the same person again.

You may also challenge someone to a fight to steal their bike; to steal something else they have; to stop them tampering with a bike; or to stop them making love. If you win, you succeed; if not, you don't.

If you want a fight over something else – for example, a fight for the Gang Leadership – you must *both* agree what the fight is about.

If you don't fancy a fight, you may challenge to a different contest: perhaps a drinking competition or arm-wrestle. The rules are the same.

Claims

You have four Claims: a Bike Claim, a Gang Claim, a People Claim and a Love Claim. These Claims, represented by laminated cards, let you claim Love and Rock Cards from other players.

At any point, you may change a Claim: perhaps because you've finished with it or it no longer suits your character. To change a Claim, swap it for another one of the same type from the Claim Pile (for example, swap your Bike Claim for a different Bike Claim). Leave your old claim in the Claim Pile: you may not take that Claim again.

You may also *claim 1 Rock Card from every other player* if you are the first person to die tragically.

To claim a card, take it face down from the other person's hand.

Bikes and Parts

You do not own a bike. If you want to race, you may be able to beg, borrow or steal one. You may not move any bike unless you hold the key to that bike.

Other characters can repair or modify bikes: the more modifications a bike has, the more likely it is to win. You, however, may not add or remove 'Modification' cards, nuts, bolts or washers.

If anyone asks what you are carrying, you must show them. Please don't hide cards, bolts and so on.

The End Of The Game

At the end of the game, discard all your Fours. Then count your Love and Rock cards.

The player with the most Love cards rides out of town to a new life. They choose one other character to take with them. They are saved by Love.

The player with the most Rock cards is saved by Rock. They die gloriously in a bike crash.

Everyone else is condemned to spend the rest of their lives in this God-forsaken town.

Dirtbeard

You are the oldest member of the Infernal Bitches biker gang. But you're sick of your life: you're getting older, you've done nothing with your life and you feel hatred towards the world. Deep down, you want to get out of this God-forsaken town.

But before you go, you'd love to prove to everyone that you could destroy them if you wanted to.

The Rally

Tonight, you are at an Infernal Bitches biker rally at the Lost and Found, a dive bar on the edge of town.

The Infernal Bitches are a fast-living drinking biker gang and you're proud to be a member. The gang has no fixed rules about who gets to join and who is Gang Leader. Sometimes it's decided by a vote, sometimes by a fight.

There will be three races tonight: one at sunset, one at midnight and one at dawn. The bike racing rules will be explained at the start of the race.

The Others

Two years ago, Skullcrusher slept with Blaze. You detest him for this and are planning a cold-blooded revenge.

You love Blaze, but you'll never trust her again.

Pretty Boy Pete is stupid and will never amount to anything. Amusingly, he slept with Raven last year, and Skullcrusher hit him.

The mechanic, Spanner, is dependable, and you find her strangely attractive. You rather like Rattail, despite the fact he is greasy and smelly.

Other than that, you don't know anyone here.

The Cards

At the start of the game, you will be dealt two hands of cards: one of black cards and one of red cards. Both hands will contain five Fives and one Nine.

Your aim is to get rid of the Fives and get as many other Black and Red cards as possible. Throughout the game, Aces are always low.

If you run out of either red or black cards, see a GM.

Love

Red cards represent Love. You can get Love cards from someone by Making Love to them. You know you should only make love to your girlfriend, Blaze, but you might make love to someone else if it would cause trouble.

After talking to someone for 2 minutes, you may ask them to Make Love. If they agree:

1. Show them your Love cards, *face-up*. They will offer their cards in the same way.
2. Take one of their Love Cards and hold it up. They will take one of yours.
3. If the person who asked to make love holds the higher card, you reach First Base. Repeat the process to reach Second Base, then Third Base, then Go All The Way.
4. If the person who asked to make love holds the lower card, or they're equal, something goes wrong while Making Love. Stop Making Love and decide what went wrong.
5. Either way, keep the cards you took.

You must wait 15 minutes before making love to anyone again.

Rock

Black cards represent Rock. You can get Rock cards by fighting.

When someone says or does something that offends you, you may fight them, as follows:

1. Show them your Rock cards, *face-down*. They will offer their cards in the same way.
2. Take one of their Rock Cards and hold it up. They will take one of yours.
3. If you hold the higher card, you win. If they hold the higher card, they win. The winner keeps *both* cards.
4. If they're equal, no-one wins, and you both keep the cards you took.
5. Decide exactly what happened in the fight.

After a fight, you must wait 5 minutes before fighting the same person again.

You may also challenge someone to a fight to steal their bike; to steal something else they have; to stop them tampering with a bike; or to stop them making love. If you win, you succeed; if not, you don't.

If you want a fight over something else – for example, a fight for the Gang Leadership – you must *both* agree what the fight is about.

If you don't fancy a fight, you may challenge to a different contest: perhaps a drinking competition or arm-wrestle. The rules are the same.

Claims

You have four Claims: a Bike Claim, a Gang Claim, a People Claim and a Love Claim. These Claims, represented by laminated cards, let you claim Love and Rock Cards from other players.

At any point, you may change a Claim: perhaps because you've finished with it or it no longer suits your character. To change a Claim, swap it for another one of the same type from the Claim Pile (for example, swap your Bike Claim for a different Bike Claim). Leave your old claim in the Claim Pile: you may not take that Claim again.

You may also *claim 1 Rock Card from every other player* if you are the first person to die tragically.

To claim a card, take it face down from the other person's hand.

Bikes and Parts

You start the game with the key to your bike. You may not move any bike unless you hold the key to that bike.

Other characters can repair or modify bikes: the more modifications a bike has, the more likely it is to win. You, however, may not add or remove 'Modification' cards, nuts, bolts or washers.

If anyone asks what you are carrying, you must show them. Please don't hide cards, bolts and so on.

The End Of The Game

At the end of the game, discard all your Fives. Then count your Love and Rock cards.

The player with the most Love cards rides out of town to a new life. They choose one other character to take with them. They are saved by Love.

The player with the most Rock cards is saved by Rock. They die gloriously in a bike crash.

Everyone else is condemned to spend the rest of their lives in this God-forsaken town.

Blaze

You are a biker chick and the girlfriend of Dirtbeard, a member of the Infernal Bitches biker gang. But you're sick of your life: you spend your time surrounded by idiot bikers. You know you're better than them. Deep down, you want to get out of this God-forsaken town.

But before you go, you'd love to prove to everyone that you're better and smarter than everyone else.

The Rally

Tonight, you are at an Infernal Bitches biker rally at the Lost and Found, a dive bar on the edge of town.

The Infernal Bitches are a fast-living drinking biker gang and you're proud to be a member. The gang has no fixed rules about who gets to join and who is Gang Leader. Sometimes it's decided by a vote, sometimes by a fight.

There will be three races tonight: one at sunset, one at midnight and one at dawn. The bike racing rules will be explained at the start of the race.

The Others

Two years ago, you slept with Skullcrusher, hoping he'd promote Dirtbeard as a reward. He didn't and you feel he cheated you.

You love Dirtbeard and would do anything for him.

Raven is a battle-axe, someone you'll never trust, but who could be useful to you.

You hardly notice Spanner, the mechanic. You think Rattail is a waste of space and should be kicked out of the gang.

Other than that, you don't know anyone here.

The Cards

At the start of the game, you will be dealt two hands of cards: one of black cards and one of red cards. Both hands will contain five Sixes and one Eight.

Your aim is to get rid of the Sixes and get as many other Black and Red cards as possible. Throughout the game, Aces are always low.

If you run out of either red or black cards, see a GM.

Love

Red cards represent Love. You can get Love cards from someone by Making Love to them. You know you should only make love to Dirtbeard,, but you might make love to someone else if it would help Dirtbeard.

After talking to someone for 2 minutes, you may ask them to Make Love. If they agree:

1. Show them your Love cards, *face-up*. They will offer their cards in the same way.
2. Take one of their Love Cards and hold it up. They will take one of yours.
3. If the person who asked to make love holds the higher card, you reach First Base. Repeat the process to reach Second Base, then Third Base, then Go All The Way.
4. If the person who asked to make love holds the lower card, or they're equal, something goes wrong while Making Love. Stop Making Love and decide what went wrong.
5. Either way, keep the cards you took.

You must wait 5 minutes before making love to anyone again.

Rock

Black cards represent Rock. You can get Rock cards by fighting.

When someone says or does something that offends you, you may fight them, as follows:

1. Show them your Rock cards, *face-down*. They will offer their cards in the same way.
2. Take one of their Rock Cards and hold it up. They will take one of yours.
3. If you hold the higher card, you win. If they hold the higher card, they win. The winner keeps *both* cards.
4. If they're equal, no-one wins, and you both keep the cards you took.
5. Decide exactly what happened in the fight.

After a fight, you must wait 5 minutes before fighting the same person again.

You may also challenge someone to a fight to steal their bike; to steal something else they have; to stop them tampering with a bike; or to stop them making love. If you win, you succeed; if not, you don't.

If you want a fight over something else – for example, a fight for the Gang Leadership – you must *both* agree what the fight is about.

If you don't fancy a fight, you may challenge to a different contest: perhaps a drinking competition or arm-wrestle. The rules are the same.

Claims

You have four Claims: a Bike Claim, a Gang Claim, a People Claim and a Love Claim. These Claims, represented by laminated cards, let you claim Love and Rock Cards from other players.

At any point, you may change a Claim: perhaps because you've finished with it or it no longer suits your character. To change a Claim, swap it for another one of the same type from the Claim Pile (for example, swap your Bike Claim for a different Bike Claim). Leave your old claim in the Claim Pile: you may not take that Claim again.

You may also *claim 1 Rock Card from every other player* if you are the first person to die tragically.

To claim a card, take it face down from the other person's hand.

Bikes and Parts

You do not own a bike. If you want to race, you may be able to beg, borrow or steal one. You may not move any bike unless you hold the key to that bike.

In addition, you are a mechanic: you can attach modification cards to bikes, using nuts, bolts and washers, and remove them.

- To *modify* a bike: attach a new modification card to it, using the nuts, bolts and washers shown on the card
- To *sabotage* a bike: change the nuts, bolts and washers, so that a modification card is attached wrongly (in a different way to that shown on the card)
- To *repair* a bike: change the nuts, bolts and washers so that the modification card is attached in the way shown on the card

If anyone asks what you are carrying, you must show them. Please don't hide cards, bolts and so on; and don't screw things on so tightly that other people can't remove them.

The End Of The Game

At the end of the game, discard all your Sixes. Then count your Love and Rock cards.

The player with the most Love cards rides out of town to a new life. They choose one other character to take with them. They are saved by Love.

The player with the most Rock cards is saved by Rock. They die gloriously in a bike crash.

Everyone else is condemned to spend the rest of their lives in this God-forsaken town.

George Mandrake

You are a banker and a former biker. But you're sick of your life: you've spent all your time and energy on your daughter and it's only made her hate you. Deep down, you want to get out of this God-forsaken town.

But before you go, you'd love to prove to everyone that you're still as daring as you used to be .

The Rally

Tonight, you are at an Infernal Bitches biker rally at the Lost and Found, a dive bar on the edge of town.

The Infernal Bitches are a notorious biker gang. You know little about them, other than that they drink, fight and have strict Gang Rules.

There will be three races tonight: one at sunset, one at midnight and one at dawn. The bike racing rules will be explained at the start of the race.

The Others

Your daughter, Verity, is the best thing in your life. You see it as part of your role to keep her in line.

The other school kids seem pleasant enough. Todd is pleasant but stupid and you have a secret crush on Samantha.

Marvin and Jenny are nice, but really need to get out more.

Other than that, you don't know anyone here.

The Cards

At the start of the game, you will be dealt two hands of cards: one of black cards and one of red cards. Both hands will contain six Sevens.

Your aim is to get rid of the Sevens and get as many other Black and Red cards as possible. Throughout the game, Aces are always low.

If you run out of either red or black cards, see a GM.

Love

Red cards represent Love. You can get Love cards from someone by Making Love to them. You are divorced and free to make love to anyone who you think understands you.

After talking to someone for 2 minutes, you may ask them to Make Love. If they agree:

1. Show them your Love cards, *face-up*. They will offer their cards in the same way.
2. Take one of their Love Cards and hold it up. They will take one of yours.
3. If the person who asked to make love holds the higher card, you reach First Base. Repeat the process to reach Second Base, then Third Base, then Go All The Way.
4. If the person who asked to make love holds the lower card, or they're equal, something goes wrong while Making Love. Stop Making Love and decide what went wrong.
5. Either way, keep the cards you took.

You must wait 20 minutes before making love to anyone again.

Rock

Black cards represent Rock. You can get Rock cards by fighting.

When someone says or does something that offends you, you may fight them, as follows:

1. Show them your Rock cards, *face-down*. They will offer their cards in the same way.
2. Take one of their Rock Cards and hold it up. They will take one of yours.
3. If you hold the higher card, you win. If they hold the higher card, they win. The winner keeps *both* cards.
4. If they're equal, no-one wins, and you both keep the cards you took.
5. Decide exactly what happened in the fight.

After a fight, you must wait 5 minutes before fighting the same person again.

You may also challenge someone to a fight to steal their bike; to steal something else they have; to stop them tampering with a bike; or to stop them making love. If you win, you succeed; if not, you don't.

If you want a fight over something else – for example, a fight for the Gang Leadership – you must *both* agree what the fight is about.

If you don't fancy a fight, you may challenge to a different contest: perhaps a drinking competition or arm-wrestle. The rules are the same.

Claims

You have four Claims: a Bike Claim, a Gang Claim, a People Claim and a Love Claim. These Claims, represented by laminated cards, let you claim Love and Rock Cards from other players.

At any point, you may change a Claim: perhaps because you've finished with it or it no longer suits your character. To change a Claim, swap it for another one of the same type from the Claim Pile (for example, swap your Bike Claim for a different Bike Claim). Leave your old claim in the Claim Pile: you may not take that Claim again.

You may also *claim 1 Rock Card from every other player* if you are the first person to die tragically.

To claim a card, take it face down from the other person's hand.

Bikes and Parts

You start the game with the key to your bike. You may not move any bike unless you hold the key to that bike.

In addition, you are a mechanic: you can attach modification cards to bikes, using nuts, bolts and washers, and remove them.

- To *modify* a bike: attach a new modification card to it, using the nuts, bolts and washers shown on the card
- To *sabotage* a bike: change the nuts, bolts and washers, so that a modification card is attached wrongly (in a different way to that shown on the card)
- To *repair* a bike: change the nuts, bolts and washers so that the modification card is attached in the way shown on the card

If anyone asks what you are carrying, you must show them. Please don't hide cards, bolts and so on; and don't screw things on so tightly that other people can't remove them.

The End Of The Game

At the end of the game, discard all your Sevens. Then count your Love and Rock cards.

The player with the most Love cards rides out of town to a new life. They choose one other character to take with them. They are saved by Love.

The player with the most Rock cards is saved by Rock. They die gloriously in a bike crash.

Everyone else is condemned to spend the rest of their lives in this God-forsaken town.

Spanner

You are the mechanic for the Infernal Bitches biker gang. But you're sick of your life: you're tired of being the dependable, reliable mechanic. Deep down, you want to get out of this God-forsaken town.

But before you go, you'd love to prove to everyone that you're as wild and reckless as them all.

The Rally

Tonight, you are at an Infernal Bitches biker rally at the Lost and Found, a dive bar on the edge of town.

The Infernal Bitches are a fast-living drinking biker gang and you're proud to be a member. The gang has no fixed rules about who gets to join and who is Gang Leader. Sometimes it's decided by a vote, sometimes by a fight.

There will be three races tonight: one at sunset, one at midnight and one at dawn. The bike racing rules will be explained at the start of the race.

The Others

You are in love with Pretty Boy Pete, although you'll never forgive him for sleeping with Raven at last year's rally. Skullcrusher hit him afterwards and you respect Jake for fighting for his woman.

Blaze seems pleasant, although you know she once slept with Skullcrusher. You have a secret admiration for Dirtbeard, who you believe is plotting to take over the gang.

Rattail is greasy and smelly, but you're happy to talk to him.

Other than that, you don't know anyone here.

The Cards

At the start of the game, you will be dealt two hands of cards: one of black cards and one of red cards. Both hands will contain five Eights and one Six.

Your aim is to get rid of the Eights and get as many other Black and Red cards as possible. Throughout the game, Aces are always low.

If you run out of either red or black cards, see a GM.

Love

Red cards represent Love. You can get Love cards from someone by Making Love to them. You are likely to make love to someone if you think it would cause trouble.

After talking to someone for 2 minutes, you may ask them to Make Love. If they agree:

1. Show them your Love cards, *face-up*. They will offer their cards in the same way.
2. Take one of their Love Cards and hold it up. They will take one of yours.
3. If the person who asked to make love holds the higher card, you reach First Base. Repeat the process to reach Second Base, then Third Base, then Go All The Way.
4. If the person who asked to make love holds the lower card, or they're equal, something goes wrong while Making Love. Stop Making Love and decide what went wrong.
5. Either way, keep the cards you took.

You must wait 5 minutes before making love to anyone again.

Rock

Black cards represent Rock. You can get Rock cards by fighting.

When someone says or does something that offends you, you may fight them, as follows:

1. Show them your Rock cards, *face-down*. They will offer their cards in the same way.
2. Take one of their Rock Cards and hold it up. They will take one of yours.
3. If you hold the higher card, you win. If they hold the higher card, they win. The winner keeps *both* cards.
4. If they're equal, no-one wins, and you both keep the cards you took.
5. Decide exactly what happened in the fight.

After a fight, you must wait 5 minutes before fighting the same person again.

You may also challenge someone to a fight to steal their bike; to steal something else they have; to stop them tampering with a bike; or to stop them making love. If you win, you succeed; if not, you don't.

If you want a fight over something else – for example, a fight for the Gang Leadership – you must *both* agree what the fight is about.

If you don't fancy a fight, you may challenge to a different contest: perhaps a drinking competition or arm-wrestle. The rules are the same.

Claims

You have four Claims: a Bike Claim, a Gang Claim, a People Claim and a Love Claim. These Claims, represented by laminated cards, let you claim Love and Rock Cards from other players.

At any point, you may change a Claim: perhaps because you've finished with it or it no longer suits your character. To change a Claim, swap it for another one of the same type from the Claim Pile (for example, swap your Bike Claim for a different Bike Claim). Leave your old claim in the Claim Pile: you may not take that Claim again.

You may also *claim 1 Rock Card from every other player* if you are the first person to die tragically.

To claim a card, take it face down from the other person's hand.

Bikes and Parts

You do not own a bike. If you want to race, you may be able to beg, borrow or steal one. You may not move any bike unless you hold the key to that bike.

In addition, you are a mechanic: you can attach modification cards to bikes, using nuts, bolts and washers, and remove them.

- To *modify* a bike: attach a new modification card to it, using the nuts, bolts and washers shown on the card
- To *sabotage* a bike: change the nuts, bolts and washers, so that a modification card is attached wrongly (in a different way to that shown on the card)
- To *repair* a bike: change the nuts, bolts and washers so that the modification card is attached in the way shown on the card

If anyone asks what you are carrying, you must show them. Please don't hide cards, bolts and so on; and don't screw things on so tightly that other people can't remove them.

The End Of The Game

At the end of the game, discard all your Eights. Then count your Love and Rock cards.

The player with the most Love cards rides out of town to a new life. They choose one other character to take with them. They are saved by Love.

The player with the most Rock cards is saved by Rock. They die gloriously in a bike crash.

Everyone else is condemned to spend the rest of their lives in this God-forsaken town.

Todd

You are a high school footballer. But you're sick of your life: you're leaving school with no prospects and your friends think you're stupid. Deep down, you want to get out of this God-forsaken town.

But before you go, you'd love to prove to everyone that there's more to you than a dumb jock.

The Rally

Tonight, you are at an Infernal Bitches biker rally at the Lost and Found, a dive bar on the edge of town.

The Infernal Bitches are a notorious biker gang. You know little about them, other than that they drink, fight and have strict Gang Rules.

There will be three races tonight: one at sunset, one at midnight and one at dawn. The bike racing rules will be explained at the start of the race.

The Others

You slept with Verity last year, but she hardly talked to you afterwards. You have fallen in love with her and want to know what you did wrong.

Samantha is a bit of an airhead, but a good friend. You'll talk to Jenny and Marvin, but they're very geeky, and need to get out more.

Verity's Dad is here tonight, too, which is embarrassing.

Other than that, you don't know anyone here.

The Cards

At the start of the game, you will be dealt two hands of cards: one of black cards and one of red cards. Both hands will contain five Nines and one Five.

Your aim is to get rid of the Nines and get as many other Black and Red cards as possible. Throughout the game, Aces are always low.

If you run out of either red or black cards, see a GM.

Love

Red cards represent Love. You can get Love cards from someone by Making Love to them. You are likely to make love to someone older and glamorous.

After talking to someone for 2 minutes, you may ask them to Make Love. If they agree:

1. Show them your Love cards, *face-up*. They will offer their cards in the same way.
2. Take one of their Love Cards and hold it up. They will take one of yours.
3. If the person who asked to make love holds the higher card, you reach First Base. Repeat the process to reach Second Base, then Third Base, then Go All The Way.
4. If the person who asked to make love holds the lower card, or they're equal, something goes wrong while Making Love. Stop Making Love and decide what went wrong.
5. Either way, keep the cards you took.

You must wait 5 minutes before making love to anyone again.

Rock

Black cards represent Rock. You can get Rock cards by fighting.

When someone says or does something that offends you, you may fight them, as follows:

1. Show them your Rock cards, *face-down*. They will offer their cards in the same way.
2. Take one of their Rock Cards and hold it up. They will take one of yours.
3. If you hold the higher card, you win. If they hold the higher card, they win. The winner keeps *both* cards.
4. If they're equal, no-one wins, and you both keep the cards you took.
5. Decide exactly what happened in the fight.

After a fight, you must wait 5 minutes before fighting the same person again.

You may also challenge someone to a fight to steal their bike; to steal something else they have; to stop them tampering with a bike; or to stop them making love. If you win, you succeed; if not, you don't.

If you want a fight over something else – for example, a fight for the Gang Leadership – you must *both* agree what the fight is about.

If you don't fancy a fight, you may challenge to a different contest: perhaps a drinking competition or arm-wrestle. The rules are the same.

Claims

You have four Claims: a Bike Claim, a Gang Claim, a People Claim and a Love Claim. These Claims, represented by laminated cards, let you claim Love and Rock Cards from other players.

At any point, you may change a Claim: perhaps because you've finished with it or it no longer suits your character. To change a Claim, swap it for another one of the same type from the Claim Pile (for example, swap your Bike Claim for a different Bike Claim). Leave your old claim in the Claim Pile: you may not take that Claim again.

You may also *claim 1 Rock Card from every other player* if you are the first person to die tragically.

To claim a card, take it face down from the other person's hand.

Bikes and Parts

You do not own a bike. If you want to race, you may be able to beg, borrow or steal one. You may not move any bike unless you hold the key to that bike.

In addition, you are a mechanic: you can attach modification cards to bikes, using nuts, bolts and washers, and remove them.

- To *modify* a bike: attach a new modification card to it, using the nuts, bolts and washers shown on the card
- To *sabotage* a bike: change the nuts, bolts and washers, so that a modification card is attached wrongly (in a different way to that shown on the card)
- To *repair* a bike: change the nuts, bolts and washers so that the modification card is attached in the way shown on the card

If anyone asks what you are carrying, you must show them. Please don't hide cards, bolts and so on; and don't screw things on so tightly that other people can't remove them.

The End Of The Game

At the end of the game, discard all your Nines. Then count your Love and Rock cards.

The player with the most Love cards rides out of town to a new life. They choose one other character to take with them. They are saved by Love.

The player with the most Rock cards is saved by Rock. They die gloriously in a bike crash.

Everyone else is condemned to spend the rest of their lives in this God-forsaken town.

Samantha

You are a popular high school girl. But you're sick of your life: you hate your dull, suburban family and people think you're an airhead. Deep down, you want to get out of this God-forsaken town.

But before you go, you'd love to prove to everyone that you're someone they should respect.

The Rally

Tonight, you are at an Infernal Bitches biker rally at the Lost and Found, a dive bar on the edge of town.

The Infernal Bitches are a notorious biker gang. You know little about them, other than that they drink, fight and have strict Gang Rules.

There will be three races tonight: one at sunset, one at midnight and one at dawn. The bike racing rules will be explained at the start of the race.

The Others

Verity is a class-A bitch who slept with Todd last year. You've always had a crush on Todd.

You can't stand Jenny, who hangs around you all the time, but you like talking to Marvin.

Verity's father is here tonight. He seems very nice.

Other than that, you don't know anyone here.

The Cards

At the start of the game, you will be dealt two hands of cards: one of black cards and one of red cards. Both hands will contain five Tens and one Four.

Your aim is to get rid of the Tens and get as many other Black and Red cards as possible. Throughout the game, Aces are always low.

If you run out of either red or black cards, see a GM.

Love

Red cards represent Love. You can get Love cards from someone by Making Love to them. You are likely to make love to someone mature and fun.

After talking to someone for 2 minutes, you may ask them to Make Love. If they agree:

1. Show them your Love cards, *face-up*. They will offer their cards in the same way.
2. Take one of their Love Cards and hold it up. They will take one of yours.
3. If the person who asked to make love holds the higher card, you reach First Base. Repeat the process to reach Second Base, then Third Base, then Go All The Way.
4. If the person who asked to make love holds the lower card, or they're equal, something goes wrong while Making Love. Stop Making Love and decide what went wrong.
5. Either way, keep the cards you took.

You must wait 5 minutes before making love to anyone again.

Rock

Black cards represent Rock. You can get Rock cards by fighting.

When someone says or does something that offends you, you may fight them, as follows:

1. Show them your Rock cards, *face-down*. They will offer their cards in the same way.
2. Take one of their Rock Cards and hold it up. They will take one of yours.
3. If you hold the higher card, you win. If they hold the higher card, they win. The winner keeps *both* cards.
4. If they're equal, no-one wins, and you both keep the cards you took.
5. Decide exactly what happened in the fight.

After a fight, you must wait 5 minutes before fighting the same person again.

You may also challenge someone to a fight to steal their bike; to steal something else they have; to stop them tampering with a bike; or to stop them making love. If you win, you succeed; if not, you don't.

If you want a fight over something else – for example, a fight for the Gang Leadership – you must *both* agree what the fight is about.

If you don't fancy a fight, you may challenge to a different contest: perhaps a drinking competition or arm-wrestle. The rules are the same.

Claims

You have four Claims: a Bike Claim, a Gang Claim, a People Claim and a Love Claim. These Claims, represented by laminated cards, let you claim Love and Rock Cards from other players.

At any point, you may change a Claim: perhaps because you've finished with it or it no longer suits your character. To change a Claim, swap it for another one of the same type from the Claim Pile (for example, swap your Bike Claim for a different Bike Claim). Leave your old claim in the Claim Pile: you may not take that Claim again.

You may also *claim 1 Rock Card from every other player* if you are the first person to die tragically.

To claim a card, take it face down from the other person's hand.

Bikes and Parts

You do not own a bike. If you want to race, you may be able to beg, borrow or steal one. You may not move any bike unless you hold the key to that bike.

In addition, you are a mechanic: you can attach modification cards to bikes, using nuts, bolts and washers, and remove them.

- To *modify* a bike: attach a new modification card to it, using the nuts, bolts and washers shown on the card
- To *sabotage* a bike: change the nuts, bolts and washers, so that a modification card is attached wrongly (in a different way to that shown on the card)
- To *repair* a bike: change the nuts, bolts and washers so that the modification card is attached in the way shown on the card

If anyone asks what you are carrying, you must show them. Please don't hide cards, bolts and so on; and don't screw things on so tightly that other people can't remove them.

The End Of The Game

At the end of the game, discard all your Tens. Then count your Love and Rock cards.

The player with the most Love cards rides out of town to a new life. They choose one other character to take with them. They are saved by Love.

The player with the most Rock cards is saved by Rock. They die gloriously in a bike crash.

Everyone else is condemned to spend the rest of their lives in this God-forsaken town.

Marvin

You are a high school nerd. But you're sick of your life: you're leaving school for a dull college course and nobody at school likes you. Deep down, you want to get out of this God-forsaken town.

But before you go, you'd love to prove to everyone that you can be as popular as anyone else.

The Rally

Tonight, you are at an Infernal Bitches biker rally at the Lost and Found, a dive bar on the edge of town.

The Infernal Bitches are a notorious biker gang. You know little about them, other than that they drink, fight and have strict Gang Rules.

There will be three races tonight: one at sunset, one at midnight and one at dawn. The bike racing rules will be explained at the start of the race.

The Others

Although Samantha is a bit of an airhead, you've fallen in love with her.

You like Todd, but don't have much respect for him, because he slept with Verity last year. Anyone who sleeps with Verity doesn't deserve much respect.

You talk to Jenny a lot, but you find her a bit irritating.

Verity's father is here tonight. He seems remarkably cool.

Other than that, you don't know anyone here.

The Cards

At the start of the game, you will be dealt two hands of cards: one of black cards and one of red cards. Both hands will contain five Jacks and one Three.

Your aim is to get rid of the Jacks and get as many other Black and Red cards as possible. Throughout the game, Aces are always low.

If you run out of either red or black cards, see a GM.

Love

Red cards represent Love. You can get Love cards from someone by Making Love to them. You are likely to want to make love to someone unattainable and exciting.

After talking to someone for 2 minutes, you may ask them to Make Love. If they agree:

1. Show them your Love cards, *face-up*. They will offer their cards in the same way.
2. Take one of their Love Cards and hold it up. They will take one of yours.
3. If the person who asked to make love holds the higher card, you reach First Base. Repeat the process to reach Second Base, then Third Base, then Go All The Way.
4. If the person who asked to make love holds the lower card, or they're equal, something goes wrong while Making Love. Stop Making Love and decide what went wrong.
5. Either way, keep the cards you took.

You must wait 5 minutes before making love to anyone again.

Rock

Black cards represent Rock. You can get Rock cards by fighting.

When someone says or does something that offends you, you may fight them, as follows:

1. Show them your Rock cards, *face-down*. They will offer their cards in the same way.
2. Take one of their Rock Cards and hold it up. They will take one of yours.
3. If you hold the higher card, you win. If they hold the higher card, they win. The winner keeps *both* cards.
4. If they're equal, no-one wins, and you both keep the cards you took.
5. Decide exactly what happened in the fight.

After a fight, you must wait 5 minutes before fighting the same person again.

You may also challenge someone to a fight to steal their bike; to steal something else they have; to stop them tampering with a bike; or to stop them making love. If you win, you succeed; if not, you don't.

If you want a fight over something else – for example, a fight for the Gang Leadership – you must *both* agree what the fight is about.

If you don't fancy a fight, you may challenge to a different contest: perhaps a drinking competition or arm-wrestle. The rules are the same.

Claims

You have four Claims: a Bike Claim, a Gang Claim, a People Claim and a Love Claim. These Claims, represented by laminated cards, let you claim Love and Rock Cards from other players.

At any point, you may change a Claim: perhaps because you've finished with it or it no longer suits your character. To change a Claim, swap it for another one of the same type from the Claim Pile (for example, swap your Bike Claim for a different Bike Claim). Leave your old claim in the Claim Pile: you may not take that Claim again.

You may also *claim 1 Rock Card from every other player* if you are the first person to die tragically.

To claim a card, take it face down from the other person's hand.

Bikes and Parts

You start the game with the key to your bike. You may not move any bike unless you hold the key to that bike.

In addition, you are a mechanic: you can attach modification cards to bikes, using nuts, bolts and washers, and remove them.

- To *modify* a bike: attach a new modification card to it, using the nuts, bolts and washers shown on the card
- To *sabotage* a bike: change the nuts, bolts and washers, so that a modification card is attached wrongly (in a different way to that shown on the card)
- To *repair* a bike: change the nuts, bolts and washers so that the modification card is attached in the way shown on the card

If anyone asks what you are carrying, you must show them. Please don't hide cards, bolts and so on; and don't screw things on so tightly that other people can't remove them.

The End Of The Game

At the end of the game, discard all your Jacks. Then count your Love and Rock cards.

The player with the most Love cards rides out of town to a new life. They choose one other character to take with them. They are saved by Love.

The player with the most Rock cards is saved by Rock. They die gloriously in a bike crash.

Everyone else is condemned to spend the rest of their lives in this God-forsaken town.

Jenny

You are a high school geek. But you're sick of your life: you'll probably be an accountant for the rest of your life and none of the popular kids will talk to you. Deep down, you want to get out of this God-forsaken town.

But before you go, you'd love to prove to everyone that you could beat them all if you put your mind to it.

The Rally

Tonight, you are at an Infernal Bitches biker rally at the Lost and Found, a dive bar on the edge of town.

The Infernal Bitches are a notorious biker gang. You know little about them, other than that they drink, fight and have strict Gang Rules.

There will be three races tonight: one at sunset, one at midnight and one at dawn. The bike racing rules will be explained at the start of the race.

The Others

Verity is nice, but you can't understand why she slept with Todd last year. Todd is very stupid.

You really like Samantha, who you consider a good friend, and you have a crush on Marvin.

Verity's father is here tonight, which is embarrassing.

Other than that, you don't know anyone here.

The Cards

At the start of the game, you will be dealt two hands of cards: one of black cards and one of red cards. Both hands will contain five Queens and one Two.

Your aim is to get rid of the Queens and get as many other Black and Red cards as possible. Throughout the game, Aces are always low.

If you run out of either red or black cards, see a GM.

Love

Red cards represent Love. You can get Love cards from someone by Making Love to them. You are likely to make love to someone dangerous and exciting.

After talking to someone for 2 minutes, you may ask them to Make Love. If they agree:

1. Show them your Love cards, *face-up*. They will offer their cards in the same way.
2. Take one of their Love Cards and hold it up. They will take one of yours.
3. If the person who asked to make love holds the higher card, you reach First Base. Repeat the process to reach Second Base, then Third Base, then Go All The Way.
4. If the person who asked to make love holds the lower card, or they're equal, something goes wrong while Making Love. Stop Making Love and decide what went wrong.
5. Either way, keep the cards you took.

You must wait 5 minutes before making love to anyone again.

Rock

Black cards represent Rock. You can get Rock cards by fighting.

When someone says or does something that offends you, you may fight them, as follows:

1. Show them your Rock cards, *face-down*. They will offer their cards in the same way.
2. Take one of their Rock Cards and hold it up. They will take one of yours.
3. If you hold the higher card, you win. If they hold the higher card, they win. The winner keeps *both* cards.
4. If they're equal, no-one wins, and you both keep the cards you took.
5. Decide exactly what happened in the fight.

After a fight, you must wait 5 minutes before fighting the same person again.

You may also challenge someone to a fight to steal their bike; to steal something else they have; to stop them tampering with a bike; or to stop them making love. If you win, you succeed; if not, you don't.

If you want a fight over something else – for example, a fight for the Gang Leadership – you must *both* agree what the fight is about.

If you don't fancy a fight, you may challenge to a different contest: perhaps a drinking competition or arm-wrestle. The rules are the same.

Claims

You have four Claims: a Bike Claim, a Gang Claim, a People Claim and a Love Claim. These Claims, represented by laminated cards, let you claim Love and Rock Cards from other players.

At any point, you may change a Claim: perhaps because you've finished with it or it no longer suits your character. To change a Claim, swap it for another one of the same type from the Claim Pile (for example, swap your Bike Claim for a different Bike Claim). Leave your old claim in the Claim Pile: you may not take that Claim again.

You may also *claim 1 Rock Card from every other player* if you are the first person to die tragically.

To claim a card, take it face down from the other person's hand.

Bikes and Parts

You do not own a bike. If you want to race, you may be able to beg, borrow or steal one. You may not move any bike unless you hold the key to that bike.

In addition, you are a mechanic: you can attach modification cards to bikes, using nuts, bolts and washers, and remove them.

- To *modify* a bike: attach a new modification card to it, using the nuts, bolts and washers shown on the card
- To *sabotage* a bike: change the nuts, bolts and washers, so that a modification card is attached wrongly (in a different way to that shown on the card)
- To *repair* a bike: change the nuts, bolts and washers so that the modification card is attached in the way shown on the card

If anyone asks what you are carrying, you must show them. Please don't hide cards, bolts and so on; and don't screw things on so tightly that other people can't remove them.

The End Of The Game

At the end of the game, discard all your Queens. Then count your Love and Rock cards.

The player with the most Love cards rides out of town to a new life. They choose one other character to take with them. They are saved by Love.

The player with the most Rock cards is saved by Rock. They die gloriously in a bike crash.

Everyone else is condemned to spend the rest of their lives in this God-forsaken town.

Rattail

You are the dogsbody of the Infernal Bitches biker gang. But you're sick of your life: you're greasy and disgusting and the rest of the gang treat you like dirt. Deep down, you want to get out of this God-forsaken town.

But before you go, you'd love to prove to everyone that you could beat them all if you put your mind to it.

The Rally

Tonight, you are at an Infernal Bitches biker rally at the Lost and Found, a dive bar on the edge of town.

The Infernal Bitches are a notorious biker gang. You know little about them, other than that they drink, fight and have strict Gang Rules.

There will be three races tonight: one at sunset, one at midnight and one at dawn. The bike racing rules will be explained at the start of the race.

The Others

You have always loved Spanner and you'd do anything to impress her.

You are in awe of Skullcrusher, who punched Pretty Boy Pete last year after he slept with Raven. You like Pete, but you can't understand why anyone would sleep with Raven.

Blaze is two-faced and you've never liked her. Dirtbeard seems devious, but you think you should pretend to like him, in case he becomes Gang Leader.

Other than that, you don't know anyone here.

The Cards

At the start of the game, you will be dealt two hands of cards: one of black cards and one of red cards. Both hands will contain five Kings and one Ace.

Your aim is to get rid of the Kings and get as many other Black and Red cards as possible. Throughout the game, Aces are always low.

If you run out of either red or black cards, see a GM.

Love

Red cards represent Love. You can get Love cards from someone by Making Love to them. You will make love to anyone who will have you.

After talking to someone for 2 minutes, you may ask them to Make Love. If they agree:

1. Show them your Love cards, *face-up*. They will offer their cards in the same way.
2. Take one of their Love Cards and hold it up. They will take one of yours.
3. If the person who asked to make love holds the higher card, you reach First Base. Repeat the process to reach Second Base, then Third Base, then Go All The Way.
4. If the person who asked to make love holds the lower card, or they're equal, something goes wrong while Making Love. Stop Making Love and decide what went wrong.
5. Either way, keep the cards you took.

You must wait 2 minutes before making love to anyone again.

Rock

Black cards represent Rock. You can get Rock cards by fighting.

When someone says or does something that offends you, you may fight them, as follows:

1. Show them your Rock cards, *face-down*. They will offer their cards in the same way.
2. Take one of their Rock Cards and hold it up. They will take one of yours.
3. If you hold the higher card, you win. If they hold the higher card, they win. The winner keeps *both* cards.
4. If they're equal, no-one wins, and you both keep the cards you took.
5. Decide exactly what happened in the fight.

After a fight, you must wait 5 minutes before fighting the same person again.

You may also challenge someone to a fight to steal their bike; to steal something else they have; to stop them tampering with a bike; or to stop them making love. If you win, you succeed; if not, you don't.

If you want a fight over something else – for example, a fight for the Gang Leadership – you must *both* agree what the fight is about.

If you don't fancy a fight, you may challenge to a different contest: perhaps a drinking competition or arm-wrestle. The rules are the same.

Claims

You have four Claims: a Bike Claim, a Gang Claim, a People Claim and a Love Claim. These Claims, represented by laminated cards, let you claim Love and Rock Cards from other players.

At any point, you may change a Claim: perhaps because you've finished with it or it no longer suits your character. To change a Claim, swap it for another one of the same type from the Claim Pile (for example, swap your Bike Claim for a different Bike Claim). Leave your old claim in the Claim Pile: you may not take that Claim again.

You may also *claim 1 Rock Card from every other player* if you are the first person to die tragically.

To claim a card, take it face down from the other person's hand.

Bikes and Parts

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