

## NightLife Rules 1.01

### Card Game “NightLife”

Premise: You and your friend are playing two teenagers interested and into Goth culture. In this game, you two aim to gain as much Respect as possible outside of school life while managing the Stress of an everyday life. Of course, as a teen, Money is the key to everything, so juggling not getting caught, keeping your grades up and avoiding being caught by your parents (among other things) while earning some pocket money by any means possible to maintain that wild lifestyle is key to staying in the game!

#### Points to Note:

- The game’s three ‘Restriction Levels’ correspond to aspects of the life of the player’s alter-ego. They are: Family/Peer (Level 1), Societal (Level 2), and Health/Well-being (Level 3).
- The aim of the game is to give the player a sense of how a person has to juggle his public life with a private life (in this case, a Goth fetish), and how this can affect them both physically and mentally.
- The theme of the game’s winning criteria is to create a balanced lifestyle that allows for both a healthy, happy and productive personal life encompassing both aspects of life. Conversely, the losing criteria means the player has made some bad choices in life and needs to rethink his choice of living.

#### Rules:

- Each player has a maximum deck of 60 cards (Lifestyle deck).
- Each deck is built randomly from a common pool. (In an actual game, each player may construct their own deck from their personal pool or agree upon a common pool)
- A deck is composed of 20 Responsibility cards, 20 Event cards, 5 Accessory cards and 15 Resolution/Dispute cards.
- The playing field consists of the Player’s Hand (default 7 cards), the Accessory field, the Main Playing field, and the Lifestyle and Discard piles.
- Players take turns, divided into the Draw Phase, Play/Special Phase, Dispute/Resolution Phase and End Phase.
- The main resources are Stress, Respect and Money
- The player to accrue 20 points of Stress first loses the game. Conversely, the player to earn 20 points of Respect first wins the game.
- There are four main card types in the game: Responsibility, Dispute/Resolution, Accessory and Event cards. Each has its own uses and purposes.
- Each turn, the player may draw as many cards as necessary to make up a hand of 7 cards. If the player already has 7 cards in his hand, he may discard, then draw one card during the Draw phase with no penalties.
- To utilize a Responsibility card as a source of income, the player merely has to ‘tap’ the card (tilt it to one side). When tapped, the card’s Restriction Levels come into play for that turn. The Restriction levels for any other cards played for that turn then apply, as do the penalties incurred.
- Any money left over during the turn is usable until the start of the player’s next turn.

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- Where Respect and Stress are concerned in the cost to play a card, Respect is always deducted and Stress is always added.

Phases:

### **Start Phase**

- Before the game starts, each player will take two Responsibility cards (sources of Income) from the top of the common pool and put them into play.

### **Draw Phase**

- On the Draw Phase, the player will draw as many cards from the top of the Lifestyle deck as necessary until his hand has at least 7 cards. If the player has 7 cards in his hand, then he may discard one and draw a new card during this phase.
- The Player can then choose to play any Responsibility (limited to one per turn) cards.

### **Decision Phase**

- After this he can make a choice in the 'Decision Phase': He can either choose to forfeit the rest of his turn and play another Responsibility card or draw another card from the Lifestyle deck. If he does not choose to use this Decision phase, he may continue with his Play phase.

### **Play Phase**

- During the Play Phase, the player may choose to play any Dispute (permanent) / Resolution or Accessory cards in their hand first, then Event / Resolution cards. (this is the 'base building' stage)

### **Dispute/Resolution Phase**

- During the Dispute/Resolution phase, the Opponent may choose to play any Dispute cards he has (Permanents must already be in play, but Instances can be used on the spot) to affect the Player's Event/Accessory cards.
- The Player may choose to counter the Opponent's attacks with his own Dispute/Resolution cards. This goes on until no more moves are made.
- All effects must be resolved by this phase.

Note: All effects that last for 'one turn' remain until the player that instigated that effect starts their next turn.

(Player → Opponent → Player = 1 turn)

For Instant effects played during Dispute/Resolution phases, all effects used by the Opponent ends at the start of his turn.

(Player's Dispute/Resolution Phase → Opponent uses an Instance → End Player's Dispute/Resolution Phase → Opponent's Turn = 1 turn)