

Never to Die

*Your girlfriend's doing your nut in.
Your mum & dad just give you aggro if you sit around the house all day.
But there's nuffin' for you to do in this Crappy place... not until after dark.*

*'cos when the pubs are open and you've had a skinful, you feel like you're really livin'.
Nuffin' beats it; the booze, the smoke, the girls and your crew.*

You're out with Your mates in Your town on Your night and it's never gonna end.

So, who the fuck are you?

Who the Fuck Are You?

So you gonna play or what? You're gonna need some mates, sure, like 4 or 5 of them; most of 'em are gonna be playing a gang of mates out for a night on the town, but this is their *last ever* night out as a group of lads, 'cos something's going to happen tonight that'll make 'em grow up. One other mate has to, like, *be* the town for their night out. Yeah, don't let it do your head in. You'd better have some dice and pencils and all that shit; don't ask me what kind of dice you nonce, there's only one kind, innit? They've got six sides, alright?

So, anyway: most of you is gonna be playing a bunch of lads livin' it large, going from club to club, getting boozed up, looking for some fun. Yeah, it's a lads night out, so leave your girlfriend at home; you don't want her along killin' the buzz mate! You know what I mean? And you don't have to piss about with points and numbers and shit: there's six lads already up for it at the end of this thing, so play one of 'em and don't whinge about it, alright?

You're gonna want to know what you're doing, so this is it: each of them lads at the end has got a type, like the Alpha (fucking posh word) and the Fist and that shit. There's a bunch of stuff there to tell you about them; each of 'em has got 3 Moods and 4 Actions, then a bunch of Habits and a couple of fucking Pains.

Moods

Your Moods is like why you're doing stuff; you don't have to have a reason for anything, yeah, but you gotta use one of these whenever your lad wants to do something important.

Buzz: 'cos you wanna. Buzz is like how much fun you're having, so when you want to do something for laughs or 'cos it makes you feel good, you use this.

Nuts: 'cos you can. Nuts is how hard you are and hard lads don't back down from nothing, so if someone starts pushing, this is how you push back.

Pride: 'cos you gotta. Pride is like your reputation and the respect you get, so if you don't want to look like an arse or a dick, you got do something about it.

Every lad starts with 1 in every Mood, except the one that's got a star by it and they start with 2 in that, so like the Alpha has Buzz:1, Nuts: 1 and Pride: 2

Actions

Actions are the stuff you're gonna do tonight, 'cos that's why you've come out with your mates.

Shove: When something needs pushing, moving, breaking or hurting, you gotta give it a shove; when you shove things though, it gets noisy and people notice.

Dodge: When you want to do stuff and not get caught at it, you need to be dodging; when you dodge stuff, you get away with whatever you were doing.

Chat: When you want to be charming or just scare the living shit out of someone, you need to have the chat; it's like all that talky stuff and it works for some people.

Suss: When you're on the lookout for trouble or trying to score something you want, keep your eyes peeled and suss it out.

Habits

All the lads have got some Habits the same, but they've all got a couple that are just theirs; a Habit is something a lad does when another lad does something with their Moods & Actions. Sometimes they gotta do it, or look like a dick, but other times it's up to them whether they do it or not; they mostly let you help your mates out or wind 'em up. Here's a couple so you know what I'm talking about:

Hurl: If your Buzz goes up, you can puke your guts up; lose 1 Pride and half your Buzz, rounding down.

I Dare ya: When another lad uses their Nuts, you can either give them 1 extra die and gain 1 Pride if they succeed, or you can take 1 die away and lose 1 Pride if they succeed.

Pains

Fuck, there's always gotta be someone bringing you down and it always happens when you're havin' some fun, right? These Pains follow you around like they're fucking tied to you or something, but you gotta think of your own and you gotta have two of them. Give 'em a name, then say who they are and why they're such a fucking pain in the arse: here's some to get you started, but you'll still have to fill out most of it yourself, you lazy bastard.

- | | |
|----------------------|--------------------------|
| ○ Jealous girlfriend | ○ Betrayed ex-mate |
| ○ Slaggy sister | ○ Pregnant ex-girlfriend |
| ○ Alky mum | ○ Geeky brother |
| ○ Brutal dad | ○ Owed Dealer |
| ○ Nosy social worker | ○ Annoyed Neighbour |

Make it easy on you and your mates by sharing some Pains, like your 'slaggy sister' is their 'jealous girlfriend' or your 'brutal dad' is their 'owed dealer' and all like that. Here's a couple to give you an idea of what you're meant to do:

- *Alan, my dodgy brother: always stares at women's tits when he speaks to them & collects illegal porn.*
- *Sue, a girl I dated at school; she won't get the message that I ain't interested in her no more!*

So, all that and a name and your lad is ready to go; get your mates to hurry up with their lads and you're all ready to play the fucking game!

What We Doing This Night?

While the rest of 'em are getting their lads ready for the game, whoever is not playing a lad is playing the City and needs to get it ready for their night out. It doesn't take much, but you'll be working your arse off while the rest of 'em are pissing about and having a laugh. Cheer up though, 'cos you get to have the last laugh in the end. The main thing to do is to put some counters in a bag, don't matter what they are, beads, coins, buttons, whatever, as long as they're all the same. If you've got enough of 'em, use dice, 'cos that cuts out the middle-man. If you want it to be a short night out, give all the lads one extra point to put in any Mood and put 30ish counters in the bag; if you want a big night out, don't give 'em anything and put 45ish counters in. Yeah, it's not 30 or 45, it's 30ish or 45ish; let the lads know roughly how many counters there are but not exactly; you don't even have to know the exact count yourself, as long as you roughly know and it's within about 5 either way. That means if you say 30ish, there has to be 25-35 counters in the bag and if you say 45ish, then there has to be 40-50 counters, ok?

Now listen up, 'cos this bit's important: if you're being the City, then you have to play this game like you were the Devil him-fucking-self. So put on your biggest shit-eating grin, like you've gotten the joke when no-one else has

even heard it, and encourage those lads to live like there was no tomorrow; play it right and that might even be true for some of 'em. When the lads have got nothing to do, throw an opportunity in front of them; if they don't grab it, then put some fucking trouble behind them and chase them on. Be generous & friendly when they do something stupid that'll make a shit-load of trouble, then go all grumpy & sad if they want to get pull their heads together and do something sensible. Fuck with 'em, but make sure they have a fucking good night out. Don't forget where it's headin' either; they think they'll carry on like this forever, but this is gonna be the last time they ever go out as a group of lads, 'cos this is the night that changes them forever.

So, the lads go out: ask your mates where the lads are going and if there is anything they want to do on their night out. Anything goes, but make it interesting; if they say "We're just going down the pub to drink and shoot pool," then you say "Fuck, you sure? Isn't (and pick someone's Pain) gonna be in there tonight?" They can change their minds, you can even make a suggestion ("What about that new club in town? There's 2-for-1 on all shots tonight," or, "There's meant to be some motor racing in the shopping centre tonight, that'll be a laugh.") as long as the suggested night out is going to have lots of excitement and lots of trouble.

For the whole night out, the lads and the City can all make suggestions for what they want to do next, but sometimes they will have to do stuff 'cos of what just happened; like, if they get in a fight and someone gets badly cut, they maybe should take him to hospital. Or maybe if they steal a car and the police find 'em, they need to drive like fuck if they want to stay out of a cell tonight, that kind of stuff. The lads can do stuff to the people, places and things of the City and even to each other, but there is one golden rule: they never abandon each other. No matter what happens tonight, the lads aren't gonna split up, they'll stick together and stick up for each other, even if they actually think their mates are dicks. It might change tomorrow, but tonight, they're brothers.

So, when does stuff happen, how does it happen and why should you give a shit? This bit's for everybody, but mostly for the City, who has to know it inside-out and back-to-front. Most of the time, stuff will just happen; if a lad goes to the bar to get the drinks in, then it happens, no sweat. Same if they wanna get some fresh air, crack a joke, light up, whatever. If the City is fucking with them though, and he should be pretty often, then they have to roll some dice. And yeah, it's usually up to the City whether something just happens, no sweat, or whether it's going to take an effort and some dice. A smart bloke once said "Say yes or roll the dice," so do that. There's 3 situations where a lad will probably have to roll dice:

- **When they wanna:** if one of the lads wants some fun but it's not gonna just happen for them, they gotta roll, using their Buzz. This could be chatting up a girl, finding some good dope, lifting someone else's change off the bar, nicking a car, spiking someone's drink, taking the piss out of someone or whatever. *If it's for fun, it's Buzz.*
- **When they can:** if there's trouble and they're the one who can deal with it, they gotta roll, using their Nuts. This could be staring someone down, shrugging off an injury, taking on a dare, dragging a mate out of trouble, pushing a mate into repaying a favour, sticking up for them or whatever. *If it takes courage, it's Nuts.*
- **When they gotta:** if it comes to a confrontation and they've got to put up or shut up (looking like a dick), they gotta roll, using their Pride. This could be talking someone into believing them, knowing who's out to get them, destroying the evidence of how they fucked up, winning a street race, beating someone into submission, scoring with an up-market woman or whatever. *If you'll lose face otherwise, it's Pride.*
- **If in doubt** then it's probably Nuts. If you're not doing it because you wanna or you gotta, then you ought to see if you can.

Lads get dice for whatever Mood matches what they're doing; like, if they're doing something for shits & giggles, then they get a number of dice equal to whatever their Buzz is at the time, but then they have to change that depending on the Action they're taking. An Action usually gives a lad +1, -1 or makes no difference; so, like, if the Fist is gonna hurt someone who hurt his mate and his Nuts score is 3, he picks up 3 dice, but then he gets another one, 'cos the Fist has 'Shove+1.' After that, the lad's mates have a chance to pitch in with their Habits; there won't always be a Habit that makes a difference and even if there is, the lads might not want to use it, but Habits can give +1 or -1, just like Actions.

Moods go up and down a lot during the night out (you'll see why in the next bit) but they never go to less than 0; if you've sussed this out, you'll know that sometimes a lad will have no dice to do something, like if they have a Mood score of 1 but the action they're using gives 'em -1. In that case, they'll need a mate to help them out with a Habit, otherwise the City will fuck 'em over good and hard. No matter what happens, a lad never has less than zero dice to do something with; yeah, I know, it makes no difference whether they're rolling 0 dice or -1 dice, but some arsehole will always argue the toss, so just read this bit out to them and put them in their place.

So it matters a lot to the dice you roll exactly what the fuck it is you want to do; like it said before, there's 4 Actions lads can take to make things happen:

- **Shove:** when a lad uses force & physical strength and doesn't care about the mess it makes, he uses a shove.
- **Dodge:** when a lad is getting physical but would rather not be noticed and caught, he has to dodge.
- **Chat:** when a lad talks his way into or out of something, he's using his chat.
- **Suss:** when a lad thinks he knows the score or wants to spot things, he has to suss them.

And those work sensibly, alright? No-one gets to say "I'm going to kick his head in but he won't notice 'cos I'm going to dodge." No; if you're doing something messy or loud, then you're shoving, same as you can't hide from people in a messy loud way, so you have to use dodge for that. If you chat someone into doing what you want, they know it's happening, but you can suss out stuff about them quietly by keeping your eyes open. Sometimes it can be a close call, like if someone wants to jump from one roof to another for a Buzz, you could say it uses shove or dodge, but mostly you'll know which from the way a lad does it. Like in that case, if your mate says their lad just jumps all of a sudden, then it's a shove, but if they take their time about it, then it's a dodge.

Where You Going to There After?

So, you've got a lad who wants to do something and you, the City, say to roll the dice, but then what? This is what: you and the lad have a quick talk about how tricky it is to do that thing and agree on a number of dice they have to roll against. Now the thing here is, it gets easier the more dice they roll against; they can roll against 1 to 3 dice, so 3 is a piece of piss, 2 is like, whatever, and 1 is rock. All those dice have to come out of that bag of counters, so there's only going to be 30ish or 45ish dice to be rolled against for the whole night out. If there's no counters left in the bag, then the night out ends right then, in a bad way. When counters get taken out of the bag, you don't let the lads see how many are left and you don't leave any counters lying around on the table; if they want to get clever, they can count on their fingers, but no writing down how many counters have been used.

Right, so the lad's got some dice and so have you Mr. City-boy, so you both roll what you've got and the lad checks to see how many of his dice match the result on one of yours. He can only match each of his dice to one of yours, so if he rolls one 4 and you roll two 4s, he still only gets one match. That don't work the other way round though; if he rolls two 4s and you roll one, he gets two matches out of it. Don't forget: *the lad wants to match each of his dice to one of yours*. The more matches he gets, the better the result is for him, but anything over 3 matches is about the same, it don't just keep getting better and better, alright? Here's what it could look like:

Steve is the lad; he's the Ferret and he's going to talk to a copper who's after one of his mates and send the git the wrong way, so the City, who's Paul, says "Ok, you'll have to roll dice for that." Steve wants to use his Buzz, 'cos he thinks this'll be a bit of a laugh, but Paul says "Uh-uh; it's your duty to stick up for your mates and looking this copper in the eye while you bullshit him is going to take real Nuts." Steve sucks it up and grabs 2 dice for his Nuts, but he gets +1 'cos it's chat and he's the Ferret; then he looks at his mate Claire, who's playing one of the lads for this game, as it's her lad's skin she's trying to save. Claire looks at her Habits but can't see anything she could use that she wants to, so she shakes her head and lets Steve get on with it.

Steve and Paul then talk about how hard this is going to be; Steve thinks maybe 2 dice are enough, Paul thinks it might be a bit harder than that, but he leaves it up to Steve to decide, after reminding him that the bag is running out of counters. Steve sucks it up again and takes one for the team by settling on 1 dice for the City; they both roll their dice, Steve rolling 3 and Paul rolling 1. Steve gets a 6 and two 5s; Paul gets a 4, so Steve has no matches. The copper isn't falling for it and threatens to charge Steve with wasting police time unless he tells him where his mate is right now.

When a lad gets no matches, the City gets to threaten him; bad shit will happen unless he does what the City says. That means the bad shit the City wants *will* happen *unless* the lad loses one from the Mood he used for his roll; so in the above example, Steve either has to tell the copper where his mate is *or* lose 1 from his Nuts. When a lad chooses to lose 1 from a Mood like this, they get to say that something else happens by chance that gets them out of the deep shit they're in; in the above example, maybe the copper gets an emergency call on his radio and has to drop the whole thing while he races off to deal with something more urgent.

Right, so if a lad gets matches, he gets what he wanted, plus maybe a bit more; the more matches on the roll, the more the lad gets.

- **1 match:** What you want, a medal? You got what you wanted didn't you?
- **2 matches:** You've gone a bit too far, haven't you mate? You get what you wanted, but it's gone out of your control now. If you were giving someone a shove, you've shoved too hard; if you were chatting, maybe you've said too much; if you were dodging, maybe you don't even know where you are now; if you were trying to suss someone you used as well; you're gonna need it.
- **3+ matches:** You're a fucking champion! Yeah, its goes a bit runny like when you get 2 matches, but you stay on top of it and make it all good again; you keep your cool and look like you meant to do that, so as well as adding 1 to the Mood you used, you can tell the City to add 1 counter to the bag.

It's Heavy, it's on My Mind

The night is young and so are you and your mates, but nuffin' lasts forever, right? Like it says, this is their last night out as being all lads together. Maybe they'll still see each other, maybe they'll go out again, but it'll never be the same as this night, when they burned so bright that one of them burned out altogether. So there's like two big downers on their night out and that's their Pains and What Happened.

So, when a lad is getting a bit above himself, there's always a Pain to put him in his place again; maybe he runs into the dealer he owes all that dosh to when he's trying to score himself some nice dope, or maybe he's copped off with some girl in a club and he sees his girlfriend across the dancefloor with her mates. Whatever, you know you've got some Pain coming your way when one of your Moods hits 6 or more; if that happens, you or the City has to add one of your Pains to what's happening. They don't have to actually be there, but their presence and what it means to the lad has to be felt, like it's not your girlfriend who sees you but one of her mates, who takes a picture of you on her phone and is going to send it to everybody she knows. You have to add 1 to that Pain, then roll a die and lose that much from whatever Mood made it to 6. Yeah, it's a fucker, innit? It might look a bit like this:

Go back to the example where Steve was lying to a copper and Claire had a chance to help but didn't; this, she uses her lads Habit of 'I Dare Ya', 'cos she's the Alpha and Steve is using his Nuts. Steve succeeds with the help of the extra die Claire gave him, which also means Claire adds one to her lad's Pride, taking her up to 6, so now one of her Pains has to come along and fuck things up for her. She could choose one, but the City thinks this would be a good time to have her dodgy brother Alan get a mention, so he says Alan is actually in the back of the copper's car! What the fuck is he doing in there? Has he been arrested or has he grassed Claire's lad up for something? What are Claire and her mates gonna do about it? Anyway, Claire adds 1 to the Pain for her dodgy brother, then rolls a die, getting a 2, so her Pride drops to 4; it won't take the Alpha long to get his Pride back up to 6 though, so she'll be seeing Alan again soon.

The game's over if the City draws the last counter from his bag; the lad who has to roll dice at the time this happens is the one something bad is going to happen to. The lad and the City still roll and check to see whether they succeed or not, whether they get any extra Mood as a result and whether they have to take some Pain too, but no more counters can be added to the bag, even if the lad gets 3 or more matches. Once the bag is empty, it can't be re-filled.

So, say what happens as result of the dice and all that, but then move on to What Happened; this is the thing that marks the end of the lad's night out, not just this one but all their nights out as lads. From now, if they still go out, it won't ever be the same, because What Happened changed their lives forever. The lad who used up the last counter from the bag checks their biggest Pain to see what the score is:

- **4+: Dead.** The last thing the lad did leads to their immediate death; maybe they were running from the coppers and got hit by a car. Maybe the dealer they were scoring from is setting them up. Maybe they can't be allowed to get away and tell people what they've seen. The lad and the City make it up between them and agree on it.
- **3: Crippled/maimed.** Sort of like the above, but the lad lives through the experience, only badly scarred, like they're blind in one or both eyes, can't walk without crutches or at all, whatever. Same as above, the lad and the City have to agree on What Happened.
- **2: Convicted of a serious crime.** The lad gets caught doing something they shouldn't, or the law finally catches up with them for something they did ages ago, or they are just unlucky and get banged up for something they didn't do. Whatever, the lad serves a long prison sentence, like a few years, and his reputation is badly tarnished by whatever crime he is meant to have done. Yeah, again, the lad and the City have to agree What Happened.
- **1: Saddled with a long-term responsibility.** The lad gets guilted into helping raise the unwanted child he had with his ex-girlfriend, or he has to look after his mum after she gets blind drunk and falls down the stairs, crippling herself, or he has to work like a bastard in a shit job to pay off the massive amount he owes to some serious criminals. Like the rest, the lad and the City have to agree on What Happened.

The other lads then get to say what happens to them; they each check their Moods and Pains and the one with the highest score becomes the major feature of their life. Like, if your Buzz is highest, then you'll always be chasing a high because of What Happened; if a Pain is highest, then you're stuck with that person because of What Happened. The lowest score gets taken out of their life for good, but not in a nice way; like, if your Nuts are lowest, then you're too scared by What Happened to ever stand up to anyone ever again and if a Pain is highest, then something happens to that person, like one of the things from the What Happened list, above. Everyone helps everyone else out for this last bit, but ever lad has the final say on what happens to them, so make suggestions, but don't shout anyone down if it's not your lad you're talking about.

Play the Record On Man

There's a soundtrack to this game; you can play a few of these tracks to get people in the mood and they make good background music for anything taking place in a pub, a nightclub or a car with the stereo thumping.

Panic Prevention, *Jamie T.* Track 3 is this game and the rest of the album is fucking good as well.

Different Class, *Pulp.* 'Common People' and 'Disco 2000' will really get you into the spirit of things.

Parklife, *Blur.* Listen to the title track and 'Girls & Boys' in particular.

If you're not sure what the model is for this game, think 'chav dungeon crawl' and you'll be pretty much spot on. You're a party who's out to grab what they can and you don't care about dishing out some bruises along the way, 'cos it's all about doing what you want in the end.

A Groundhoggoth game by James Mullen
Version 1.0 September 16th 2010

Alpha

Who the fuck are you?

Buzz:

Nuts:

Pride*:

Shove:-1

Dodge:

Chat:+1

Suss:

Hurl: If your Buzz goes up, you can puke your guts up; lose 1 Pride and half your Buzz, rounding down.

Go on mate! You can cheer a mate on by adding 1 to the Mood they are using, but they face one less die from the City (minimum 1)

I Dare ya: When another lad uses their Nuts, you can either give them 1 extra die and gain 1 Pride if they succeed, or you can take 1 die away and lose 1 Pride if they succeed.

Back Down: If another lad gets 3 matches using their Pride, you have to change your Pride to 1 or they get a permanent +1 to the Action they used.

Fucking idiot: Whenever another lad loses a point of Mood 'cos they failed a chat roll, you can add 1 to your Pride, but you have to make fun of that lad.

Pains:

Brain

Who the fuck are you?

Buzz:

Nuts:

Pride*:

Shove:

Dodge:

Chat:-1

Suss:+1

Hurl: If your Buzz goes up, you can puke your guts up; lose 1 Pride and half your Buzz, rounding down.

Go on mate! You can cheer a mate on by adding 1 to the Mood they are using, but they face one less die from the City (minimum 1)

Pains:

Ferret

Who the fuck are you?

Buzz*:

Nuts:

Pride:

Shove:-1

Dodge:+1

Chat:

Suss:

Hurl: If your Buzz goes up, you can puke your guts up; lose 1 Pride and half your Buzz, rounding down.

Go on mate! You can cheer a mate on by adding 1 to the Mood they are using, but they face one less die from the City (minimum 1)

Pains:

Fist

Who the fuck are you?

Buzz:

Nuts*:

Pride:

Shove:+1

Dodge:

Chat:

Suss:-1

Hurl: If your Buzz goes up, you can puke your guts up; lose 1 Pride and half your Buzz, rounding down.

Go on mate! You can cheer a mate on by adding 1 to the Mood they are using, but they face one less die from the City (minimum 1)

Pains:

Fixer

Who the fuck are you?

Buzz*:

Nuts:

Pride:

Shove:

Dodge:

Chat:+1

Suss:-1

Hurl: If your Buzz goes up, you can puke your guts up; lose 1 Pride and half your Buzz, rounding down.

Go on mate! You can cheer a mate on by adding 1 to the Mood they are using, but they face one less die from the City (minimum 1)

Pains:

Loony

Who the fuck are you?

Buzz:

Nuts*:

Pride:

Shove:+1

Dodge:-1

Chat:

Suss:

Hurl: If your Buzz goes up, you can puke your guts up; lose 1 Pride and half your Buzz, rounding down.

Go on mate! You can cheer a mate on by adding 1 to the Mood they are using, but they face one less die from the City (minimum 1)

Pains: