

Nightshift



Rulebook

Introduction



Players adopt the role of a dancer and must charm worthwhile customers into emptying their wallets.

To win the game, you must have the most money at the end of the night.

Be careful about interfering with another dancer's customer, or your night may not run so smoothly...



1-5 Player



40-90 Min



Age 18+

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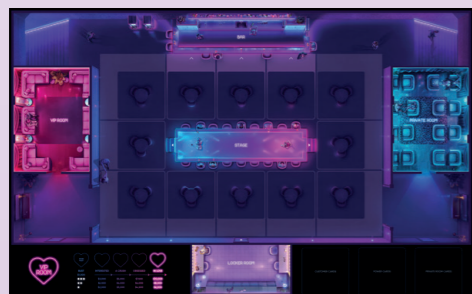


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Learn to play by video

Components



1x Game Board



1x Timer



1x Numbered Die

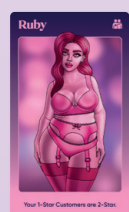
1x VIP Die



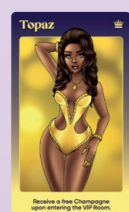
15x Shots



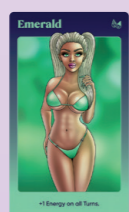
15x Champagne



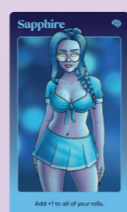
1x Ruby Card



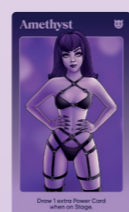
1x Topaz Card



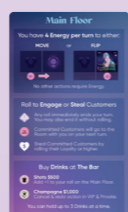
1x Emerald Card



1x Sapphire Card



1x Amethyst Card



5x Reference Cards



1x Ruby



1x Topaz



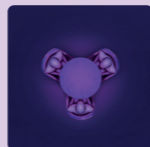
1x Emerald



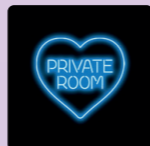
1x Sapphire



1x Amethyst



56x Customer Cards



35x Private Room Cards



1x Commitment Token (Ruby)



1x Commitment Token (Topaz)



1x Commitment Token (Emerald)



1x Commitment Token (Sapphire)



1x Commitment Token (Amethyst)



1x Heart Token (Compassion)



1x Heart Token (Ego)



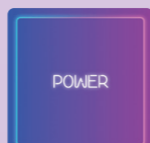
1x Heart Token (Fun)



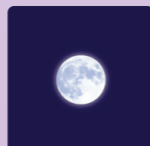
1x Heart Token (Intellect)



1x Heart Token (Fantasy)



40x Power Cards



5x Event Cards



30x \$500 Notes



60x \$1,000 Notes



25x \$5,000 Notes

Board Setup

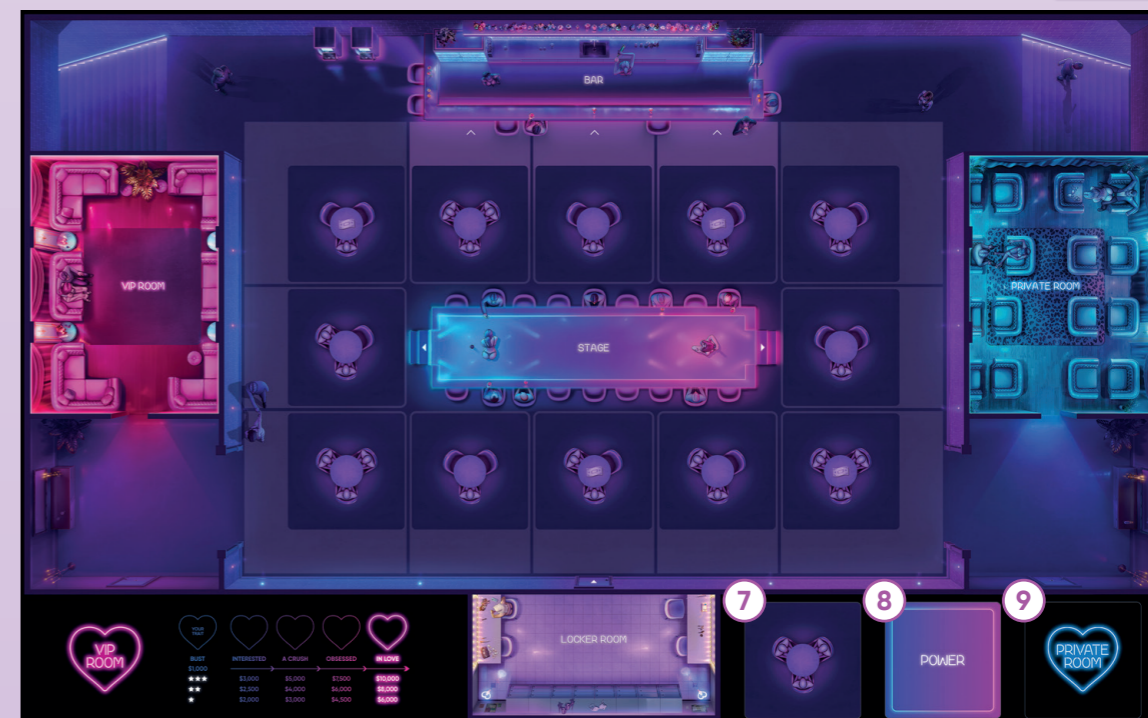
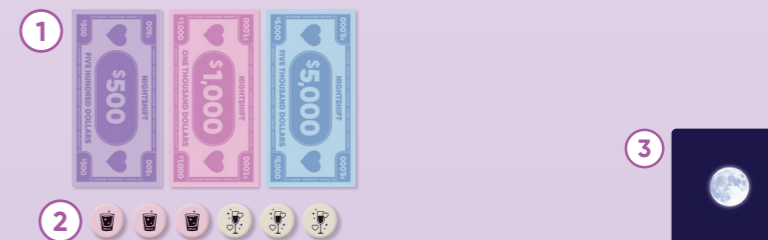


Preparing for the night ahead

The club is about to start filling with Customers, so let's make sure that you're ready.

- ✦ Shuffle card decks & set up the game components as shown below.
- ✦ Deal 12 Customers face-down on the Main Floor, 1 on each space.
- ✦ Set the timer to round 1. For beginners, use the side with less rounds.

- | | | |
|-----------------|-------------------|-----------------------|
| 1. Money | 5. Heart Tokens | 8. Power Cards |
| 2. Drink Tokens | 6. Timer | 9. Private Room Cards |
| 3. Event Cards | 7. Customer Cards | 10. Discard Area |
| 4. Dice | | |



Player Setup

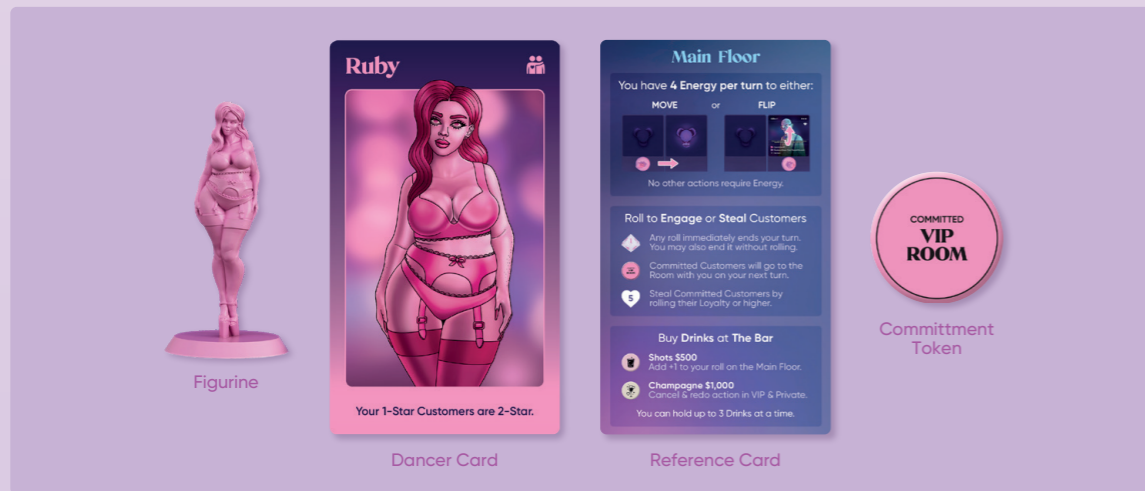


* Choose your Dancer

Welcome to the club, you're here to make money! Each of you has unique strengths and should use them to your advantage.

Each Player collects:

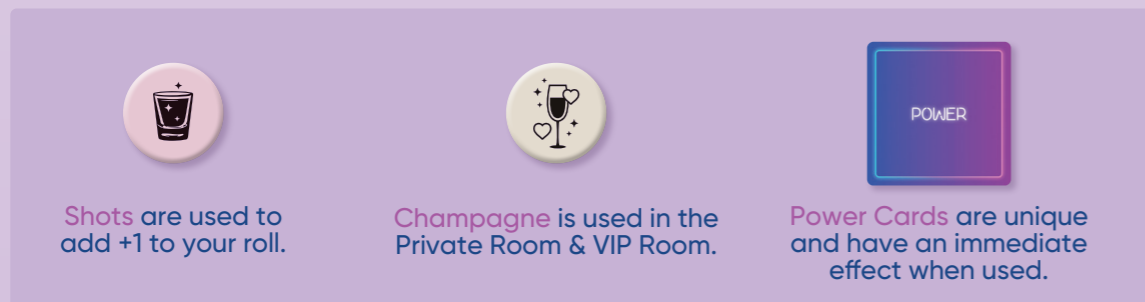
- ✦ **A Dancer Card.** Each Dancer has a unique ability that applies throughout the game.
- ✦ **Their matching figurine.** Place this in the Locker Room.
- ✦ **Their matching Commitment Token.**
- ✦ **A Reference Card.**



All Dancers should be in the Locker Room. Let's get you started. First Drinks are on the house!

Each Player collects:

- ✦ **1 Shot Token.**
- ✦ **1 Champagne Token.**
- ✦ **1 Power Card.** Keep this secret from other Players.



The Player who most recently visited a club goes first. Players then each take turns in clockwise order.

Overview



The Player with the most money at the end of the night wins.

On each turn, you'll either be exploring the club in search of worthwhile Customers, or getting up close and personal with them in the Private Room or VIP Room.

The Bar sells you Drinks that help persuade the Customers, and at specific points in the night, each of you will be rostered on Stage where you'll earn tips and Power Cards.

Will you help your fellow Dancers, or will you play dirty?

Here's how to make money...

- 1. Find a worthwhile Customer**
Use Energy to explore the club and reveal Customers. They're unique, so choose them wisely!
- 2. Charm them into Committing to a Room**
Roll the numbered die to Commit them to the Private Room, or even better, the VIP Room.
- 3. Empty their wallet!**
Win their heart (and cash) through a mini-game for each of the Rooms.

Learn By Playing

We recommend learning the game with a step-by-step approach, guiding you through your first few turns.

Read p.8-9, Play Round 1



Read p.10-11, Play Round 2



Read p.12, Play Round 3



Read p.13, Play Round 4



Energy & Customers



Starting the game

Please check that **all Players are in the Locker Room**, and that there are **12 Customer Cards face-down on the board** (1 on each space). You may notice the back of the Customer Cards vary slightly, but for your first turn don't worry about this.

Use your Energy Points wisely

You will start every turn with **4 Energy Points**. Each Energy Point can be used to **EITHER**:

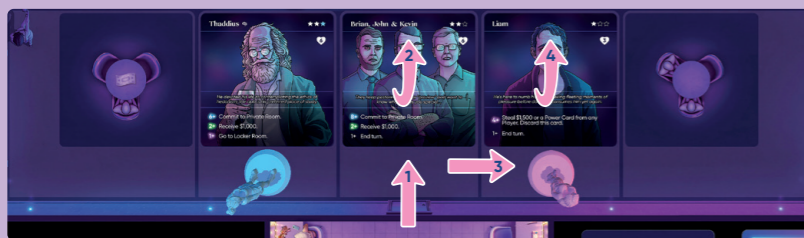
- MOVE** one space, in either direction **OR** **FLIP** a Customer face-up (reveal them)

Example First Turns:



1st Player: Sapphire

1. Move
2. Move
3. Flip

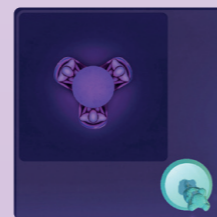


2nd Player: Ruby

1. Move
2. Flip
3. Move
4. Flip

Energy Points are not used for anything else. Only to **MOVE & FLIP**.

- ✦ You must be on a Customer's space to reveal them. They will then remain face-up for all other Players to see.
- ✦ Moving 1 space will always cost 1 Energy, even if the space is empty.
- ✦ There is no limit to how many Players can be on a single space.
- ✦ You don't have to use all of your Energy, but unspent Energy does not carry over to your next turn. **Energy resets to 4 each turn.**
- ✦ You can not use Energy to go on the Stage or into the Rooms.



Each table is 1 space (including the corners)

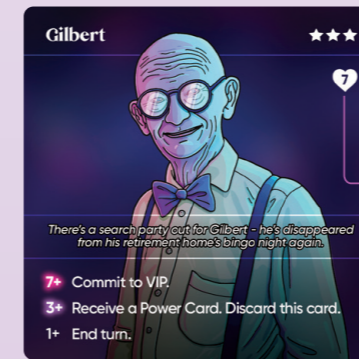
You've revealed a Customer. Now what?

You can **Engage with them by rolling the numbered die**, which does **not** cost Energy. Alternatively, you can use Energy to move to another space, or simply end your turn.

Any roll of the numbered die will end your turn. This means that you cannot move or roll on another Customer until your next turn.

The value of a Customer

Choose your Customers wisely! Consider their Wealth, Loyalty, and likely Outcomes.



- Wealth:** Customers can have 1, 2 or 3 Stars. **Higher Stars means more payoff once in the VIP Room or Private Room.**
Some Customers have coloured Stars & a symbol next to their name, these Stars only apply to the Player matching that colour/symbol. In this example, the Customer is a 3-Star for Ruby (pink Player), but a 1-Star for everyone else.
- Loyalty:** Stealing a Customer from another Player **requires a roll greater than or equal to this number.**
- Outcomes:** These are the potential Outcomes from Engaging with this Customer. **Your roll will determine which Outcomes you can get. Higher rolls unlock more Outcomes.**

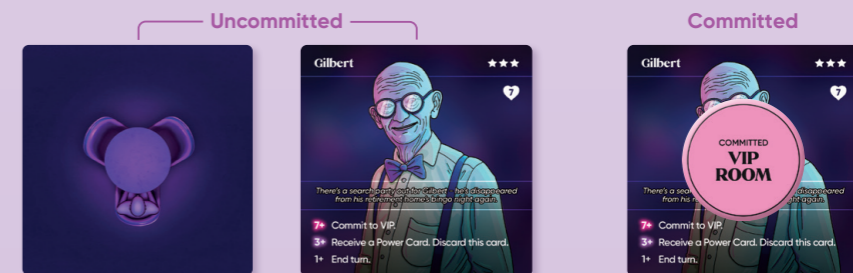
Engaging with Customers & Committing them

- ✦ A Player must be on a revealed (face-up) Customer's space to Engage with them.
- ✦ **To Engage with a Customer, roll the numbered die. This triggers the end of your turn.**
- ✦ **Choose one Outcome. Your roll must meet or exceed the number shown to choose it.**
- ✦ If the Customer Commits, place your Commitment Token on them and end your turn.

If Committed, you must wait until your next turn to resolve the Commitment.

If a Customer remains uncommitted, you (and other Players) are free to Engage with them until they leave the club.

You cannot Engage with another Player's Committed Customer. You can only attempt to Steal Committed Customers.



Stealing another Player's Committed Customer

Once you Commit a Customer, other Players have until your next turn to attempt a Steal.

- ✦ Stealing can only be performed on Committed Customers. Players must move to a Committed Customer's space to attempt a Steal.
- ✦ Any Steal attempt will end the Player's turn. **A successful Steal requires a roll that is greater than or equal to the Customer's Loyalty** (the number inside the heart icon).
- ✦ If successful, the stealing Player replaces the Commitment Token with their own token of the same Outcome. As with other Commitments, this plays out on their next turn.
- ✦ Customers may only be stolen once, however there is no limit on the number of attempts.

Timer, Drinks & Power Cards

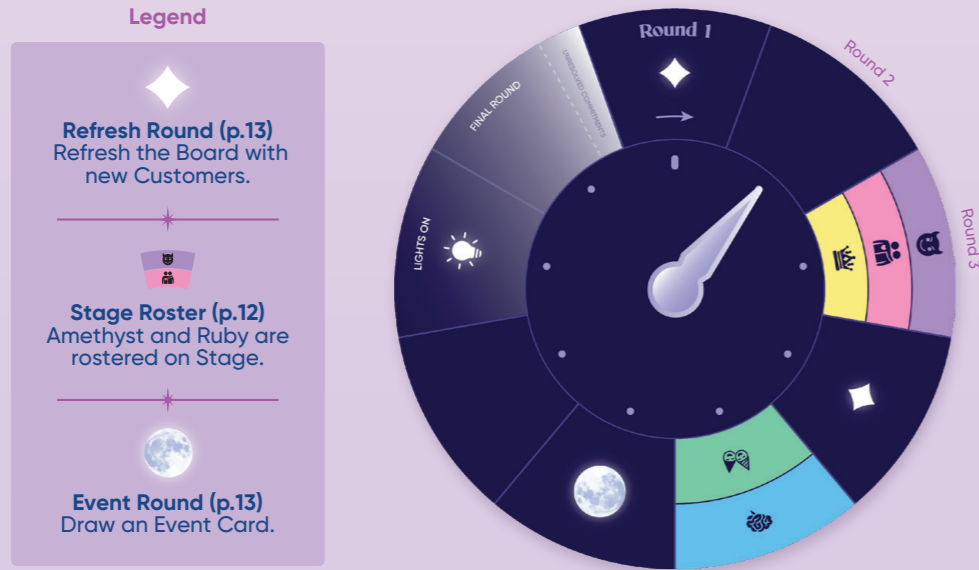


The Timer

Pay attention to the timer, it'll help you keep track of the night.

- After all Players have had their turn, the timer advances clockwise to the next round.

You'll need to plan ahead and manage your time strategically. If you are rostered on Stage next round, it's best to avoid Committing a Customer on this round, because you'll either have to abandon them to go on Stage, or, pay the club a fine to skip Stage. (p.12)



If you start your turn with a Committed Customer

If your Customer remains Committed to you at the start of your turn, it's time to make some money! Your turn will start from the Private Room or VIP Room, depending on which Commitment you have.

You can only abandon your Committed Customer if you are immediately going on Stage.

- Start your turn by placing the Customer & your Dancer figurine in the relevant Room.

For Private Room See page 16

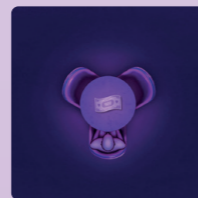
For VIP Room See page 18

So... what about those card backs?

The number of Customers at a table has no effect on their value.

Customers with a bank note symbol are Stage Tipplers, and only affect Players on the Stage. They will tip Dancers on Stage unless they get distracted by being flipped face-up.

If you're about to go on Stage, avoid flipping over Stage Tipplers.



Stage Tippler

Drinks & the Bar

You may purchase Drinks at the Bar, but we do serve responsibly.

- The Bar may be accessed from any of the 3 spaces directly below it.
- A Player cannot hold more than 3 Drinks at a time. If a Player purchases or receives additional Drinks, they must choose which 3 to keep and return the others to the Bar.



Shot \$500 each

Shots are used when Engaging with Customers or Stealing. Shots are used after you roll to add +1 to it. Multiple Shots can be used at the same time.

- Add +1 to a Customer Roll
- Add +1 to a Steal Attempt



Champagne \$1,000 each

Champagne is used in the Rooms. Each Champagne token allows you to cancel your last action, however you must redo it. This applies to:

- Dice rolls - VIP Room
- Card draws - Private Room

It does not cost Energy to buy Drinks.

The number of Drinks you have is open information and is visible to other Players at all times.

Drinks cannot be purchased for other Players or used on another Player's actions.

Power Cards

The key to gaining power is to captivate the audience while on Stage.

- Power Cards have an immediate effect when played, and are then discarded.
- Each Power Card will explain exactly when it may be played. Pay attention to this. Sometimes the window to play a card may be short e.g. "Play before another Player rolls".
- There is no limit to the number of Power Cards you may hold or play per turn.
- Power Cards are most reliably earned on the Stage, but may also be received from certain Customers or other Players.



You may notice some Power Cards have a small star on the bottom right corner. Don't worry about this, it's only relevant for Solo Mode and Co-Op Mode.

Learn by playing: Play Round 2

The Stage



★ If you are rostered on Stage

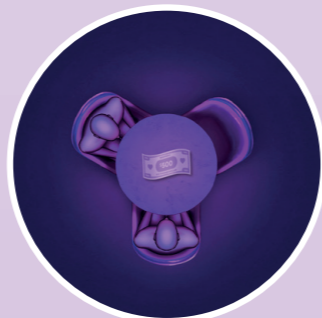
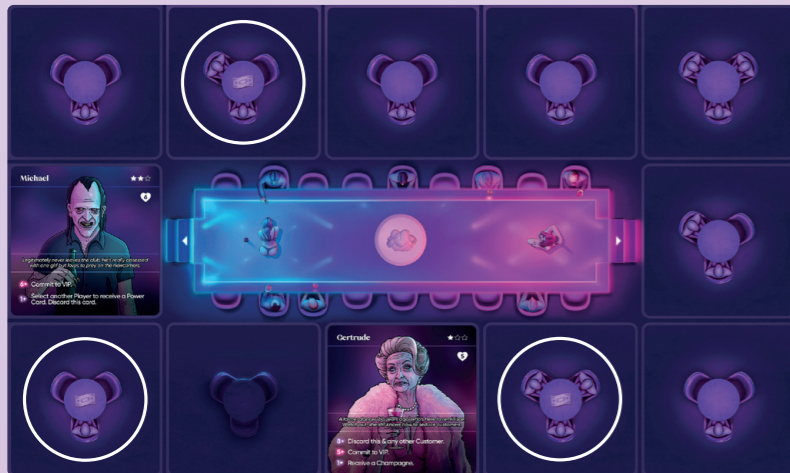
Part of your job is to perform on Stage, so check the roster to see when we'll need you there. If you miss your Stage, you'll be fined!

- ✦ **Check to see who is rostered on Stage.** This is marked on the timer by the Dancer's colour/symbol. You cannot go on Stage unless rostered on.
- ✦ **All Stage actions are resolved at the start of the round, before Player turns begin.**

If you are Rostered on Stage this round, you must either:

Skip Stage	OR	Go on Stage
Pay the club a \$1,000 fine to skip going on Stage.		<ul style="list-style-type: none"> ✦ Place your Dancer figurine on the Stage. ✦ Discard your Committed Customer (if you have one). ✦ Receive a \$500 tip from each Stage Tipper (see below). ✦ Draw 2 Power Cards (from the deck, for your eyes only).

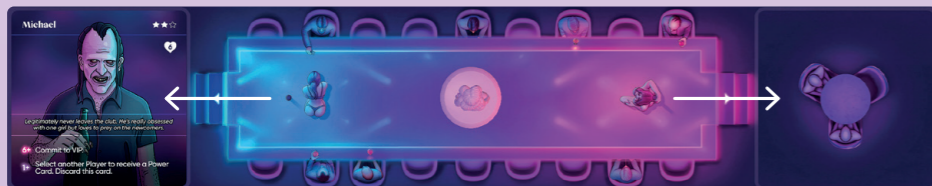
Stage Tippers are face-down Customers with a bank note symbol on them. If they are flipped face-up, they become distracted and will no longer tip the Dancers on Stage.



Stage Tipper

In the example above, there are 3 Stage Tippers (worth \$500 each). This would result in each Dancer on Stage receiving \$1,500.

Dancers remain on Stage until it is their turn. On their turn, they have 4 Energy (as usual), but must use 1 Energy to step off the Stage & onto the Main Floor using the left or right stairs.



Other Round Types



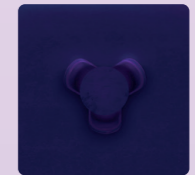
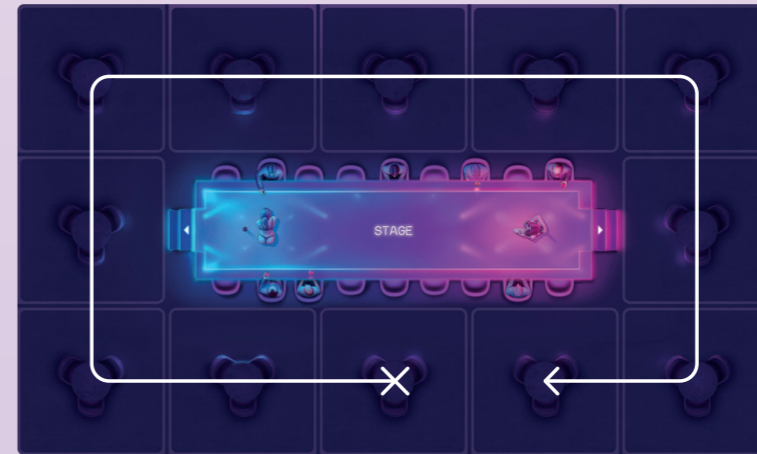
★ Refresh rounds

Our Customers come to the club for a night to remember, but if neglected, they will leave.

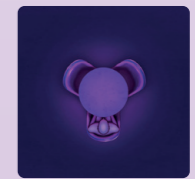
- ✦ A Refresh round is marked on the timer by a star symbol.

At the start of each Refresh round, before Player turns begin:

- ✦ **Discard all uncommitted Customers that are face-up.**
- ✦ **Deal new Customers face-down onto empty spaces,** beginning with the space above the Locker Room and going clockwise.



Empty Space



Face-down Customer

★ Event round

When the moon is at its brightest, our club has a sudden change of atmosphere. Strange things happen around midnight...

- ✦ **Draw 1 card from the Event deck and read this for all Players.** These often include a Refresh, but all instructions are provided on the card.



★ Lights on

When we're ready to close the club, we'll turn the lights on to let people know that it's time to finish up. Everything is lit up, including the Customers.

- ✦ Refresh the board, just like a Refresh round.
- ✦ After Refreshing, **flip all Customers face-up.**

★ Final round & Unresolved Commitments

After the lights come on, the club has one more round until close.

- ✦ Any Players with a Committed Customer at the end of the Final round gain an additional "Unresolved Commitments" turn to finish their Private Room or VIP Room Commitment.

End of The Night



It's time to count your cash!

After any outstanding Commitments have been resolved, the club will close.

- ✦ At the conclusion of the shift (all rounds completed), count the cash you've earned over the night and check the value of your Subscribers (see below).

Subscribers

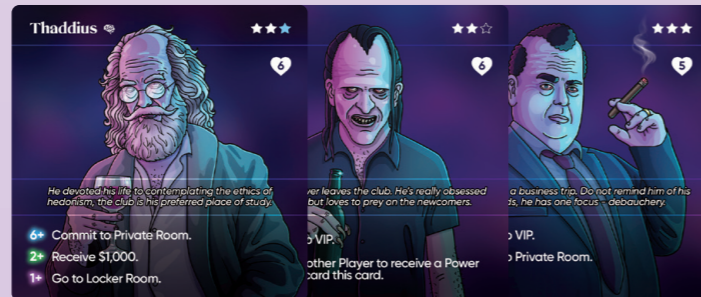
When Customers really connect with you, they will cherish the experience long after the night and will often subscribe to your online fan-site.

After each successful Private Room or VIP Room turn (non-BUST), you will collect the Customer into your hand. At the end of the game, their combined Loyalty determines the Subscriber Income that you receive from your fan-site: the more loyal your fanbase is, the more income you will generate.

- ✦ **Sum the Loyalty scores from all Customers collected in your hand.** Note that Customers with a preference for your Dancer provide double Loyalty (for their card only).
- ✦ **Each Player receives Subscriber Income according to the Total Loyalty in the chart below.**

Total Loyalty	Subscriber Income
0-9	\$0
10-14	\$1,000
15-19	\$2,000
20-24	\$3,500
25-29	\$5,000
30-34	\$7,000
35-39	\$9,000
40-44	\$12,000
45-49	\$15,000
50+	\$20,000

Example:



The Customers above have a Total Loyalty score of 17 (the sum of their Loyalty is 6+6+5).

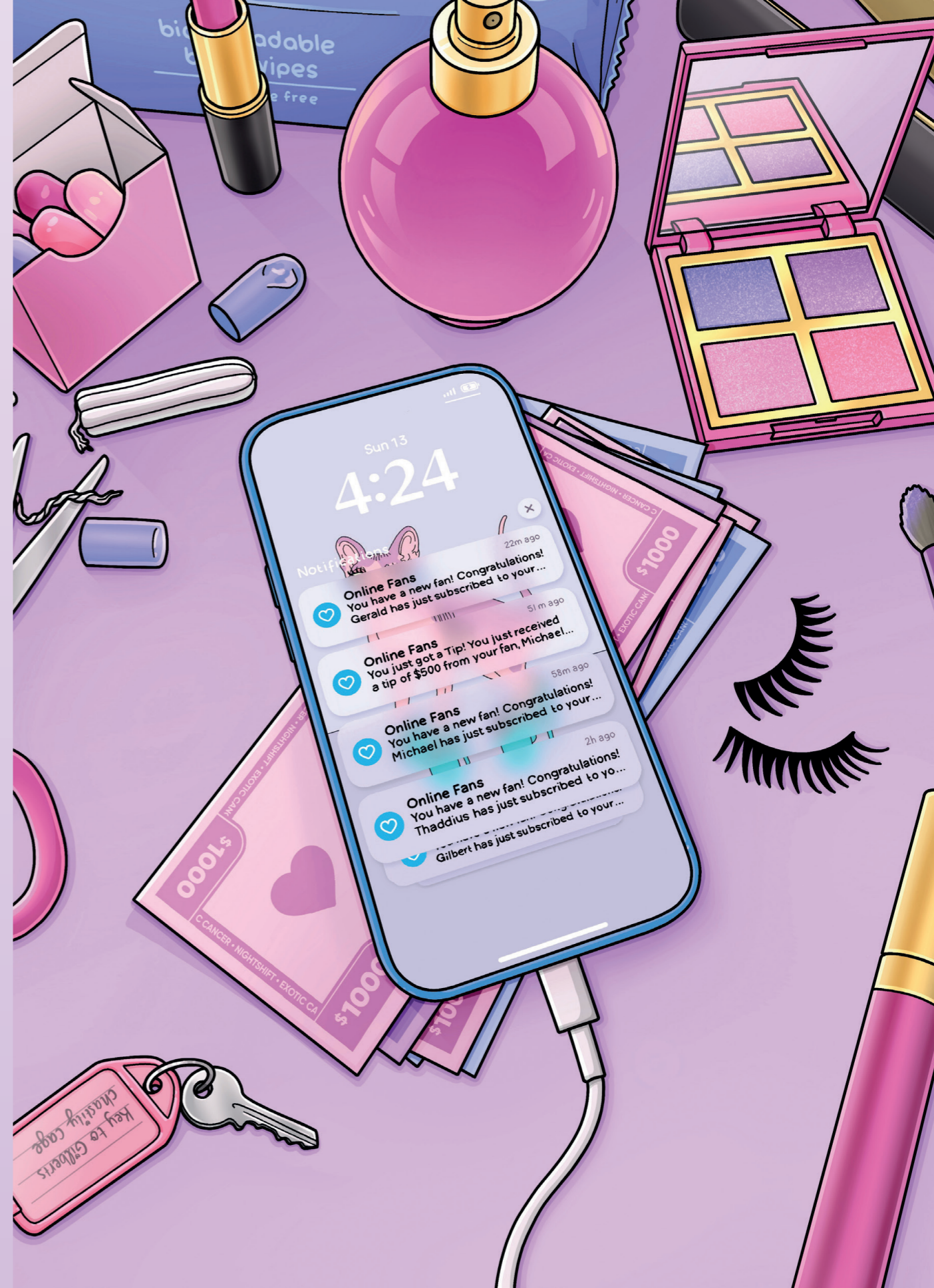
A Player who collects these Customers would receive Subscriber Income of \$2,000 at the end of the game, per the chart on the left.

Thaddius has a Dancer Preference for Sapphire, which doubles his Loyalty from 6 to 12 for her. These Customers provide 23 Total Loyalty for Sapphire, which earns her \$3,500 of Subscriber Income.

The Player with the most money wins!

At the end of the game, count the total amount of money that you have earned over the night, including Subscriber Income.

- ✦ If it's a draw, count the value of Drinks you have.
- ✦ If it's still a draw, the Player who can do the splits closest to the ground wins.



The Private Room

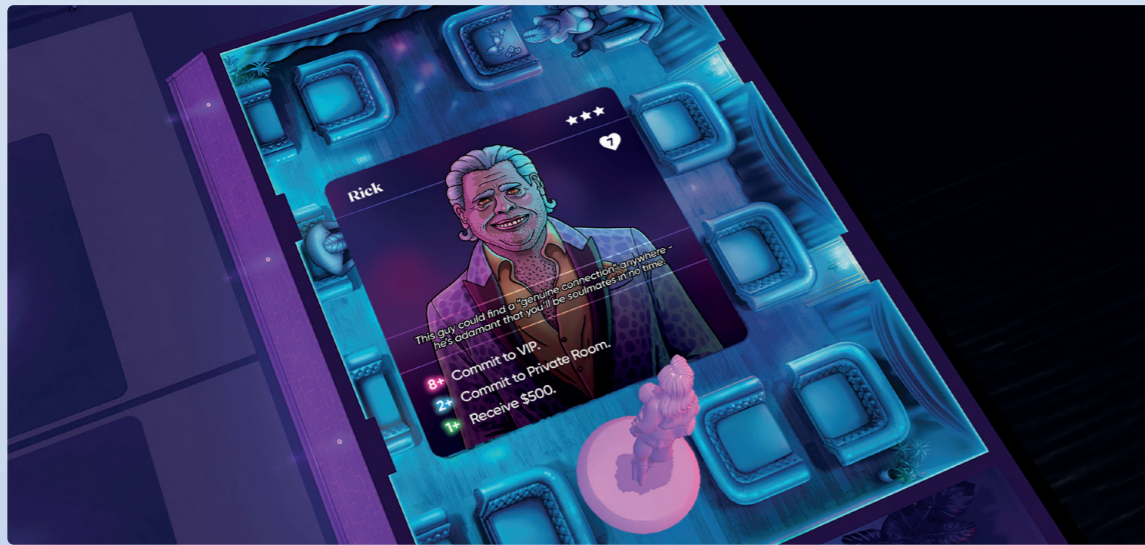


Can you hustle?

You may only enter the Private Room if you start your turn with a Committed Customer. This means that they Committed to you on your previous turn and have your token on them.

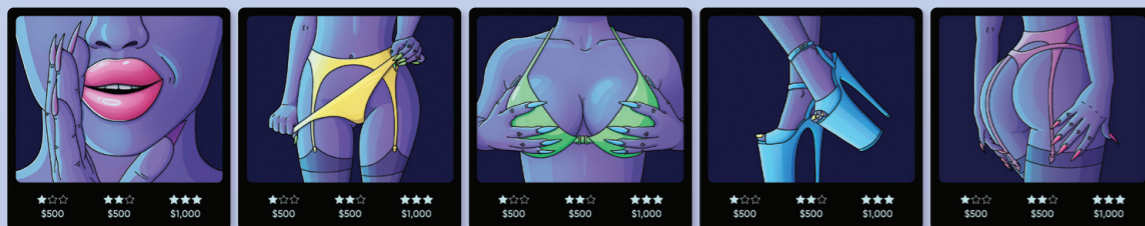
In the Private Room, you'll need the right combination of dance moves to keep your Customer enticed. Most Customers will spend a decent amount of money here, but it's generally not as lucrative as the VIP Room. Earning extra tips isn't guaranteed, if you're too repetitive, they may lose interest.

Start by placing your Dancer figurine and Customer into the Private Room.



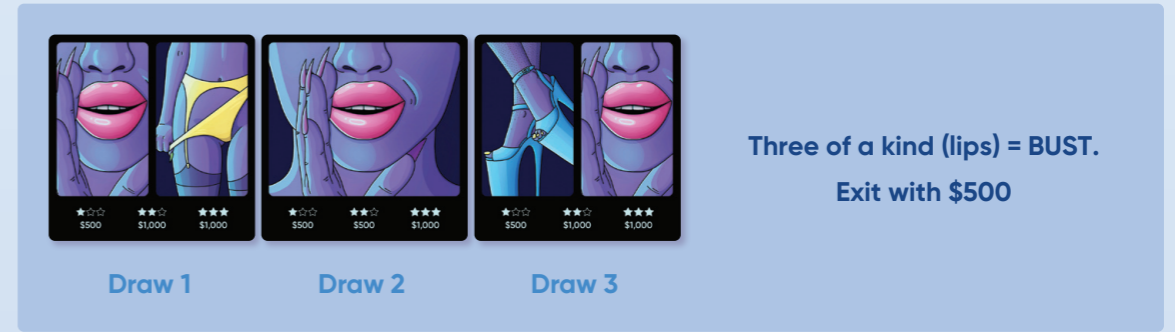
How to play

- ✦ If a Player draws 3 or more of the same move across all draws, they immediately BUST and end their turn with the minimum payment of \$500 (regardless of the amounts shown on the cards).
- ✦ Private Room cards are drawn one at a time and shown face-up.
- ✦ Each card shows the moves performed and the potential payoff.
- ✦ You may leave after any successful draw (non-BUST) to cash out. Add the amount on each card matching your Customer's Star rating to determine the tips you collect.

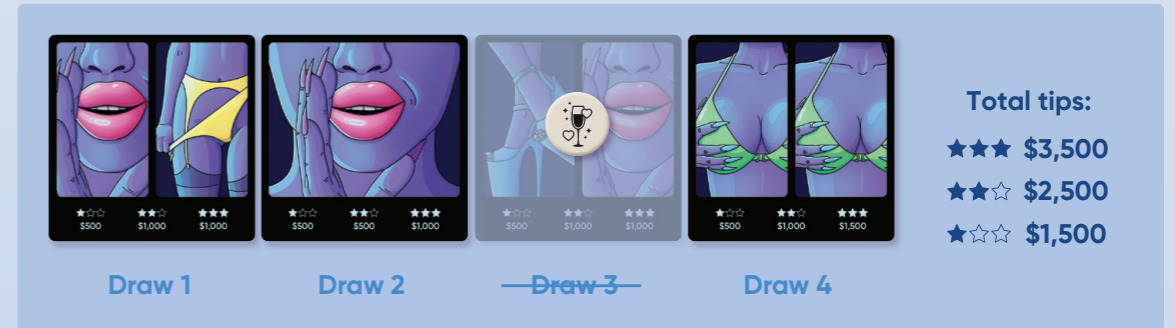


There are 5 types of moves. Each card can have one move, two different moves, or two of the same move.

Example:



✦ You may use a Champagne Token after any draw to cancel and redo it.



You could choose to keep drawing cards, or leave. If you choose to leave, add up the total amount of tips from each card that matches your Customer's Star rating. (Not including cancelled cards).

Collecting Customers

If you BUST	OR	If you exit without Busting
Discard the Customer		Collect the Customer by adding them to your hand. Collected Customers add to your Subscriber Income, which is received at the end of the game. (p.14)

- ✦ At the end of a Private Room turn, place used Private Room cards into the discard pile, and place your Dancer figurine in the area directly below the Private Room.
- ✦ Next turn, it will cost 1 Energy to return to the Main Floor.



The VIP Room



Can you win their heart?

You may only enter the VIP Room if you start your turn with a Committed Customer. This means that they Committed to you on your previous turn and have your token on them.

You've secured a VIP Room, congratulations! This is where the real money is made, but to hit the jackpot, you'll need to show your Customer that you're the complete package. It takes more than good looks to do this - personality matters.



Compassion
(Ruby)



Ego
(Topaz)



Fun
(Emerald)

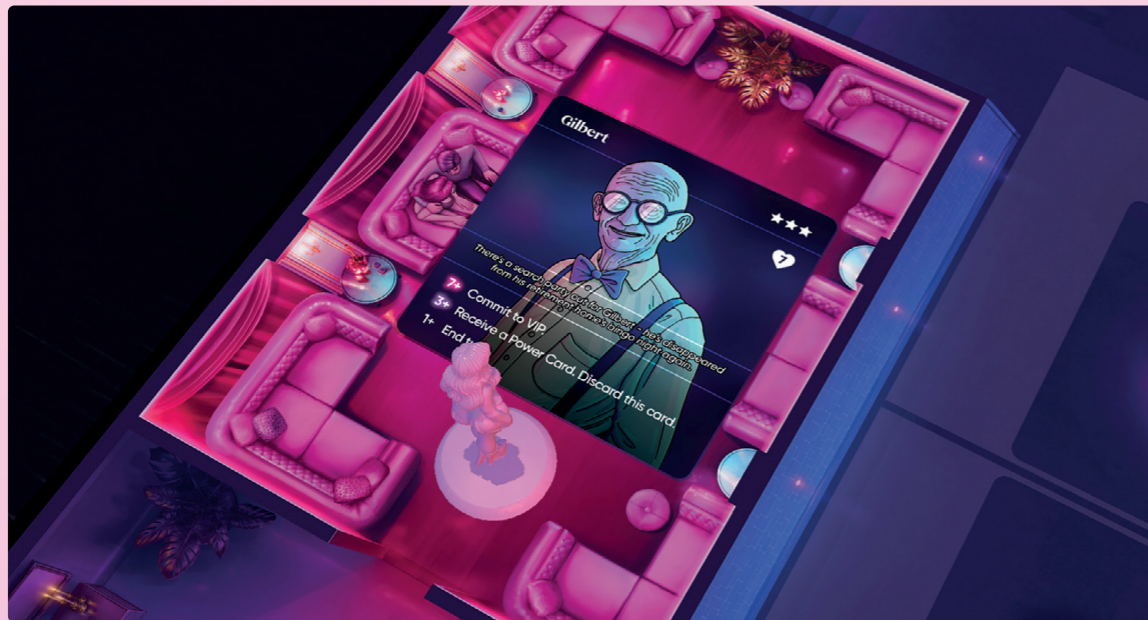


Intellect
(Sapphire)



Fantasy
(Amethyst)

Start by placing your Dancer figurine and Customer into the VIP Room.



How to play

- Place the Heart Token matching your trait into the first heart slot. You may leave prior to any VIP die roll to receive cash at the current level of connection.
- Roll the VIP die to fulfill the other traits and strengthen your level of connection. (INTERESTED, A CRUSH, OBSESSED, IN LOVE).
- Don't roll traits that you have already earned, especially not your own trait.

In Committing to the VIP Room with you, the Customer already recognises your strongest trait (the one matching your colour/symbol). Overplaying any trait will break the illusion and cause them to leave.

Each roll has 3 possibilities:

- You roll your own trait: BUST. Receive \$1,000 (regardless of your level of connection) and end your turn. *This would be a Compassion roll in the example below.*
- You roll a new trait: Your connection strengthens. Add this trait into the next empty heart slot. *This would be an Ego or Fun roll in the example below.*
- You roll a trait that you have already earned: End your turn and receive tips equal to your current level of connection & the Customer's Star rating. *This would be a Fantasy or Intellect roll in the example below.*

Example:

BUST \$1,000	INTERESTED	A CRUSH	OBSESSED	IN LOVE
★ ★ ★	\$3,000	\$5,000	\$7,500	\$10,000
★ ★	\$2,500	\$4,000	\$6,000	\$8,000
★	\$2,000	\$3,000	\$4,500	\$6,000

Level of connection:
A CRUSH

Total tips:
 ★ ★ ★ \$5,000
 ★ ★ ☆ \$4,000
 ★ ☆ ☆ \$3,000

You may use a Champagne Token after any VIP die roll to cancel and redo it.

Collecting Customers

If you BUST

Discard the Customer

OR

If you exit without Busting

Collect the Customer by adding them to your hand. Collected Customers add to your Subscriber Income, which is received at the end of the game. (p.14)

- At the end of a VIP Room turn, return all Heart Tokens for use by other Players, and place your Dancer figurine in the area directly below the VIP Room.
- Next turn, it will cost 1 Energy to return to the Main Floor.



Solo Mode



* You vs Diamond

You are playing against Diamond, and she is quite the hustler! To win, you must have more money than her at the end of the night.

Diamond does not require a Dancer figurine and will not be seen moving around the board. Instead, whenever the board is refreshed, she gains 1 Subscriber and collects tips from all Stage Tippers. (Face-down Customers with a bank note symbol on them).

Solo rules are the same as standard rules, with two exceptions:

- ✦ The process for refreshing the board is modified (see below).
- ✦ Some Power Cards & Event Cards are removed from the game (see below).

When the board is refreshed (including Round 1), do the following:

1. Discard all uncommitted Customers that are face-up (as per usual).
2. Remove all face-down Customers that are NOT Stage Tippers and place them at the bottom of the Customer deck.
3. Deal new Customers face-down onto empty spaces (as per usual).
4. Diamond receives 1 Customer from the top of the deck into her hand as a Subscriber.
5. Diamond receives \$1,000 from each Stage Tipper.

Refresh on:



After the above has been completed, you may take your turn.

The **Lights On round** is the final tipping round for Diamond, she will collect her Subscriber and tips just before all Customers are flipped face-up.

All Customers dealt into Diamond's hand contribute to her Subscriber income. You do not get to see who they are until calculating their Loyalty at the end of the game.

Event Cards to remove:

Card Cartel, Quiet Night

Remove all Power Cards with a star (◇ or ◆) on the bottom right corner.

18 Power Cards to remove:

Bad Influence, Bad Karma, Chastity Cage, Cheers!, Cold Feet, Double Trouble, Drinks On You, Fresh Meat, Girl Code, Helping Hand, I Don't Think So, Money Troubles, Profit & Power, Rigged Roll, Spell Doll, Sprained Ankle, Stolen Goods, Wandering Eyes



Co-Op Mode



* Save the Club!

The club is in trouble with the law and must pay a large fine or it will be forced to shut down! In a united effort to cover the fine and keep the club open, the Dancers have collectively agreed to donate all income from one night's work.

All Players cooperate to earn a combined total amount of money by the end of the night.

Co-Op rules are the same as standard rules, with two exceptions:

- ✦ Players must show their Power Cards face-up for everyone to see.
- ✦ Some Power Cards are removed from the game (see below).



Total amount of money required to save the club:

Longer shift:	Shorter shift:
2 Players: \$80,000	2 Players: \$50,000
3 Players: \$120,000	3 Players: \$70,000
4 Players: \$160,000	4 Players: \$90,000
5 Players: \$200,000	5 Players: \$110,000

Remove all Power Cards with a solid star (◆) on the bottom right corner. Do NOT remove cards with a hollow star (◇) these are kept in for Co-Op.

7 Power Cards to remove: Bad Influence, Chastity Cage, Cold Feet, I Don't Think So, Money Troubles, Sprained Ankle, Wandering Eyes

You can also play this mode solo, playing as multiple Dancers.

2v2 Mode



* Teams!

Work with your bestie against two other opponents. The team with the most combined money at the end of the night wins!

Each team works together to earn a combined total amount of money by the end of the night. Note that each Player's cash, Drinks, and Power Cards remain individual.

2v2 rules are the same as standard rules, with one exception:

- ✦ Teammates may reveal their Power Cards to each other.

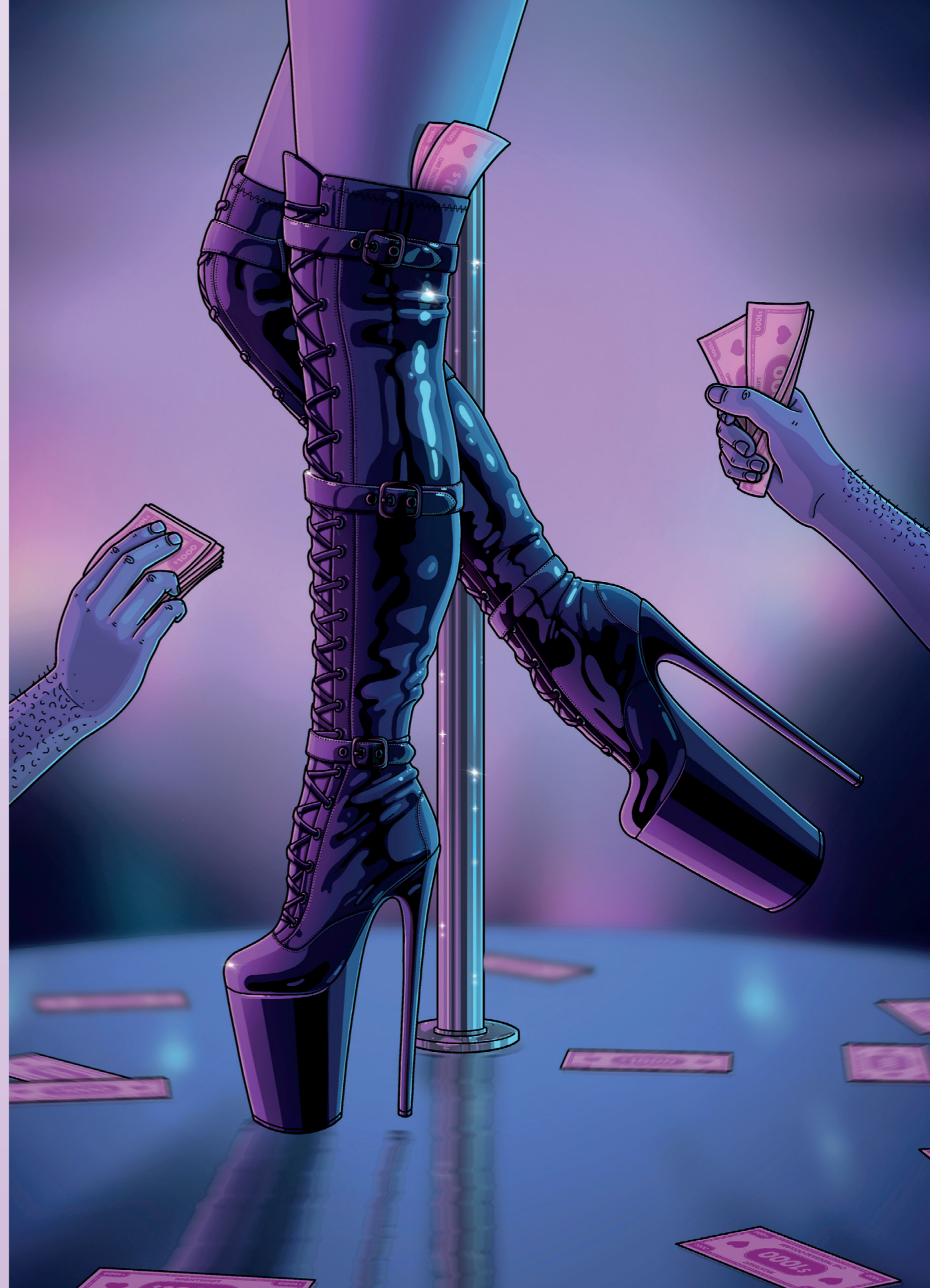


FAQ



- ✦ **Where can I go from the Locker Room?**
You must exit the Locker room onto the space directly above it.
- ✦ **Do I have to specify how I'll use my Energy before using it?**
No. Players are free to decide how they'll use Energy as they go.
- ✦ **Can I use Energy to flip a Customer back to being face-down?**
No.
- ✦ **Rolling the numbered die ends my turn, can I still use Shots or Power Cards?**
Shots can be played immediately after your roll. If the Power Card states "Play on your Turn", it cannot be played after you roll the numbered die.
- ✦ **After I roll on a Customer, can I choose to have none of the Outcomes?**
No, you must pick an Outcome after rolling.
- ✦ **If I successfully Steal a Customer, can I choose which of their Outcomes to receive?**
No, you must take the Commitment that the original Player had.
- ✦ **What does the coloured glow around the Customer Outcome numbers mean?**
It highlights the type of Outcome the Customer offers. Pink for VIP Room, blue for Private Room, green for cash, purple for other. These colours have no relation to Player colours.
- ✦ **Do the colours of the Private Room Cards have any relation to Player colours?**
No.
- ✦ **A Customer Outcome sent me to the Locker Room, what happens?**
You must place your Dancer figurine into the Locker Room. Next turn you must use 1 Energy to move back onto the Main Floor.
- ✦ **Is there anything to mark that a Customer has already been stolen?**
No. The Player who has stolen them is responsible for enforcing this.
- ✦ **I lost money but have none, can a Player have negative dollars?**
No, a Player cannot have less than \$0.
- ✦ **If I have no money, can I skip going on Stage?**
No, if you cannot afford the \$1,000 Stage fine, you must go on the Stage.
- ✦ **Can Power Cards make a roll go below a 1?**
No, the lowest number you can roll is 1.
- ✦ **Can I trade or transfer Power Cards or Drinks with other Players?**
No, unless otherwise specified.
- ✦ **What happens to my Drink after I use it?**
After use, Drink tokens are returned to the Bar.
- ✦ **Can I buy Drinks after rolling on a Customer?**
No. Rolling on a Customer will end your turn.
- ✦ **Are Drinks redeemable for cash?**
No, unless otherwise specified.
- ✦ **What does "cannot be skipped" on the Dad card mean?**
Any Player on the same Space as Dad (face-up) must roll on him. You cannot skip this card.
- ✦ **If I reveal the Dad card but am standing at the Bar, can I buy Drinks before rolling on him?**
No.
- ✦ **Can I use Power Cards on Dad?**
Yes.
- ✦ **One of the decks has run out of cards, what happens?**
Shuffle the relevant discard pile and refresh that deck slot.
- ✦ **What if an Outcome says "Swap for a discarded Customer...", but there is none?**
The Outcome cannot be selected.
- ✦ **What if an Outcome says "Discard Customers on both side of this". What if a space is empty?**
Only spaces directly beside that Customer are affected. If empty, no Customer is discarded.
- ✦ **If a card says "Discard any Customer", can this be used on Committed Customers?**
Yes.
- ✦ **In Co-Op or 2v2 mode, can I use another Player's Power Cards or Drinks?**
No, in all modes each Player can only use their own Power Cards and Drinks.
- ✦ **Do I have to reveal to other Players how much money I have during the game?**
You don't have to, it's totally up to you.

Can't find your question? Visit nightshiftgame.com





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