

GAME RULES

Bitter Tears at Sad Mary's Bar and Girl is not a rules-intensive game, but it does have a number of mechanical systems it would be best to be familiar with.

COMBAT

Bitter Tears at Sad Mary's Bar and Girl uses a symbolic form of combat. To initiate combat with an individual approach within arm's reach of them and declare loudly, "Combat!" Anyone else wanting to get involved in the combat from the beginning may now declare their desire to be involved.

Starting with the character who declared combat, continuing next to her target and then to any individual who joined combat in the order they declared, each person gets a turn to act. Combat then continues to cycle through all characters until all parties either stand down or flee.

To attack, declare your target then engage them in a game of Rock-Paper-Scissors. If you win the game, you deal damage to them based on the weapon you are using. Unarmed combat deals 1 point of damage. Armed combat deals a number of points of damage as described on the weapon's item card. If they win, they may instead deal you a number of points of damage based on the weapon they are employing. In the case of a tie, no damage is dealt this round.

It should be noted that both hand-to-hand and ranged combat work exactly this way.

To flee, on your turn, simply declare that you are fleeing. Any other character in the combat then has a chance to take a parting shot at you. Resolve every such character just as if they were initiating combat with you. Once they have all been resolved, you are no longer in the combat and may not be attacked again by those characters for five minutes.

DAMAGE

Every character has a pool of hit points. When a character is dealt damage in combat, her hit points are reduced by that number. Once she reaches zero hit points she goes unconscious. Any damage dealt to her after falling unconscious will be dealt with on a case-by-case basis by the GM, who will be trying to keep a balance between the fact that sitting out large portions of the game isn't fun for the player doing so, and realism of what horrible injury will do to a person.

If you have been rendered unconscious then you will remain unconscious for five minutes, at which point you will wake up—albeit in no insignificant amount of pain—and are restored to one hit point.

Characters do not heal over the course of the game unless a specific event, ability or other circumstance would apply that would increase their number of hit points.

SEARCHING BODIES

A character may search another character's person if the person being searched is either unconscious or willing. Doing this will reveal to the searcher any ability cards the character possesses that say they are revealed if the person is searched. Additionally, if the character being searched is unconscious, items may be stolen from her.

To do this, the searcher needs to decide if she is simply opportunistically grabbing an item, or if she is doing a thorough search. If she is opportunistically grabbing an item, she may select an item card at random from the person she is searching. If she is being thorough, she must declare loudly that

she is searching the body, as this sort of thoroughness isn't subtle. She may then, after waiting to the count of thirty to allow anyone to react who wants to react, take any items she wishes from the person.

ABILITIES

Characters in *Bitter Tears at Sad Mary's Bar and Girl* have a variety of special abilities that they may make use of throughout the game. These are printed on index cards with the word “Ability” in the upper right corner. Furthermore, many of these abilities may fall into particular categories, such as “Flaw” or “Fringe Power.” This category will be printed in parentheses after the word “Ability” in the upper right corner of the card. These categories are sometimes important, as some effects or events will affect all abilities of a particular category.

To use an ability, simply follow the instructions printed on the card.

DRUGS & OTHER SUBSTANCES

It is possible that at some point throughout the game you will be affected by a drug or some other substance—at the very least alcohol is prominent, as this game takes place at a bar. Most every drug in the game will have an envelope associated with the item card for the doze of the drug. If you consume the drug, then open the envelope and follow the instructions written on the paper inside. The drug item is then used up—tear it up or put it away where it won't be confused with an unused item.

Most drugs must be injected with a syringe (for which there will be item cards). This may be done on a willing or unconscious individual by simply declaring so. This may be done on an unwilling individual by initiating combat and then using the syringe on an individual by winning a round of combat against them. Administering a drug in this way does not deal any of the usual damage for using the syringe as a weapon.

Drugs that are not administered with a syringe—mostly notably alcohol—will give some indicator on the item card of the drug itself. Unless you see such an indicator, assume it must be administered by syringe.