

# SATURDAY NIGHT FOREVER

Mini-RPG on a loop for a Medium and 2 to 4 Ghosts. Written by Côme Martin in March 2018, drawings by Fabrissou !

*During the big part last Saturday night, where all the cool people from college were, you died. You forgot how and leave quite a few regrets behind, but you have the opportunity to fix that, by controlling your ghosts, back 30 minutes before their death...*

**SET UP:** A PC is made of a name, two noteworthy personality traits, and three positive memories: one linked to another PC, one linked to a NPC, and one to their childhood.

They also have 3 regrets, things they would have liked to do if he hadn't died unexpectedly: one about the party itself, another about a relation with a PC or a NPC, the third about something on the long term.

Players will control both the Ghost of their character and the corporeal envelope (CE) of another. The player of this character can veto actions they deem contradictory with the personality they imagine about them.

The MC chooses the cause of the PC's common death (a fire where the party takes place, an overdose, a car accident on the way back...). He writes a summary of the 30 minutes leading to this death, which must be a consequence of 3 distinct causes (for instance, for a fire: a faulty outlet, a spilled beer and a fragile floor). As long as these 3 causes are not neutralized, death will always come, one way or another (the beer is spilled on another outlet, the ceiling collapses instead of the floor...). The MC also prepares an incident happening to each of the CE during these 30 minutes (see the opposite table if need be).

What do the Ghosts look like? Where and when is the party happening? Decide between yourselves. You should have a map of the place of the party and its surroundings, and a playlist of 30 minutes of deafening music.

**DURING THE PARTY:** The Ghosts wake up 30 minutes before their CE's death with very vague memories of the 30 minutes to come. They forgot their death and its cause.

They can do anything a spirit is traditionally able to: moving objects, possess a living body, whisper a few words, write on a mirror, briefly appear... The effect of these powers is always temporary. They also have to always stay in their CE's line of sight (if it enters a room and closes the door, they get dragged there despite them).

Don't forget that the living, when they're sober, are often afraid of ghosts!

To succeed at an action, you need to roll 8 or higher on a d10; otherwise, it happens but doesn't have the expected result. A Ghost can strike out (and definitively forget) their name, traits and memories to get automatic successes. If everything is struck out, the Ghosts disappear.

When a Ghost manages to get their CE to fix one of their regrets, their success threshold for their actions is permanently lowered by 1.

**TIME LOOPS:** The MC keeps track of the fictional time passing by: after 30 minutes, the CEs die again and the Ghosts are sent back to the beginning of the time loop. Rewind your playlist! The Ghosts remember everything that happened and everything is identical to the previous loop, except for regrets fixed and struck out things, which remain forgotten. You can play the loops from beginning to end or omit scenes when the PCs want to try many variations around the same obstacle or when they repeat an action they've previously succeeded in doing. Take notes and get inspiration if you need from this incident table:

1	Music is turned off by a clumsy partygoer
2	Someone spills alcohol on someone else
3	Someone throws up in the middle of dancers
4	The pizza delivery person rings the doorbell
5	2 people fondle each other in front of everyone
6	Something valuable is broken by accident
7	The toilets get clogged and start to overflow
8	Someone falls into a severe ethylic coma
9	Intruders try to gatecrash the party
10	Someone spaced out is ridiculed and filmed

To leave this eternal repetition, the Ghosts must save all the CEs and fix all their regrets. If they manage to, end the game with an epilogue in which each player plays their own character, after the party. Do they know they have dined with death? What will they become without these regrets weighing on their shoulders?

**Advice:** To keep the element of surprise, the MC should only unveil the game mechanics and the story's victory conditions progressively, after each loop.