

the five

WELCOME TO THE HOOD

What You Will Need to Play	2
MCs	2
DJs	2
Choose Your Colors	2
Lock and Load	3
Choose Your Strength	3
Choose Your Weakness	3
Who Are You?	3

SCENES

Setting Scenes	3
Adversity	4
Ability	4
Dominoes	4
Conflict	5
Initiative	6
The First Action	6
Responding to the First Action	6
Taking the Blow	6
Last Ditch Effort	7
The Next Domino and Beyond	7
MC Turns	7
The Rule of Doubles	7
Taking the Glow	7
The Bounty	7
Wasting	7

SPENDING GLOW

Recovery	8
Movement on the Map	8
Techniques	9
MC Techniques	9
DJ Techniques	10

POWER-UPS

Teachers	11
Free Draws	11
Hospitals	11

THE DJ ROLE

Creating Crews	11
Place Power-ups	12
Bring the Music	12
Create an Initial Situation	12
Add a Twist	12

SAMPLE MAP

13

RAP SHEET

14

the five

WELCOME TO THE HOOD

What You Will Need to Play

- Two to four friends.
- A standard set of double-six dominoes (readily available at many drug stores, convenience stores and toy stores).
- Pencils and paper.
- A New York City subway map with a grid (you can print one from our Web site).
- Coins or other markers to represent the MCs' soldiers' positions on the map.
- A stereo, computer or other music player to play a playlist or mix CD.

MCs

- Most of the players will be MCs.
- The MCs will assume the roles of soldiers in a fictional crew trying to rule the streets in the world of The Five.
- The MCs are each responsible for playing one soldier.
- Each MC decides how his soldier behaves and speaks.

DJs

- One of the players will assume the role of the DJ.
- The DJ is responsible for guiding the pace of the game by introducing obstacles and adversity for the MCs to face in the form of rival crews and police.
- The DJ decides how these soldiers behave and speak when the MCs encounter them.

- The DJ also portrays incidental characters, like citizens (taxpayers), and allies, like reclusive kung fu masters that can teach MCs secret techniques.

Choose Your Colors

- Before you can play The Five, the MCs need to create a crew.
 - As a group, answer the following questions.
 - One of you should keep track of the responses.
1. What's the crew's name?
 2. What are your colors? These can be actual colors, but could also be an article of clothing you all wear, a symbol, or even a tattoo.
 3. What does your tag look like?
 4. Your crew's master's master was a disciple of one of the nine Wu-Tang masters. Which master was his teacher? (i.e., the First Wu-Tang Master, the Second Wu-Tang Master, etc.)
 5. One crew out there has a special hate on for your master (and by extension, your crew). Why? Your master killed their master. Which crew hates you?
 6. You have a special hate on for one crew out there because their master killed your master. Which crew is it and how was your master killed?
 7. What type of kung fu does everyone in your crew know? (i.e., Iron Shirt, Eagle Claw, Snake Fist, White Crane Boxing, Eight Trigrams Palm, Black Tiger Fist, etc.) Look at the list of Techniques (see **Techniques** below). Choose a Tier One Technique for free that represents a special move of the crew's kung fu. Follow all other rules for buying techniques as normal (see **Techniques** below): Decide the ability to which it is tied (Slanging, Banging or Battling) and give it a unique, colorful name.
 8. Look at the playlist created by the DJ for this game (see **Bring the Music** below). Which track thematically represents your crew? Tag that track with your crew's name.

Lock and Load

- Now that you've created your crew, it's time for each MC to create his soldier.
- Each soldier has three abilities, each of which measures his relative ability in different circumstances. The abilities are:



Slanging – This ability is used in conflicts that involve bamboozling, intimidating, gambling or otherwise using social skills to overcome adversity.



Banging – This ability is used in conflicts that involve fighting / shooting, chasing / escaping or otherwise using physicality to overcome adversity.



Battling – This ability is used in conflicts that involve freestyle rapping, breakdancing, graffiti tagging or otherwise using your street cred to overcome adversity.

Comment: Can we rename Banging or Battling so one starts with a letter other than B or S?

Choose Your Strength

- Are you the strongest in the crew when it comes to Slanging, Banging or Battling?
- Each MC must choose a different answer.
- Write a 3 next to that ability.

Choose Your Weakness

- Are you the weakest in the crew when it comes to Slanging, Banging or Battling?
- Each MC must choose a different answer.
- Write a 1 next to that ability.
- Write a 2 next to the remaining ability.
- Each MC should now have one ability at 3, one ability at 2 and one ability at 1.
- The number next to your ability is called its rating.

Who Are You?

- Next, answer the following questions and make a note of your answer:
 1. What's your name?
 2. How is your look unique? Each soldier wears his crew's colors, but he's also an individual. What sets you apart?
 3. At some point in the past, you encountered a soldier from another crew and he now wants to waste you. What is his name, his crew, and what did you do to him?
 4. Look at the playlist created by the DJ for this game (see *Bring the Music* below). Which track thematically represents your soldier? Tag that track with your soldier's name.
 5. Your master taught you a secret Technique of your crew's kung fu. Choose one Tier Two Technique that represents your soldier's special move.

SCENES

- The Five plays out in a series of scenes.
- Conflict scenes followed by movement scenes (see *Spending Glow* below) until either the MCs' have attained victory or are all left for dead.
- The MCs' soldiers travel around the map with a goal dictated by the scenario employed by the DJ (see *The DJ Role* below).

Setting Scenes

- MCs decide where their soldiers will travel.
- But it is the DJ's responsibility to set scenes for the MCs' soldiers.
- To do so, the DJ describes a place and the MCs' soldiers' positions in that place.
- The DJ then describes the adversity that faces the MCs' soldiers in that place.
- Music from the DJ's playlist will be playing in the background throughout the game, and the DJ will have tagged each track with a type of conflict (see *Bring the Music* below).
- The DJ should use the conflict tag of the track playing when he establishes the conflict as a guide when deciding how adversity approaches the MCs.

Adversity

- The MCs decide how their soldiers react when they are confronted with adversity.
- They can attempt to fight, to run, to talk, even freestyle battle, or anything else the MCs wish.
- Sometimes, however, the DJ may feel that the MCs need to change the situation in some way before they can do what they want.
- The DJ has final say over whether the situation will be resolved with slanging, banging or battling.
- But in general, the DJ should try to compromise with the MCs.

Comment: Doesn't the person who wins initiative decide if the situation will be resolved with slanging, banging, or battling?

Ability

- The type of conflict (slang, bang, or battle) determines whether you will use your Slang, Bang, or Battle ability in the conflict.
- Your rating in the ability (3, 2 or 1) represents your ability to adjust to the unexpected and also to shrug off punishment and keep going.
- The DJ always has a default ability rating of 3 in any conflict, though this rating can be increased through the use of Techniques (see **Techniques** below).

Optional Rule: Rival gangs get an ability rating bonus to particular types of conflict. This adds to the number of draws the DJ gets if they engage in that type of conflict. I would suggest that each gang gets a +1 in one type of conflict and a +2 in another type of conflict, with +0 in another one. The Big Boss should get at least a +3 draw.

- Your ability rating may temporarily go down (say from 3 to 2) when you are successfully attacked in a conflict.
- But your ability rating will regenerate to its starting rating at the end of every conflict unless otherwise noted.

- As a quick reminder, here are the abilities and the conflicts to which they're related:



Slanging – This ability is used in conflicts that involve bamboozling, intimidating, gambling or otherwise using social skills to overcome adversity.



Banging – This ability is used in conflicts that involve fighting / shooting, chasing / escaping or otherwise using physicality to overcome adversity.

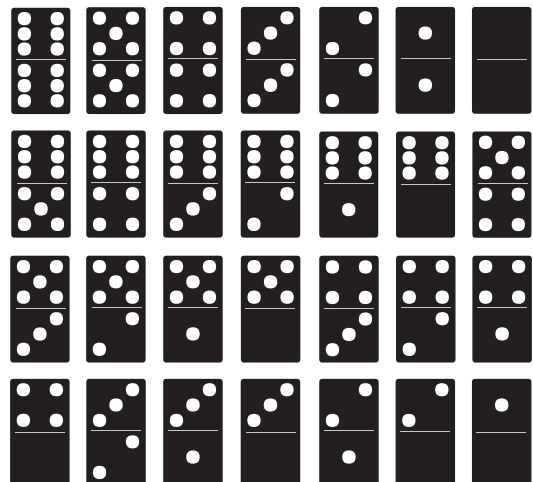


Battling – This ability is used in conflicts that involve freestyle rapping, breakdancing, graffiti tagging or otherwise using your street cred to overcome adversity.

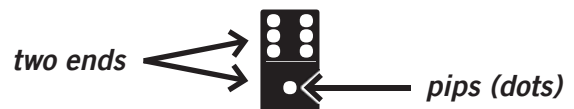
- Note: Each conflict is limited to one ability. If the conflict is banging, then all MCs involved must use their Banging ability rating.

Dominoes

- The Five uses one standard set of double-six dominoes, consisting of 28 pieces.



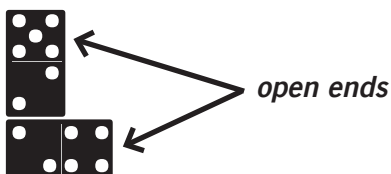
- All dominoes have two ends, and most commonly each end has a number, depicted in pips (dots).



- The standard double-six dominoes used in The Five have numbers that range from blank to six.



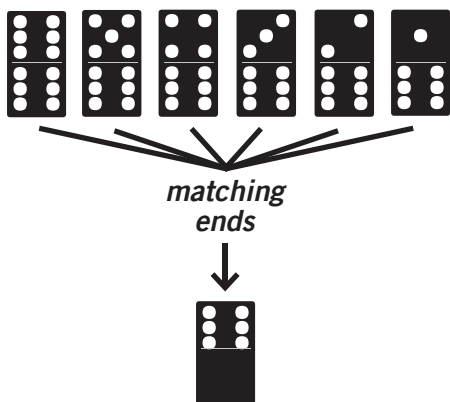
- The ends of a domino can be either open or closed.
- An end is open when it has no domino placed against it.



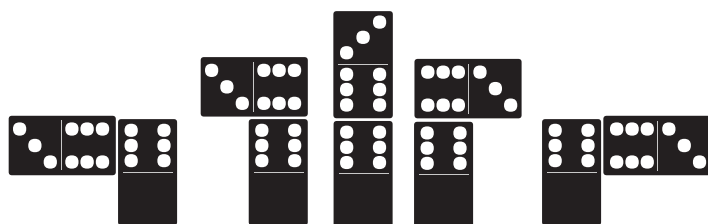
- An end is closed when a domino is placed against it.



- On a player's turn, he may place a domino from his hand against an already placed domino's open end.
- As long as the open end of the placed domino matches the end of the domino played against it.

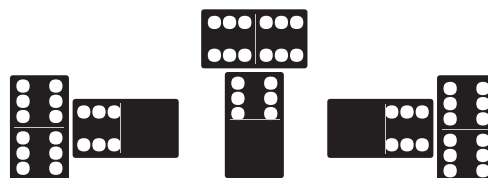


- All dominoes should be played end to end (except doubles).
- They do not have to be played in a straight line.



dominoes can be played in any of the above ways

- Doubles should be placed upright.



doubles can be played in any of the above ways

Comment: For simplicity, should we make it so that the double domino doesn't have to be played upright?

- The goal is to place all your dominoes before your opponents can place all of theirs.

Conflict

- Once you've decided the type of conflict, place all 28 dominoes face down and shuffle them.
- The DJ and each MC draws five dominoes.



draws



draws



- Every player should keep his hand secret.
- All the remaining dominoes should stay face down in a pool called the railway.



remaining stay face down

- Determine which player has the heaviest domino.
- The heaviest domino in the set is the 6-6, followed by the 5-5, 4-4, 3-3, 2-2, 1-1 and blank-blank.

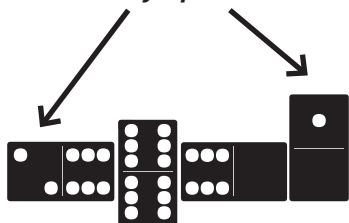


- If no player has a double in his hand, then the larger number on the domino determines its heaviness.
- The heaviest domino is always played upright, even if it is not a double.

Initiative

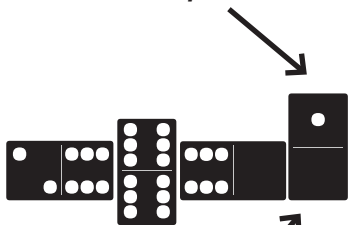
- Conflict in The Five is a matter of initiative and momentum.
- The side with the initiative has the momentum and is able to force the opposing side to play defensively until it manages to turn the tables by stealing the initiative.
- The side with the initiative must describe its actions aggressively and is safe from harm as long as it maintains the initiative.
- The side without the initiative must describe its actions defensively as long as it is blocking, avoiding or shrugging off attacks from the opposing side.
- If the side without the initiative Takes the Blow (see **Taking the Blow** below), it must describe being harmed by the actions of the opposing side, but it also steals the initiative.
- The side with the initiative may play on any domino with an open end.

side with initiative may play on any open end



- The side without the initiative is more constrained.
- It must respond by playing on the open end of the domino just played by the other side.

side without initiative must play on this open end



domino just played by the side with initiative

- If it cannot do so, it must Take the Blow.
- Note that by Taking the Blow, that side steals the initiative and may then play on any open end available.

The First Action

- The player with the heaviest domino enters the conflict with the initiative and plays first, laying the domino upright at the center of the table and describing the action his soldier performs.
- For our purposes, we will call this Side One.
- The description of the action should detail some sort of aggressive action (appropriate to the type of conflict) against one soldier on the other side of the conflict.
- However, the description should not include the effect of the action.
- You can describe a series of punishing punches and kicks or a devastating freestyle diss, but not describe how they affect your opponent.
- That will be determined by your opponent's response (or inability to respond) to your play.

Responding to the First Action

- If the first player is the DJ, then the MCs must choose one of their number to respond.
- Any MC can respond, regardless which soldier was targeted.
- If the first player is an MC, then the DJ must respond.
- We will call this Side Two.
- In order to defend himself, the player on Side Two must play a domino on an open end of the heaviest domino.
- If he does so, he describes how his soldier blocks, shrugs off or otherwise avoids the aggressive action of his opponent.

Taking the Blow

- If a player has no domino in his hand that he can play, he must either surrender or Take the Blow.
- If the player surrenders, he must describe his defeat as a result of his opponent's actions and place the dominoes still in his hand to the side (at the end of the conflict, his opponent will claim those dominoes as Glow; see **Taking the Glow** below).
- If the player elects to Take the Blow, he must describe how he has been harmed by his opponent's action.
- He then reduces the temporary rating of the ability associated with this particular conflict by one and draws a domino.
- If this reduces his temporary ability rating below zero, he has been defeated and is out of the conflict.
- He must describe his defeat as a result of his opponent's actions and place the dominoes still in his hand to the side.

Optional Rule: If the side with the initiative is defeated in this manner, the entire conflict ends immediately and Glow is exchanged; see **Taking the Glow** below. Start a follow-up conflict immediately. The type should be dictated by the circumstances of the preceding conflict, but the new conflict should be different in some way.

- If Taking the Blow does not reduce the player's temporary ability rating below zero, he may play a domino and steal the initiative, forcing his opponent to defend himself.
- If he still cannot play, he must surrender or Take the Blow again, and keep doing so until his temporary ability rating is reduced below zero, he elects to surrender or he plays a domino.

Last Ditch Effort

- If your temporary ability rating has been reduced to zero, you continue to participate in the conflict.
- However, you no longer have the option to surrender.
- If you cannot respond, you must Take the Blow and reduce your ability rating to below zero.
- You may still play a last domino, stealing the initiative for your side and delivering an attack to your opponent.
- You must describe your defeat as a result of your opponent's actions and place any dominoes in your hand to the side.

The Next Domino and Beyond

- If Side Two was able to play a domino, the conflict continues.
- If Side Two played a domino without Taking the Blow, Side One still has the initiative and can continue to press the attack as long as it can play a domino.
- If Side Two had to Take the Blow before playing a domino, then it stole the initiative and Side One must play on the defensive.
- In either case, if Side One cannot play a domino, it must surrender or Take the Blow.
- Play continues until all players on one side have surrendered or been defeated, or a player on one side manages to play all the dominoes in his hand.

MC Turns

- Play alternates between the DJ's side and the MCs' side.
- On the MCs' turn, the MCs may choose anyone on their side to take the turn.
- A single MC may play for the MCs' side multiple turns in a row if the group chooses, or they may switch out as they see fit.

The Rule of Doubles

- Doubles play a special role in The Five.
- If you are on the defensive and play a double, you defend yourself and steal the initiative.
- Describe how you have countered your opponent's action and aggressively turned it against him.
- Aside from the use of a Technique (see **Techniques** below), a double is the only way to steal the initiative without having to also Take the Blow.
- If you already have the initiative and play a double, you may recharge one of your Techniques or steal a use of a Technique from your opponent.
- If you steal a Technique, it replaces a use of one of your existing Techniques of the same Tier for the conflict.
- You cannot steal a Tier Three Technique unless you already know another Tier Three Technique.

Comment: Should we call the side with initiative **attacker** or **aggressor** for short and the side without initiative **defender**?

Taking the Glow

- After a conflict is over, it is time to take the Glow.
- Hand any dominoes remaining in your hand to the player who defeated you or forced you to surrender.
- If you were victorious against all comers, discard any dominoes remaining in your hand to the railyard before taking dominoes from the players you defeated.
- Sum the pips on the dominoes you received.
- This sum is the Glow you received from the conflict.
- The Glow has many uses (see **The Glow** below).

The Bounty

- If you win a conflict by playing the last domino in your hand, take an extra 20 Glow above and beyond any other Glow earned in the conflict.

Wasting

- The DJ is also eligible to earn the Glow at the end of a conflict.
- The DJ has a number of special ways to spend the Glow (see **Spending Glow** below).
- For now we'll discuss only one: Wasting.
- Normally, any damage an MC sustains to his ability rating during a conflict is temporary and regenerates as soon as the conflict is finished.
- However, if an MC was forced to Take the Blow one or more times during a conflict, the DJ can choose to spend his Glow to lock the MC's soldier ability at its temporary rating so that it no longer automatically regenerates.

- If the DJ wishes to lock an MC's ability rating, he must do it immediately after the conflict in which the MC took the blow or the opportunity is lost.
- The Glow cost is dependent on how far below the ability rating is from its permanent rating:

<i>Glow cost</i>	<i>Number below permanent ability rating</i>
10	1
15	2
20	3
25	3+

- Locked damage to the Slang rating should be described as a loss of confidence, emotional distress and the like.
- Locked damage to the Bang rating should be described as physical injuries: scratches, sprains, bloody wounds, etc.
- Locked damage to the Battle rating should be described as blows to the MC's rep and street cred.
- MCs may later spend Glow to unlock their ability ratings (see **Recovery** below).
- If an MC's temporary rating in any ability is below zero and the DJ spends enough Glow to lock it there, then that MC is wasted permanently and must leave play.
- Describe the wasting appropriately.
- The MC could give up hope and commit suicide, be killed, arrested, etc.
- MCs can avoid being wasted permanently by immediately spending enough Glow (see **Recovery** below) to unlock their damaged abilities.
- If an MC does not have enough Glow, other MCs may donate their own Glow to him to make up the difference.
- MCs do not need to spend the Glow to lock the abilities of the DJ's soldiers.
- A soldier defeated by an MC's soldier is assumed to be wasted.

SPENDING GLOW

- After each conflict scene, the MCs may use glow to:
 1. Recover from wasting
 2. Move on the map
 3. Learn new Techniques and recharge known Techniques

Recovery

- MCs may spend Glow to unlock their ability ratings to recover from wasting.
- The Glow cost is dependent on how far below the ability rating is from its permanent rating when it was locked:

<i>Glow cost</i>	<i>Number below permanent ability rating</i>
15	1
20	2
25	3
30	3+

- See **Power-ups** below for information on using Hospitals to recover for free.

Movement on the Map

- All movement across the landscape of The Five occurs on a gridded subway map.
- Walking the streets is slower and more dangerous than traveling by subway, as both rival crews and the police have checkpoints and lookouts everywhere.
- If walking the streets, soldiers may travel in any direction they wish and for any distance they can afford.
- It costs 5 Glow per square, but soldiers must pay the cost individually rather than as a group.
- If traveling by subway, soldiers must start and stop on a subway station on the same line.
- Count the number of squares along the line between the starting station and the ending station and multiply by 5.
- That's the cost in Glow for the entire group to travel that distance.

Optional Rule: Spending Glow to literally tag character sheets. Glow can be spent to remove unwanted tags. Tags can be used as Free Draws (see **Power-ups** below) or some other cool affect. It would be great to use this to one up each other.

Techniques

- Soldiers in The Five have extraordinary abilities.
- Some are kung fu masters.
- Others are masters of gun fu.
- And still others have breakdancing moves that would blow your mind.
- These abilities are represented by Techniques.

MC Techniques

- MCs' soldiers start the game with one Tier One Technique and one Tier Two technique (see **Choose Your Colors** and **Lock and Load** above).
- MCs may buy more Techniques and more uses in play with the Glow.
- In order to learn a Technique, an MC must have a teacher, or have first stolen a use of the Technique from an opponent during a conflict (see **The Rule of Doubles** above).
- The DJ's scenario determines the placement of teachers on the map.
- MCs cannot buy uses of a Technique during a conflict.

MC Tier One Techniques

- The Tier One Techniques cost 5 Glow to learn (which confers one use of the Technique).
- Additional uses may be purchased for 3 Glow per use and do not require a teacher.
- The following Tier One Techniques may be purchased by any player:

Draw – Draw two dominoes and choose one (discard the other back to the railyard)

Start – Lay down the first domino in a conflict and thus start with the initiative (regardless of who has the heaviest domino; you do not have to use a double)

Switch 1 – Remove a domino with an open end and replace it with a domino from your hand (the end of the domino you place must match the open end of the domino it is placed against; the discarded domino should be set aside and not returned to the railyard or mixed with any players hand)

MC Tier Two Techniques

- The Tier Two Techniques cost 10 Glow to learn (which confers one use of the Technique).
- Additional uses may be purchased for 7 Glow per use and do not require a teacher.
- The following Tier Two Techniques may be purchased by any player:

Quick – Take an extra turn during a conflict

Trash 1 – Discard a domino and draw a new one

Steal – Steal initiative without Taking the Blow (you may play a domino on either open end; you must still Take the Blow if you cannot play a domino)

Clear – Remove a tag from an MC's soldier or a DJ's crew (see **Power-ups** below)

Wound – Force a player who fails to respond to your action to Take the Blow twice rather than once

Switch 2 – Remove a domino with an open end and replace it with a domino from your hand (the end of the domino you place does not have to to match the open end of the domino it is placed against; the discarded domino should be set aside and not returned to the railyard or mixed with any player's hand)

Boost 1 – Increase an ability rating by 1 for the duration of the conflict (may only be used once per player per conflict)

MC Tier Three Techniques

- The Tier Three Techniques cost 20 Glow to learn (which confers one use of the Technique).
- Additional uses may be purchased for 15 Glow per use.
- The following Tier Three Techniques may be purchased by any player:

Trash 2 – Discard one of the dominoes in your hand (the discarded domino should be set aside and not returned to the railyard or mixed with any player's hand)

Peak – Force one player to turn the dominoes in his hand face up for the duration of the conflict

Close – Close the open end of one domino in play (there must always be one open end available)

Split – Choose a double domino and open its top and bottom, in addition to the sides

Boost 2 – Increase an ability rating by 2 for the duration of the conflict (may only be used once per player per conflict)

DJ Techniques

- The DJ's side in a conflict always has a number of uses of Tier One Techniques equal to the number of MCs in the conflict.

Optional Rule: The DJ's side has a number of techniques based on who the rival gang is in the scene. Choosing the techniques is part of rival crew creation. I'm not really sure how many of each tier to give. Try three Tier 1s, two Tier 2s and a Tier 3. Feel free to mix it up though and do what feels right.

- The DJ may purchase more uses at the beginning of a conflict with the Glow.
- The DJ's side does not need a teacher or to first steal a use of a Technique to purchase new Techniques.
- The DJ cannot buy uses of a Technique during a conflict.

Optional Rule: The DJ no longer earns Glow. Instead, the DJs gain DJ-only techniques from defeating soldiers in conflicts.

- 1 soldier = a Tier 1 technique.
- 2 soldiers = a Tier 2 technique or two Tier 1 techniques.
- 3 soldiers = a Tier 3 technique or a Tier 2 technique + Tier 1 technique or three Tier 1 techniques.

Additionally, if the DJ wins by playing the DJ's last domino, the DJ may take an extra DJ-only technique of any Tier.

DJ Tier One Techniques

- The following Tier One Techniques may only be purchased by the DJ:

No Bonus 1 – Discard a bonus on the map after the next conflict

Waste 1 – Lock an MC's reduced ability by one after a conflict

Reroute – Close a subway stop

Direct 1 – Choose which MC must respond in a conflict

Separate 1 – Move one MC's soldier (separating him from the others) 1 square

DJ Tier Two Techniques

- The following Tier Two Techniques may only be purchased by the DJ:

No Bonus 2 – Discard a bonus on the map now

Waste 2 – Lock an MC's reduced ability by two after a conflict

Direct 2 – Target two MCs' soldiers with an aggressive action during the conflict so that both will have to Take the Blow if the MCs' side fails to respond

Separate 2 – Move one MC's soldier (separating him from the others) 3 squares

DJ Tier Three Techniques

- The following Tier Three Technique may only be purchased by the DJ:

Waste 3 – Lock an MC's reduced ability by three or more after a conflict

Direct 3 – Target three MCs' soldiers with an aggressive action during the conflict so that all three will have to Take the Blow if the MCs' side fails to respond

Separate 3 – Move two MCs' soldiers 3 squares in different directions

POWER-UPS

- Power-ups can be found scattered around the map.
- MCs' soldiers must simply enter the square with the a power-up in order to access it.
- There are three types of Power-ups:

Teachers – Learn new Techniques.

Free Draws – Draw from the railyard for free.

Hospitals – Regenerate abilities for free.

Teachers

- A teacher can teach one Technique per MC.
- The player must describe his training montage.

Free Draws

- Free Draws can be anything from food and weapons to skateboards, bikes, and roller skates.
- Each Free Draw gives a player one free draw from the railyard at any time during a conflict.
- The Free Draw is not Taking the Blow and does not affect the temporary ability rating.
- Additionally, the player may return the domino to the railyard if it does not help him, although the power is considered used.
- Free Draws found by MCs on the map may be saved.
- Each Free Draw may only be used once.
- MCs also receive one Free Draw if a track tagged with their soldier's or crew's name plays during a conflict.
- The DJ receives one Free Draw if a track tagged with the name of a crew he's using in a conflict plays during that conflict.
- Free Draws gained by tags must be spent during the conflict in which they were gained or they are lost.

Hospitals

- Hospitals allow an MC to unlock their ability ratings to recover from wasting for free.

THE DJ ROLE

- The DJ's role in The Five is to provide adversity and challenge to the MCs' soldiers.
- Part of this role is to prepare the scenario for a session of The Five.
- There are several steps to preparing a scenario, as follows:

1. Create rival crews
2. Determine the location of teachers and other bonuses on the map
3. Create a music playlist and tag it (see **Bring the Music** below)
4. Create an initial situation

Creating Crews

- Creating rival crews for The Five is a simple matter.
- Crews need a name, a look, a fighting style, turf and a leader.

- Remember that the DJ's crews always have a default ability rating of 3 in conflicts.

Crew Name: *The Geckos*

Look: *By day, the Geckos are Wall Street suits; by night they are financial district street toughs. The Geckos treat banging as a hobby, ruling their turf on off hours. Membership is more like a fraternity than anything else. Don't let their weekend warrior attitude deceive you though, the Geckos are as rough and tumble as anyone else. Their day jobs afford them cutting edge technology, drugs and weapons.*

Fighting Style: *Southern Snake Fist*

Turf: *The Financial District*

Leader: *Managing partners Victor Leckman (aka: Vic Ice) and John Stancroft (aka: Tha CFO)*

- One of the rival crews will be the MCs' ultimate enemy in the scenario.
- Pay special attention to the leader of this crew, as he will be the final enemy the MCs face.
- Make sure to set aside Glow throughout the rest of the game to ensure you'll be able to buy enough uses of Techniques to make the leader a challenge.
- Note: This leader and his crew will always be found at the MCs' ultimate destination, as determined by the initial situation.
- Create the Police just as you would any other crew, with two important differences.
- First, the Police are a crew 20,000 strong.
- All of The Five is their turf.
- They can show up anywhere.
- Second, it doesn't matter who their leader is, as you're not important enough to ever meet him unless you become the Big Boss.

Optional Rule: Rival gangs get an ability rating bonus to particular types of conflict. This adds to the number of draws the DJ gets if they engage in that type of conflict. I would suggest that each gang gets a +1 in one type of conflict and a +2 in another type of conflict, with +0 in another one. The Big Boss should get at least a +3 draw.

Optional Rule: The DJ's side has a number of techniques based on who the rival gang is in the scene. Choosing the techniques is part of rival crew creation. I'm not really sure how many of each tier to give. Try three Tier 1s, two Tier 2s and a Tier 3. Feel free to mix it up though and do what feels right.

Place Power-ups

- Power-ups are scattered all across The Five.
- The DJ must note the locations of power-ups on the map before play begins.
- Unless noted otherwise by a specific scenario, place:
 1. A teacher and free draw within 5 squares of the MCs starting location.
 2. A teacher and free draw within 10 squares of the MCs starting location.
 3. A teacher, free draw, and a hospital within 20 squares of the MCs starting location.
 4. A teacher and free draw within 5 squares of the MCs final destination.
 5. A teacher and free draw within 10 squares of the MCs final destination.
 6. A teacher, free draw, and a hospital within 20 squares of the MCs final destination.

Comment: Who describes who the teachers are? Who describes what the free draws are? Do we decide when we find them?

Bring the Music

- Music is an integral component of The Five.
- The next step to preparing for a session of The Five is to create a playlist.
- The playlist should be a mix of one to two hours of East Coast hip hop.
- We suggest using a site like imeem.com, which allows you to create a playlist and stream the tracks (and embed your playlist on a Web site), but you could burn a CD or use some other tool.
- You can use the imeem playlists available on our Web site: http://sexandbullets.com/the5/?page_id=73
- Once you've created the playlist, you should tag it.
- Assign each of the rival crews you created one track in the playlist as their theme song.
- Also, tag each track as Slang, Bang or Battle.
- As the MCs create their crew and soldiers, you'll also add those tags to the playlist as well.
- See **Establishing Scenes** and **Power-ups** above for information on using tags in play.
- Start the music when you begin to play and make sure to set your player to random shuffle!

Create an Initial Situation

- The next step to building a scenario is to create an initial situation.
- The initial situation should place the MCs' crew in a bad situation and give them a reason to slang, bang and battle their way across The Five to get to some ultimate destination.
- Then clearly mark on the map where the MCs start and where they must travel to.

Add a Twist

- Finally add a twist to the initial situation that the MCs' discover when they finally get where they're going.

the
five

YOU AND YOUR CREW

NAME:

CREW:

THEME SONG:

DESCRIBE YOUR LOOK:

RIVALS

RIVAL:


RIVAL'S CREW:


WHAT'S YOUR RIVAL'S BEEF?:


GLOW

POWER UPS

the five

 SLANGIN -1P 0P 1P 2P 3P













 BANGIN -1P 0P 1P 2P 3P

 BATTUNG -1P 0P 1P 2P 3P





























TECHNIQUES



TIER

Draw				
Start				
Switch 1				

1

Quick				
Trash 1				
Steal				
Clear				
Wound				
Switch 2				
Boost 1				

2

Trash 2				
Peak				
Close				
Split				
Boost 2				

3

RECOVER ABILITIES
10 - 1 below permanent rating
13 - 1 below permanent rating
20 - 1 below permanent rating
25 - 1 below permanent rating

MOVEMENT
5 per square
25 to enter or leave the Shaolin

LEARNING TECHNIQUES
TIER 1
5 to learn
3 per use
TIER 2
10 to learn
7 per use
TIER 3
20 to learn
15 per use