

Mason Gaw

Operation Midnight Stripes: In A Box

For four players: 3 people AND 1 Narrator

You have intercepted the Chinese-Russian alliance's plans to take over the world, but were caught in the process. You and your squadron are now being held in a Chinese base on the coast of occupied Japan, however your captain has just been beheaded and your squad mate has suffered a gunshot wound to the leg. There is no way she will be able to continue on in this state. You need to remove the bullet before proceeding with your escape.

You know you need to get to the Kremlin by 06:00 tomorrow. It's a 6 hour flight and it's currently 22:58. That gives you approximately 60 minutes until you absolutely have to leave. There is a plane located in the hangar on the docks where you're being held. Escape the prison, obtain the key to the plane from the guards, start the plane, set the detonation timer, and take off. Good luck Squadron Midnight, you're going to need it.

Game Materials

Materials:

3 blank sheet of paper

One 12-sided die **OR** two 6-sided dice (can be online dice generator but not recommended)

One 8-sided die (can be online dice generator)

The download folder with all files in it (print them)

3 rubber bands (the same rubber band may be used multiple times if only one is available. Hair ties will also work)

Player tokens (such as *Monopoly* game pieces, something that can be used as the characters that the players move each turn)

Roles

Narrator: The narrator has an extremely important job. They determine how immersive the game is for the players. Choose someone who is passionate about telling a good story. They will give the players hints, clues, and answers to riddles and puzzles. Take this job seriously, and make sure to have fun. It's one of the best positions because you get to watch everyone else struggle!

There are 3 character roles the players may choose from. First determine who will be the **Team Leader**. Once a Team leader is established, let the other players pick between the 2 team leftover characters. Once chosen, remove the character cards from this packet of documentation and give them to the respective players. Each character has a unique set of abilities and missions to use and complete throughout the game.

Hina Senshi (Specialty)

Sun Warrior

Background

Her parents were alive during the Second World War. After Hiroshima and Nagasaki were bombed, both her parents (ecologists) were forced to do work in the affected nuclear fallout areas. In 1971 Hina was born. 4 years later, both her parents died of radiation poisoning. Hina grew up with her grandfather where he told her war stories from the first and second world war and she fell in love with serving her country while also wanting to make sure that no one else had to suffer the loss she did with her parents.

Personality

Hina Senshi is stubborn and steadfast. She wants to prove to everybody that she can complete any task without failure. She spends time to train in combat and study strategies for upcoming missions.

Desires

Hina Senshi wants to live up to her family name by proving to her superiors, especially her grandfather, that she is capable of having a large role in the government. She wishes to have great status in the nation by completing her missions and rising through the ranks.

Abilities

Agile and cunning, Hina is able to skillfully fight in combat, while using wit to defeat enemies. Hina carries around a hand crafted grappling hook to access high places or bring items closer.

Weaknesses

Due to her arrogance, Hina disregards her team members' safety and pushes others to the brink of rage and distrust.

Inventory:

Rolf Kohring (Elimination)

Finnish Twin

Background

Born to a family of soldiers, both Gert and Rolf Kohring were pressured to go into the military once they turned 18. Soon after they completed bootcamp, they were given different assignments and parted. Rolf was told to go undercover in Russia where he was eventually captured and forced to work for Russia or they would kill his brother.

Personality

Extremely smart and able to keep well hidden secrets. Very hard to break under interrogation.

Desires

Keep his brother safe and alive.

Abilities

He is able to read others' emotions in order to manipulate and persuade others in his favor. While being extremely smart, Rolf has mastered the crafting of knockout darts.

Weaknesses

Cannot lie to his brother.

Inventory:

Gert Kohring (Distraction/ Bomb Squad)

Finnish Twin

Background

Born to a family of soldiers, both Gert and Rolf Kohring were pressured to go into the military once they turned 18. Soon after they completed bootcamp, they were given different assignments and parted. Gert wasn't deployed on any mission when his brother was. Although, he now works against the Russians knowing that his brother was captured. Once reunited with his brother, they were both deployed to help Hina push the Chinese soldiers out of Japan.

Personality

He is very keen on his abilities and skills with nature. Gert loves nature and does an excellent job in strategizing. He is very quiet and kept to himself because of his military family background. He only speaks when spoken too.

Desires

His desire is to win the war

Abilities

Charismatic and kind, has the ability to make friends with anyone. Similar to his twin brother, Gert is able to craft small bombs that can be placed on items and crates in the map.

Weaknesses

Growing up in the shadow of his brother, he often does not feel that his opinion is worth voicing.

Inventory:

Set Up

1. Open the PDF Labeled “Set-Up” on a computer. Print the document and proceed to step two.
2. Select player roles. The available roles are 3 playable characters to choose from.
Determine who will be the game’s narrator. Then let the players choose their characters.
The narrator will continue with the setup from here.
3. Print the “Game Materials” pdf from masongaw.whittier.domains.
4. Take the 4 pieces of the game board and line them up. The board should be 10 boxes across and 8 boxes down. Once you have determined which corner is where on the map, cut the necessary white edges so the boxes can be taped together to make one full map.
Label across the top 1-10 and down the left side A-H
5. Take the page with the large, brown T on it and photocopy it 4 times. Cut them appropriately so you have 4 T’s. Now take the page with the plane on it. Cut it out and place the plane off to the side. Take one of the T’s and begin folding it (make sure the picture is facing outwards when folding). Fold the 3 sides with one box attached to it first. Tape the sides together so it holds by itself. Take the 2 box long strip attached, fold it once in the middle, and once again at the base. Tape the remaining sides. If done correctly, you should have a cube. Repeat with the other 3 T’s for a total of 4 cubes.
6. Take the other four game boards. Do the same cutting and labeling process with these boards. This will specifically be used for the catwalk and office in the game. Once set up, set it off to the side.

7. Source game pieces and a 6 sided die from any other game (monopoly, clue, game of life). You will need 6 game pieces and one 6 sided die. If you do not have a 6 sided die, you may use an online dice generator. Same goes for the 8 sided die.
8. Take the sheet of paper with the 5x4 grid on it. Inside each box should be a colored squiggly line. Cut along the lines so you have 20 individual squares. Shuffle them and set them aside.
9. Take the game board and place the plane along the left side of the board. It should be centered going up, and along the left hand “wall”.
10. Take the target from the document packet. Choose a safe spot away from the game board to hang it on the wall with tape. Now choose a spot approximately 5 feet away from the target. Use masking tape, or paint tape (needs to have color, can’t be see through) and mark it on the floor. This will be the spot the player playing as Rolf will shoot his darts from. This is also the same target Hina will shoot at if she wishes to use her grappling hook to get on the plane once it has started to take off instructions. (There is a Key on the target indicating the colors and what they mean)
11. The game *Operation* is the best way to emulate the removal of the bullet. If you do not have *Operation*, please result in creating your own version of the game by using a pair of tweezers and a tight space for tweezers to fit through. Cutting a half inch whole in cardboard and placing it on 4 cups usually works well.

Congratulations, you are now set up to play. Call your players back into the room and scroll/flip to page 8 to go over the rules.

Rules

Important Notice: Each square on the map measures to be 2 inches X 2 inches. In the game this measures to be 30 feet. The game board is 8 tiles by 10 tiles meaning it is 240 feet by 300 feet.

Time Limit: In the Mission Briefing read to the players at the beginning of the game, it is stated there is one hour until the plane takes off. Once the players get to 30 Minutes left in the room, the plane will begin “Boarding”. This is their hint at needing to get going. Once there is 15 Minutes left. The Plane will begin take off instructions. For the players, this means that every turn, the plane will move slightly. When there is 7 minutes left, the players will have effectively 7 turns to get onto the plane. All players must be on the plane before the time limit expires in order to win the game. To board the plane, the player must land on the spot in which the plane space labeled “door” is on during that turn. The Plane will move at the end of every turn. One of the tasks the players must do before leaving is blow up the base. To do so, Gert must craft a bomb and place it in order to successfully blow up the base. Once the bomb has been set and the detonation timer started, the players will have how ever much time is left on the detonation timer to escape the base (starts at 5 minutes)

Removing the Bullet: Players must attempt to remove the bullet from Hina’s leg. This is done so using *Operation* or the mock *Operation* created by the narrator. Each player will have 3 attempts to remove the bullet. After the 6 attempts, if the bullet was not successfully removed, Hina will die and not be playable in the game. (This will affect how the game unfolds).

Player Movement: Players will first roll the 12-sided die to determine the amount of action points the player will have. Action points can be used for two main things. First is movement, for every space the player wants to move it will cost them one action point. Secondly, will be throwing items (with the exception of the knockout darts). If the player wishes to throw a grenade, each space they wish to throw will cost one action point. Players may combine throws and movement until they reach the amount of action points they rolled. The player may not move in a zigzag pattern. They must move in straight lines with the option for 2 (two) 90 degree turns during the player's turn. The player is given the opportunity to forgo movement if they do not deem it to be safe enough to move. Then the Narrator rolls the 8-sided die 2 times, first to determine the Guard's action. If the die lands on:

1. Guard is facing North
2. Guard is facing Northeast
3. Guard is facing East
4. Guard is facing Southeast
5. Guard is facing South
6. Guard is facing Southwest
7. Guard is facing West
8. Guard is facing Northwest

(when turning the guards direction, make sure to turn them clockwise. If a player is on the same space as a guard, the guard must turn 180 degrees MINIMUM in order for the player to be seen.)

And second, to determine how far the Guards will move. The Guards will move half the spaces

rolled in the direction according to the chart. If an odd number is rolled, round up to the nearest whole number (i.e., if the Player rolls a 5, $5/2=2.5$ so round up to 3). If the direction chosen by the player is in the Guard's line of sight, they will be taken to the jail cell. Teammates may come and rescue the player from the jail if so desired, or the player in jail will now be given a new puzzle for picking the lock. The guards line of sight is determined by the Red squares. Each guard will have 3 red squares that can move based on the direction they are facing. **See example below.**

Players can not walk through a guard's line of sight, if they do the narrator will warn them about doing so.

Pickpocketing: To pickpocket guards, the players must use their action points to get to the guards. The player may get to the guard's space, roll the die for a pickpocket (even number = fail, odd number = success), then they must use the rest of their action points to get away without being seen.

Unique Player Items and How to Use Them

Grappling Hook (Hina): Once found, the player may use the grappling hook to climb to places not easily available to other players. This is mainly used for getting onto the catwalk. Downside of this player item is it is loud, alerting guards of player position after use.

Knockout darts (Rolf): Once found, the player will be able to use the knockout darts to put guards to sleep making it easier to pickpocket them. Downside is the range of the darts is poor. (Further from the guard, the further the player stands from the target when trying to hit the guard.)

Remote Bombs (Gert): Once constructed, the player may place 5 remote bombs on crates and other locations around the map. Once blown up, the guards will investigate the blast. Downside is the remote detonator must be close to the bomb to trigger.

Generic Player Items

Grenades: grenades are used to blow open the crates. They can be found from pickpocketing the guards around the map. Once the player has grenades, they must use action points in order to throw the grenades around the map. A grenade can be used to blow open crates while also kill guards if they are in the radius. By killing the guards, it will damage any other items they may have. Guards might have items of importance to you, so be smart about when using grenades.

FOR NARRATOR ONLY**Puzzles**

Lock Pick: Take the sheet below and cut the sections accordingly. Use the pieces to create the pattern to unlock the cell you're being kept in. Player will receive “wrong” after 10 incorrect attempts at picking the lock. This will trigger the guards to come and “check out the noise” allowing the player to pickpocket the guards.

For the lock pick on the chest, there will be two different locks.

Chest One will be a riddle the player at the chest may answer aloud. Once answered correctly, the player may have access to what is in the chest.

Riddle

1535114

Answer: OCEAN

Chest Two is also a riddle the player at the chest may answer aloud. Once answered correctly, the player may have access to what is in the chest.

Riddle

Wolf, Rabbit, Elephant, Lion, Zebra

Answer: 46845

Map Key

DO NOT SHOW PLAYERS THE KEY

Sprinkled throughout the map is going to be 2 chests with these items in it. Both chests will be locked, each having their own unique puzzle. There will be separate puzzles for unlocking the chest. The chest locations will be marked with a **CH** on the map. What is in the chest will be determined by what character is chosen for the Bomb Squad Class.

- a. Gunpowder
- b. Wire
- c. Circuit Board
- d. Detonation Device (Remote Bomb)
- e. Countdown Timer (Remote Bomb)
- f. Plastic Pipe (Remote Bomb)

Chest one: Detonation Device, Countdown Timer, Plastic Pipe

Chest Two: Gunpowder, Wire, and Circuit Board

C: This symbol symbolizes a Crate on that space. The crates will physically be on the map as a 3-D version. Gert may use the bombs he crafted to blow open the crates and take the items inside. He may either use the items to his benefit, or give them to team members to use.

What's inside the crate is as follows:

Crate One: One Fuel tank

Crate Two: One Fuel tank

Crate Three: **Execution Class Player Items**

Crate Four: One Fuel Tank

Crate Five: Two Fuel Tanks

Crate Six: One Fuel Tank

Crate Seven: **Specialty Class Player Item**

Crate Eight: Three Fuel Tanks

G: Guard starting points will be marked on the map key with a G. This is their starting position, however since they move around the map they will not stay in this place the whole game. Each guard will have a unique item to assist the players in their quest. Make sure to mark what guard has what item and keep this knowledge to yourself. (Note: Guard Four is unique to the game. He is the captain of the other guards and will not be on the main map for the whole game. He will be hiding in the office located attached to the catwalk.

Guard One: Grenades

Guard Two: Office Keys

Guard Three: Satellite Phone (Communication with the outside world)

Guard Four: Plane Keys