NBGEE FOUNDRY, LLC

The High-Friction Social Deduction & Wagering Game.

SECOND EDITION

INDEPENDENT LIVING

Curfew Crashers™ is a cutthroat simulation of retirement community survival. You will face HOA violations, rogue dining room robots, and ruthless gossip. To survive, you must use your wits, a hand of smuggled goods, and cold, hard cash to bribe, bluff, and laugh your way to the top of the food chain.

4-6	45-60	14+
PLAYERS	MINUTES	AGES

COMPONENTS

- **26 Hazard Cards:** Scenarios & rules.
- **96 Contraband Cards:** The punchlines
- **10 Prescription Cards:** Market abilities.
- **1 Head Nurse Pawn:** The dealer token.
- **Paper Money:** $1, $5, $10, and $20 bills.

GAME SETUP

1. **Bankroll:** Deal exactly $20 to every player (five $1s, one $5 bill, one $10 bill).
2. **The Hand:** Deal 7 Contraband cards to everyone.
3. **The Nurse:** Oldest player gets the Pawn.
4. **The Pharmacy:** Flip top 3 Prescriptions face-up.

THE GAMEPLAY LOOP

1. SHIFT CHANGE

The round begins with mandatory housekeeping. Every player—**except the active Head Nurse**—tosses a $1 ante bill directly into the central **Pension Pot**.

The Market Cycle: The oldest face-up Prescription card currently sitting in the Pharmacy Window is removed, tucked into the bottom of the deck, and replaced with a fresh card.

The Downsize: Moving clockwise, players may optionally discard anywhere from 1 to 7 Contraband cards face-down and redraw replacements from the deck to refresh their illicit stash.

2. OPEN ENROLLMENT

Before the round's Hazard is revealed, the black market opens. Players may attempt to purchase one of the 3 face-up Prescription action cards from the window. Every Prescription card has a minimum Curfew Rule hand requirement (e.g., "One Pair") printed on it to activate.

To buy a card, a player pays a **$2 Co-pay** to the Bank and reveals a valid poker hand combination from their current Contraband cards.

The Outbid (Stealing): Once a player attempts a purchase, rivals have a single clockwise chance to steal it! To steal, a rival must instantly reveal a *higher-ranking* Curfew hand.

> **The Penalty:** If outbid, your revealed cards are permanently discarded, and you **lose your $2 Co-pay completely to the Bank!** The rival pays their own $2 Co-pay and burns their higher hand to claim the card.

THE PITCH & THE FLEX

3. THE HAZARD & THE PITCH

The Head Nurse draws exactly *two* Hazard prompt cards, selects the most devastating one to read aloud to the table, and discards the other back into the box. Each player evaluates their hand, chooses their most scandalous Contraband punchline card to answer the Hazard, and slides it face-down in front of themselves.

4. THE FIXED INCOME FLEX

Back up your wit with your wallet. Moving clockwise left of the Head Nurse, players defend their pitched face-down card based on psychological bluffing. **The betting structure is a $1-to-$5 spread limit**. The betting loop is strictly capped at a maximum of 3 raises per round.

FLEX OPTIONS ON YOUR TURN:

- **Check:** Pass the action without betting (only possible if no bets have been made yet).
- **Call:** Match the highest current cash bet placed ahead of you.
- **Raise:** Match the current bet ahead of you *and* add an additional $1 to $5. You must declare this by saying "Raise." **No string bets allowed** (do not say "I call... and raise!").
- **Fold:** Forfeit any cash committed to the pot and discard your face-down Contraband card. You lose your joke and exit the round.

5. JUDGMENT & THE 401(K) SKIM

The Head Nurse gathers all surviving face-down Contraband cards, shuffles them thoroughly for anonymity, and reads them aloud. After choosing their favorite comedic submission, the tax is applied:

The Head Nurse automatically skims a **$1 fee** off the top of the **Pension Pot** to fund their personal **401(k)** stash pile. The winning rebel claims all remaining cash in the Pension Pot. Everyone draws back up to a full 7-card hand, the Head Nurse pawn passes clockwise, and a new Shift Change begins.

JUDGMENT & VICTORY

GAME OVER & WINNING

The rebellion continues until one of two triggers occurs: either **the Hazard Deck runs out of unplayed cards**, OR enough players go completely bankrupt that **only 3 players remain** at the table.

At that point, the game ends immediately. Players count their remaining cash (or chips). The player with the highest total bankroll is declared the winner, officially earning the feared and respected title of **The Apex Pensioner** (or, if they prefer a more ruthless political route, the new **HOA President**).

ADVANCED VARIANTS

THE SECRET STASH (HIDDEN PRESCRIPTIONS)

For highly competitive tables, bypass the public Pharmacy Window entirely. Deal 2 Prescription cards face-down to every player at the start of the game.

- Players keep these hidden in hand. They can be activated during Step 2 by discarding the required Curfew Hand.
- During The Fixed Income Flex betting phase, instead of raising the pot, a player can pay a $2 Co-pay to the Bank to secretly draw a new Prescription card from the top of the deck.

THE VEGAS CHAPTER

REAL CASH ACTION MODULE

Leave the fake paper game money inside the box tray and break out your real-world wallets or high-end poker clay chips for a night of authentic high-friction wagering.

The Quarter Game ($5.00 Buy-in): Every $1 in-game maps to $0.25 of real currency. The Ante is an actual quarter coin; the maximum allowed spread-limit bet or raise is capped at $1.25.

The High Roller ($20.00 Buy-in): Every $1 in-game maps directly to a crisp $1.00 bill. The Ante is a cold dollar bill; the maximum spread-limit bet spikes to $5.00 per turn to force rapid, cutthroat capital drawdowns across the table.

THE PENSION POT (NO REAL CASH VARIANT)

If your group prefers not to play for actual money, the winner still deserves to be treated like the undisputed monarch of the retirement home. The winner gets to claim the **"Pension Pot"**—a physical trophy of your group's choosing. *Here are a few DIY prizes:*

- **The Good Pudding:** A pristine, name-brand butterscotch pudding cup.
- **The Thermostat Crown:** Absolute control over the room's thermostat for 24 hours.
- **The Remote Control:** Sole possession of the communal TV remote during the 6 o'clock news.
- **The Top Shelf:** A brand-new bottle of premium joint-health vitamins.

Game Design & Development: NBGee Foundry, LLC

Primary Playtesters: Kari, Sally, Mary, Mike, Ryan, and Mandy

Copyright © 2026 NBGee Foundry, LLC. All rights reserved. Curfew Crashers™ and its associated mechanics are trademarks of NBGee Foundry, LLC.

CURFEW RANKINGS

⚠️ NOTE TO POKER VETERANS: NO FULL HOUSES.

Because all hands are strictly capped at a maximum of 4 cards, 5-card hands like Full Houses do not exist in Curfew Crashers™. At our age, we simply don't have the time to wait around for a 5th card. Furthermore, because you only draw 4 cards, a Straight Flush is mathematically more common than Four of a Kind, so the rankings reflect reality!

HANDS ARE RANKED FROM HIGHEST (1) TO LOWEST (8)

1. Four of a Kind (4 Cards)

Four cards of the exact same number value. *(Ex: 8, 8, 8, 8)*

2. The Curfew Straight Flush (4 Cards)

Four cards in sequential numerical order, sharing the exact same suit. *(Ex: 4♣, 5♣, 6♣, 7♣)*

3. The Curfew Flush (4 Cards)

Four cards sharing the exact same suit. *(Ex: 2♣, 5♣, 9♣, K♣)* | *Tie-Breaker: Highest single card wins.*

4. The Curfew Straight (4 Cards)

Four cards in sequential numerical order, mixed suits. *(Ex: 4♣, 5♦, 6♥, 7♠)*

5. Three of a Kind (3 Cards)

Three cards of the exact same number value. *(Ex: 7, 7, 7)*

6. Two Pair (4 Cards)

Two distinct numerical pairs. *(Ex: Q, Q + 9, 9)*

7. One Pair (2 Cards)

Two cards of the exact same number value. *(Ex: J, J)*

8. High Card (1 Card)

A single card burned to clear baseline thresholds. | *Tie-Breaker: ♠(High), ♥, ♦, ♣(Low).*

MASTER LEXICON

A quick-reference guide to independentliving terminology.

The Head Nurse:

The rotating Dealer and Judge for the round. Exempt from paying the ante.

The Pension Pot:

The central cash pool where all antes and active bets are placed.

The 401(k) Skim:

The mandatory $1 administrative tax the Head Nurse steals from the Pension Pot before paying out the winner.

Contraband:

The smuggled punchline and response cards in your hand used to play the game.

Hazards:

The black scenario and prompt cards drawn by the Head Nurse.

Prescriptions:

Game-breaking action abilities bought from the Pharmacy Window.

Shift Change:

The opening phase where players ante, the market cycles, and hands are discarded/redrawn.

Open Enrollment:

The high-stakes phase where players pay a $2 Co-pay and burn poker hands to buy or steal Prescriptions.

The Fixed Income Flex:

The $1-to-$5 spread limit betting and bluffing round.

JOIN THE UNDERGROUND

Looking for more independentliving? Visit curfew.nbgee.com to purchase official Expansion Packs, poker chips, and exclusive Curfew Crashers™ bling.