Someone to Love
A Main Course RPG of Round Robin Dating and
an Iron Game Chef Entry for 2006
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Forward

This RPG is the second in the Full Course of Love and Death, occurring between Escape from Prince Charming and the Marriage of Persephone. Someone to Love is the first of the three main courses, and presents a unique perspective on both love and death. In this case, by telling the tales of dating in the afterlife. To link with it's predecessor, Escape from Prince Charming, ensure that the archetypes selected for the characters include several of the characters who died in that game. This game links into the Marriage of Persephone because the goddess takes notice of the most successful date in this game and decides to take it upon herself to throw a huge wedding for it. This naturally leads to the trials and troubles explored in the next game.

As a game designed for Iron Game Chef 2006, it is necessary to discuss the allotments made for that contest. Indeed, for the theme of time, Someone to Love fulfills the ten sessions of 1 hours each requirement. And it uses the following contest terms: Committee, Ancient, and Emotion.

Dating Among the Dead

Dating is a complex thing. It combines several dangerous social elements into one volatile mix. You have romance, meeting new people, and the ever present layers of misunderstandings which permeate both. Someone to Love is a five player dating RPG, where each session takes two characters and puts them into a date. After ten sessions, each character will have dated each other character.

What mixes things up in Someone to Love is that the characters are all in the underworld, as lonely ghosts, monsters, gods, and the like. Each player chooses what sort of thing his or her character is, and then the dates naturally fall out from those selections. But while two players are involved in their characters' date, the other players have their own duties.

The three uninvolved players form the committee. The committee is forbidden to communicate to the dating players, except in two specific ways.

First, seven times during the date, the dating players will ask for a committee roll. This is asking the committee to decide what impression is being made between the two

dating characters. The committee shows their vote by revealing cards playing cards. In the end, the voting will determine whose ending will occur.

The second way for the committee to influence the daters is by using committee abilities. All of these are indirect, like changing the scene or offering a player an idea, and some of these are based on what relationships that committee member has with the players in the date.

Archetypes and Relationships

Making your character in Someone to Love is very simple, usually happening at the beginning of the first session. Before the game, just print out and cut-up a sheet of archetype cards: the Ancient, the Angel, etc. Each player chooses a unique one. The archetype cards are your character sheets and they remind you of what you can do both during a date, and as a committee member. To complete your character just write a name on that card. Besides the relationships you will be developing during the sessions of Someone to Love, nothing more about your character is defined or written down.

Now you only need to take one each of the middle four relationship cards: Fall in Love, Short Affair, One Night Stand, and Separate Ways. Set aside the rest of the relationship cards, including a few extra of all of them. Do not fill out the relationship cards you receive. These are used to indicate what your intentions are going into the date. But like real life, in Someone to Love the unexpected often occurs.

Dating Order

Take a look at the date record, and write down the characters in order of lowest archetype number to highest. This determines the order of the dates. It starts with the lowest archetype dating the next lowest, and then cycles through to the highest archetype dating the lowest. From there, we start the cycle again, but jumping two, so the lowest archetype dates the third lowest, and so on. This pattern is marked in the date record, with room to record each date.

Each of the dates is a short session. You will likely find that you can play multiple sessions in one sitting, but this is not required. An alternative is to play one date during downtime before or after another regular social activity, including another RPG.

Meeting New People

At the beginning of a date, each dating player takes three tokens, these will be used to call for a committee roll. Then both dating players puts one of their unmarked relationship cards face down on the table. This is the ending that player wants to see from the date. Whether that ending occurs or not, unmarked relationship cards are not replaced, so you will use all four starting relationship cards in this way.

At the same time, the committee members shuffle and deal themselves three cards from a deck of playing cards with the royals removed (leaving only having Ace through 10). These cards will be used by each committee member to make their committee rolls.

Once this is done, one committee member must use his or her scenery ability, to set the scene, and then the dating players begin the date. Other than calling for committee rolls and using archetype abilities on those committee roll, the dating players simply take turns describing what is happening with the date. Usually this involves acting as your character, but you also can play other people you've introduced, like a waiter or an

old friend. And you may narrate things as well as people, like sudden rainstorms or the food on the table. The only restriction is that dating players cannot change locations, that must be done by a committee member.

The date continues until all three scenes are set, and all the committee roll tokens are used. Then, when the two dating players agree, the date ends, and the final committee roll occurs.

The Committee

The are the observers, they decide the outcome for the date, by playing cards and influencing the dating players. However, the committee are not impartial observers, they can and should try to influence the dates based on their goals for the game as a whole. If you want to make sure that another character is available for your next date, then feel free to be fickle. But remember the other players will be doing likewise.

The core of Someone to Love is the committee roll. This is a simultaneous playing of three cards, one from each of the committee members. Each card has an emotion, black indicates an unromantic distaste, while red indicates budding romance. Since three cards are found in the roll, the result is always one of four emotions: all red, red high, black high, or all black. Red high and black high refer to two of that emotion and one of the other. The value of the roll is the sum of the three cards' face values. Each committee roll is recorded under on the date sheet by a committee member. The cards used in the roll are then discarded and the committee members draw a card from the deck.

For example, if the committee members are asked to roll for the Fiend ignoring the Beast during the date, and they play the 4 of hearts, the 7 of clubs, and 9 of spades, the emotion of the roll is black high (two black, one red), and the total is 20. This gets written on the date sheet as "black high 20". Once the roll was revealed, archetype abilities can be used. So, now the Beast has the chance to add 5 to the roll, because its emotion was black high, which would make it "black high 25"

How It Ends

At the end of the date, add up the totals for each emotion. Usually one of them will win, but if the highest emotion is tied, then the ending is black high. The dating players now reveal the face down relationship cards, and the final relationship is determined in the following way based on the ending color.

The emotions of the relationships are based on the following sequence, going from red to black:

- **True Love**

- **Fall in Love**

- **Short Affair**

- **One Night Stand**

- **Separate Ways**

- **Come to Blows**

Using that list you can determine, based on the ending emotion, what happened after the date ended.

- **All Red** - Relationship is one redder than the redder card.

- **Red High** - Relationship is the redder card.

- **Black High** - Relationship is the blacker card.

- **All Black** - Relationship is one blacker than the blacker card.

For example, if the two relationship card were Short Affair and Separate Ways, then an all red ending means a Fall in Love relationship, a red high ending means a Short Affair, a black high ending means a Separate Ways relationship, and an all red ending means a Come to Blows relationship.

In any case, the relationship which occurs is then recorded by filling out two relationship cards and handing them to the two dating players. These cards give additional committee abilities for use only when the other character in the relationship is in the date.

Ever After

Playing Someone to Love is a very different experience, between being the dating player and being a committee member. But in either case you should have one overarching goal, keeping the game from getting bogged down. If the dating players seem to be stuck, use one of your committee influences to try to get things moving again. If the committee members are offering you things with influences, take them with an open mind. That way the game will be more interesting for everyone.

Paradoxically, one advantage of the restricted communication in Someone to Love, is that communication is often much clearer than in most games. If you can only send a few messages, you want those messages to be understood. But that can only go so far. Someone still needs to be listening on the other end. Everything works much better if you try to be that someone.

The Ancient - 8

Character Name: _____
Date Ability: Once per date change the emotion of a majority card in a roll.
Committee Abilities:
Scenery - Once per date change the scene.
Muse - Once per date give a player a suggestion, if followed that player plays your next card.

The Angel - 3

Character Name: _____
Date Ability: Once per date turn a 10 into an ace.
Committee Abilities:
Scenery - Once per date change the scene.
Muse - Once per date give a player a suggestion, if followed that player plays your next card.

The Beast - 1

Character Name: _____
Date Ability: Once per date add five to an all black or black high roll.
Committee Abilities:
Scenery - Once per date change the scene.
Muse - Once per date give a player a suggestion, if followed that player plays your next card.

The Fiend - 5

Character Name: _____
Date Ability: Once per date turn an ace into a 10.
Committee Abilities:
Scenery - Once per date change the scene.
Muse - Once per date give a player a suggestion, if followed that player plays your next card.

The God - 7

Character Name: _____
Date Ability: Once per date turn a black card red.
Committee Abilities:
Scenery - Once per date change the scene.
Muse - Once per date give a player a suggestion, if followed that player plays your next card.

The Goddess - 2

Character Name: _____
Date Ability: Once per date turn a red card black.
Committee Abilities:
Scenery - Once per date change the scene.
Muse - Once per date give a player a suggestion, if followed that player plays your next card.

The Noble - 4

Character Name: _____
Date Ability: Once per date add five to an all red or red high roll.
Committee Abilities:
Scenery - Once per date change the scene.
Muse - Once per date give a player a suggestion, if followed that player plays your next card.

The Servant - 6

Character Name: _____
Date Ability: Once per date remove a card of the minority emotion in a roll.
Committee Abilities:
Scenery - Once per date change the scene.
Muse - Once per date give a player a suggestion, if followed that player plays your next card.

True Love - ● ● ●

My Character: _____

The Other Character: _____
Committee Ability:
Once per date propose a conflict, if
not used the next committee roll is
all black.

Fall In Love - ● ●

My Character: _____

The Other Character: _____
Committee Ability:
Once per date propose a conflict, if
used that player plays your next card.

Short Affair - ●

My Character: _____

The Other Character: _____
Committee Ability:
Once per date introduce a friend, if used
that player plays your next card.

One Night Stand - ●

My Character: _____

The Other Character: _____
Committee Ability:
Once per date introduce a former
lover, if used that player plays your
next card.

Separate Ways - ● ●

My Character: _____

The Other Character: _____
Committee Ability:
Once per date introduce an environmental
or atmospheric effect, if used that
player plays your next card.

Come to Blows - ● ● ●

My Character: _____

The Other Character: _____
Committee Ability:
Once per date propose a conflict,
if used next committee roll is
all red.

Date Record

Characters: (lowest to highest archetype)

A - _____

B - _____

C - _____

D - _____

E - _____

Date 1: A & B Rolls: _____ _____ _____ _____ _____ _____ Ending: _____	Date 2: B & C Rolls: _____ _____ _____ _____ _____ _____ Ending: _____	Date 3: C & D Rolls: _____ _____ _____ _____ _____ _____ Ending: _____	Date 4: D & E Rolls: _____ _____ _____ _____ _____ _____ Ending: _____
Date 5: E & A Rolls: _____ _____ _____ _____ _____ _____ Ending: _____	Date 6: A & C Rolls: _____ _____ _____ _____ _____ _____ Ending: _____	Date 7: C & E Rolls: _____ _____ _____ _____ _____ _____ Ending: _____	Date 8: E & B Rolls: _____ _____ _____ _____ _____ _____ Ending: _____
Date 9: B & D Rolls: _____ _____ _____ _____ _____ _____ Ending: _____	Date 10: D & A Rolls: _____ _____ _____ _____ _____ _____ Ending: _____		