

THE FLIRT

Basic, Act, & Mood Moves

NAME

NICKNAME

PRONOUNS



BASIC MOVES

tick - Gain 1 token

- ♥ Share a smile, laugh, or moment of calm with the other lead
- ♥ Find something in common with the other Lead
- ♥ Focus the conversation on yourself
- ♥ Ignore or brush off the other Lead's feelings



ACT MOVES

tick - Gain 1 token

- ♥ ACT 1: Remind the other Lead you're just friends
- ♥ ACT 2: Push the other Lead away
- ♥ ACT 3: Be gentle with the other Lead

MOOD MOVES

tick - Gain 1 token

- ♥ ROM: Show the other Lead you remember something they love
- ♥ COM: Show the other Lead you remember something they love
- ♥ DRAMA: Harp on the Rules of your relationship with the other Lead
- ♥ BOMB: Ask the Villain a question meant to hurt them

BOOM - Spend 1 token

- * Remind the other Lead how much time is left in the scene or on the 90-min timer
- * Bring back a previously created NPC and play them
- * Insist on your opinions about relationships or love
- * Define a new Rule about your relationship with the other Lead

BOOM - Spend 2 tokens

- * Create an NPC - roll for their Mood
- * Say "I need to talk to you" and pause the timer for 1 minute. The Villain cannot make moves for this minute

BOOM - Spend 3 tokens

- * Secrets: Speak out of earshot from the Villain. They should plug their ears and yell "lalalala" for 20 secs
- * Re-roll your Mood Die for this scene until you get a new mood

BOOM - Spend 1 token

- * ACT 1: Ask someone how you look
- * ACT 2: See the other Lead in a different light
- * ACT 3: Admit you were wrong

BOOM - Spend 3 tokens

- * ROM: Make accidental physical contact with the other Lead. Fill 1 spot on the other Lead's Love track.
- * COM: Make accidental physical contact with the other Lead. Fill 1 spot on the other Lead's Love track.
- * DRAMA: Leave the scene rather than say how you feel (anyone can spend a token to bring you back). Fill 1 spot on the Villain's Entertainment track.
- * BOMB: Put yourself in harm's way. Fill 1 spot on the other Lead's Freedom track.



THE FLIRT

Tracks & Story-Ending BOOMs

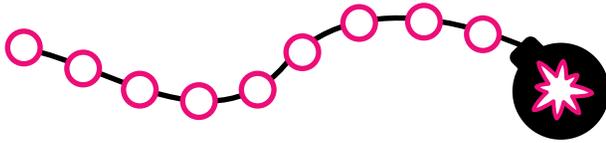
NAME

NICKNAME

PRONOUNS



LOVE TRACK

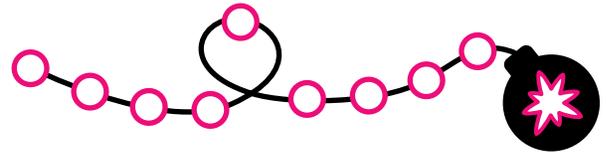


Fill at most 3 spots per scene
if the following occurred

- ♥ You said the words “I love you” (1 spot) and meant it (2 spots)
- ♥ You shared prolonged eye contact with the other Lead (1 spot) that made your heart race (2 spots)
- ♥ You shared consensual physical contact with the other Lead (1 spot)

Filling the Love Track unlocks
the Love Story Ending *BOOM*

FREEDOM TRACK



Fill at most 3 spots per scene
if the following occurred

- You used the “Secrets” BOOM (1 spot)
- You hid something from the Villain (1 spot) that aided the other Lead (2 spots)
- You forced the Villain to intervene directly (1 spot) and they still failed to stop you (2 spots)

Filling the Freedom Track unlocks
the Freedom Story Ending *BOOM*

STORY ENDING BOOMS

Usable in the last 5 minutes with buy-in from the whole table

LOVE: Spend 8 Tokens pooled between the Leads to give a monologue about realizing you are in love with the other Lead. If they reciprocate, the bombs deactivate. Together, the Leads give the story a happy ending.

FREEDOM: Spend 6 Tokens to appeal to the Villain with a monologue about how friendship is more important than romantic love. The Villain releases you and gives the story a dramatic ending.

IMPROVISE: Spend 8 Tokens to define a brand new ending based on the story so far. Together, the Leads give the story a fitting ending.

THE HURT

Basic, Act, & Mood Moves

NAME

NICKNAME

PRONOUNS



BASIC MOVES

tick - Gain 1 token

- ♥ Share a smile, laugh, or moment of calm with the other lead
- ♥ Find something in common with the other Lead
- ♥ Say how you feel
- ♥ Let your gaze linger on the other Lead for a moment too long



ACT MOVES

tick - Gain 1 token

- ♥ ACT 1: Talk about a failed relationship
- ♥ ACT 2: Focus on something other than the other Lead
- ♥ ACT 3: Flirt with the other Lead

MOOD MOVES

tick - Gain 1 token

- ♥ ROM: Tell or show the other Lead something they don't know about you
- ♥ COM: Be quirky
- ♥ DRAMA: Hold back obvious tears
- ♥ BOMB: Complain about the other Lead to the Villain

BOOM - Spend 1 token

- * Remind the other Lead how much time is left in the scene or on the 90-min timer
- * Bring back a previously created NPC and play them
- * Say what you don't mean
- * Remind the other Lead about something they said

BOOM - Spend 2 tokens

- * Create an NPC - roll for their Mood
- * Say "I need to talk to you" and pause the timer for 1 minute. The Villain cannot make moves for this minute

BOOM - Spend 3 tokens

- * Secrets: Speak out of earshot from the Villain. They should plug their ears and yell "lalalala" for 20 secs
- * Re-roll your Mood Die for this scene until you get a new mood

BOOM - Spend 1 token

- * ACT 1: Recall a shared memory with the other Lead
- * ACT 2: Rewrite one of the Rules of your relationship with the other Lead
- * ACT 3: Reveal that you're actually hot

BOOM - Spend 3 tokens

- * ROM: Make the other Lead see how great you are. Fill 1 spot on the other Lead's Love track.
- * COM: Take one of your quirks to the extreme. Fill 1 spot on the other Lead's Love track.
- * DRAMA: Give the silent treatment for the rest of the scene (anyone can spend a token to break your silence). Fill 1 spot on the Villain's Entertainment track.
- * BOMB: Remember a special skill you have that might help you both escape. Fill 1 spot on the other Lead's Freedom track.



THE HURT

Tracks & Story-Ending BOOMs

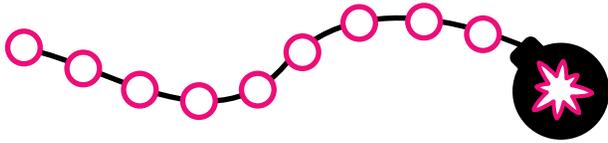
NAME

NICKNAME

PRONOUNS



LOVE TRACK

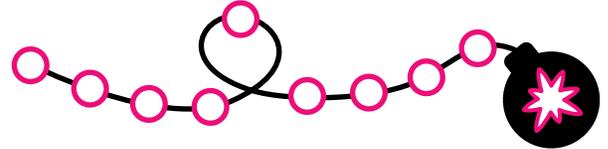


Fill at most 3 spots per scene
if the following occurred

- ♥ You said the words “I love you” (1 spot) and meant it (2 spots)
- ♥ You shared prolonged eye contact with the other Lead (1 spot) that made your heart race (2 spots)
- ♥ You shared consensual physical contact with the other Lead (1 spot)

Filling the Love Track unlocks
the Love Story Ending *BOOM*

FREEDOM TRACK



Fill at most 3 spots per scene
if the following occurred

- You used the “Secrets” BOOM (1 spot)
- You hid something from the Villain (1 spot) that aided the other Lead (2 spots)
- You forced the Villain to intervene directly (1 spot) and they still failed to stop you (2 spots)

Filling the Freedom Track unlocks
the Freedom Story Ending *BOOM*

STORY ENDING BOOMS

Usable in the last 5 minutes with buy-in from the whole table

LOVE: Spend 8 Tokens pooled between the Leads to deliver a monologue about how you're through waiting for the other Lead to see you and lay it all out there. If they reciprocate, the bombs deactivate. Together, the Leads give the story a happy ending.

FREEDOM: Spend 6 Tokens to focus the Villain's attention on the other Lead as you sneak into an advantageous position and strike. You and the other Lead break free. Give the story a triumphant ending.

IMPROVISE: Spend 8 Tokens to define a brand new ending based on the story so far. Together, the Leads give the story a fitting ending.

THE BLOOD

Basic, Act, & Mood Moves

NAME

FAMILY NAME

PRONOUNS



BASIC MOVES

tick - Gain 1 token

- ♥ Share a smile, laugh, or moment of calm with the other lead
- ♥ Find something in common with the other Lead
- ♥ Start a sentence with "My Family always says..."
- ♥ Be embarrassed

BOOM - Spend 1 token

- * Remind the other Lead how much time is left in the scene or on the 90-min timer
- * Bring back a previously created NPC and play them
- * Create a Family Member (NPC). If their mood is Rom or Com, they are warm with the other Lead; if Drama or Bomb, they are cold.
- * Work up the courage to flirt

BOOM - Spend 2 tokens

- * Create an NPC - roll for their Mood
- * Say "I need to talk to you" and pause the timer for 1 minute. The Villain cannot make moves for this minute

BOOM - Spend 3 tokens

- * **Secrets:** Speak out of earshot from the Villain. They should plug their ears and yell "lalalala" for 20 secs
- * Re-roll your Mood Die for this scene until you get a new mood

ACT MOVES

tick - Gain 1 token

- ♥ **ACT 1:** Lie to a Family member about the other Lead
- ♥ **ACT 2:** Dodge a question about the Family
- ♥ **ACT 3:** Express yourself in a way the Family would disapprove of

BOOM - Spend 1 token

- * **ACT 1:** Hide the other Lead from a Family member
- * **ACT 2:** Admit something you love about your Family
- * **ACT 3:** Welcome the other Lead into a family tradition

MOOD MOVES

tick - Gain 1 token

- ♥ **ROM:** Let a Family member learn something about the other Lead
- ♥ **COM:** Reveal an embarrassing Family story
- ♥ **DRAMA:** Lament how the other Lead doesn't understand you
- ♥ **BOMB:** Be mean in a way only your Family could be

BOOM - Spend 3 tokens

- * **ROM:** Show the other Lead something unique you learned from the Family. Fill 1 spot on the other Lead's Love track.
- * **COM:** Ask a Family Member NPC to tell a funny story (their mood changes to Com). Fill 1 spot on the other Lead's Love track.
- * **DRAMA:** Inappropriately bring up the other Lead's lack of family. Fill 1 spot on the Villain's Entertainment track.
- * **BOMB:** Tell a Family Member NPC what's really going on (their mood changes to Bomb). Fill 1 spot on the other Lead's Freedom track.

THE BLOOD

Tracks & Story-Ending BOOMs

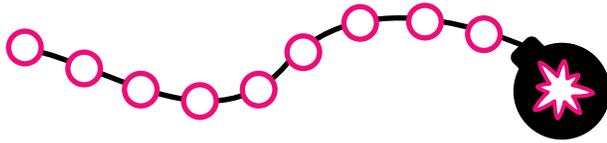
NAME

FAMILY NAME

PRONOUNS



LOVE TRACK

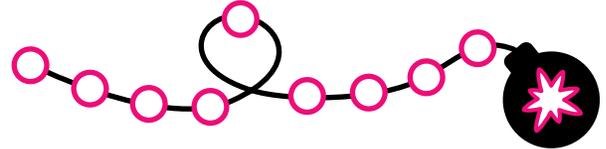


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- ♥ You shared consensual physical contact with the other Lead (1 spot)

Filling the Love Track unlocks
the Love Story Ending *BOOM*

FREEDOM TRACK



Fill at most 3 spots per scene
if the following occurred

- You used the “Secrets” BOOM (1 spot)
- You hid something from the Villain (1 spot) that aided the other Lead (2 spots)
- You forced the Villain to intervene directly (1 spot) and they still failed to stop you (2 spots)

Filling the Freedom Track unlocks
the Freedom Story Ending *BOOM*

STORY ENDING BOOMS

Usable in the last 5 minutes with buy-in from the whole table

LOVE: Spend 8 Tokens pooled between the Leads to give a monologue about how you want the other Lead to be part of your family. If they reciprocate, the bombs deactivate. Together, the Leads give the story a wholesome ending.

FREEDOM: Spend 6 Tokens to initiate a wild chain reaction that ripples through all introduced Family members and ends with the capture of the Villain: the anime combo move they never saw coming. **Give the story a dance-filled ending.**

IMPROVISE: Spend 8 Tokens to define a brand new ending based on the story so far. Together, the Leads give the story a fitting ending.

THE WATER

Basic, Act, & Mood Moves

NAME _____

PRONOUNS _____



BASIC MOVES

tick - Gain 1 token

- ♥ Share a smile, laugh, or moment of calm with the other lead
- ♥ Find something in common with the other Lead
- ♥ Say how much you enjoy being alone
- ♥ Be effortlessly attractive



ACT MOVES

tick - Gain 1 token

- ♥ ACT 1: See something special in the other Lead
- ♥ ACT 2: Ask about the Family
- ♥ ACT 3: Charm a Family member

MOOD MOVES

tick - Gain 1 token

- ♥ ROM: Show good manners in front of a Family member
- ♥ COM: Fail to explain something simple
- ♥ DRAMA: Argue with a Family member about the other Lead
- ♥ BOMB: Pull heat or attention off the other Lead

BOOM - Spend 1 token

- * Remind the other Lead how much time is left in the scene or on the 90-min timer
- * Bring back a previously created NPC and play them
- * Turn on the charm
- * Create a **Family Member (NPC)**. If their mood is Rom or Com, they are kind to the other Lead; if Drama or Bomb, they are judgmental.

BOOM - Spend 2 tokens

- * Create an NPC - roll for their Mood
- * Say "I need to talk to you" and pause the timer for 1 minute. The Villain cannot make moves for this minute

BOOM - Spend 3 tokens

- * **Secrets:** Speak out of earshot from the Villain. They should plug their ears and yell "lalalala" for 20 secs
- * Re-roll your Mood Die for this scene until you get a new mood



BOOM - Spend 1 token

- * ACT 1: Ask a probing question
- * ACT 2: Be vulnerable about your own family
- * ACT 3: Reveal a change you made for the Family

BOOM - Spend 3 tokens

- * ROM: Perform an act of love that shows you were listening. Fill 1 spot on the other Lead's Love track.
- * COM: Try to do something you saw a Family member do and fail spectacularly. Fill 1 spot on the other Lead's Love track.
- * DRAMA: Throw a fit about the Family. Fill 1 spot on the Villain's Entertainment track.
- * BOMB: Give something to a Family member in secret. Fill 1 spot on the other Lead's Freedom track.

THE WATER

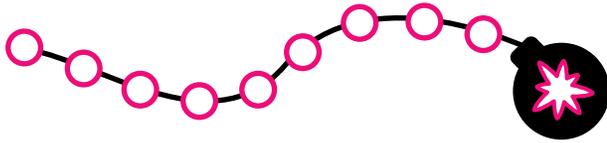
Tracks & Story-Ending BOOMs

NAME _____

PRONOUNS _____



LOVE TRACK

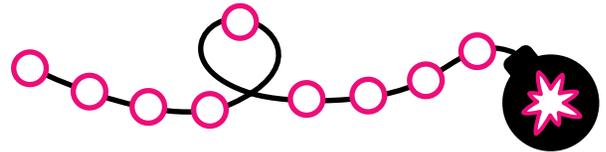


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if the following occurred

- ♥ You said the words “I love you” (1 spot) and meant it (2 spots)
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- ♥ You shared consensual physical contact with the other Lead (1 spot)

Filling the Love Track unlocks
the Love Story Ending *BOOM*

FREEDOM TRACK



Fill at most 3 spots per scene
if the following occurred

- You used the “Secrets” BOOM (1 spot)
- You hid something from the Villain (1 spot) that aided the other Lead (2 spots)
- You forced the Villain to intervene directly (1 spot) and they still failed to stop you (2 spots)

Filling the Freedom Track unlocks
the Freedom Story Ending *BOOM*

STORY ENDING BOOMS

Usable in the last 5 minutes with buy-in from the whole table

LOVE: Spend 8 Tokens pooled between the Leads to give a monologue about how you’ll do anything to be with the other Lead, meet any Family demands. If they reciprocate, the bombs deactivate. Together, the Leads give the story a sappy ending.

FREEDOM: Spend 6 Tokens to fade into the background, out of sight of the Family and, more importantly, the Villain. Reveal a Family member you conspired with and take down the Villain. Give the story a victorious ending.

IMPROVISE: Spend 8 Tokens to define a brand new ending based on the story so far. Together, the Leads give the story a fitting ending.

THE BETROTHED

Basic, Act, & Mood Moves

NAME

PRONOUNS



BASIC MOVES

tick - Gain 1 token

- ♥ Share a smile, laugh, or moment of calm with the other lead
- ♥ Find something in common with the other Lead
- ♥ Talk about the big day
- ♥ Distance yourself from the other Lead



ACT MOVES

tick - Gain 1 token

- ♥ ACT 1: Direct the conversation towards the big day
- ♥ ACT 2: Compliment your fiancé
- ♥ ACT 3: Reassure yourself in the face of disaster

MOOD MOVES

tick - Gain 1 token

- ♥ ROM: Admire the other Lead in action
- ♥ COM: Stress about the small things
- ♥ DRAMA: Show uncertainty in your feelings
- ♥ BOMB: Give the Villain a task for the big day

BOOM - Spend 1 token

- * Remind the other Lead how much time is left in the scene or on the 90-min timer
- * Bring back a previously created NPC and play them
- * Define a new detail about the big day
- * Tell your proposal story... again

BOOM - Spend 2 tokens

- * Create an NPC - roll for their Mood
- * Say "I need to talk to you" and pause the timer for 1 minute. The Villain cannot make moves for this minute

BOOM - Spend 3 tokens

- * **Secrets:** Speak out of earshot from the Villain. They should plug their ears and yell "lalalala" for 20 secs
- * Re-roll your Mood Die for this scene until you get a new mood

BOOM - Spend 1 token

- * ACT 1: Ask the other Lead for a favor
- * ACT 2: Complain about your fiancé
- * ACT 3: Hide from the big day

BOOM - Spend 3 tokens

- * ROM: Ask the other Lead about their dream wedding. Fill 1 spot on the other Lead's Love track.
- * COM: Initiate a wedding-themed montage with the other Lead. Fill 1 spot on the other Lead's Love track.
- * DRAMA: Remind the other Lead that you're not marrying them on the big day. Fill 1 spot on the Villain's Entertainment track.
- * BOMB: Detail an escape plan to the other Lead, hidden within wedding details. Fill 1 spot on the other Lead's Freedom track.

THE BETROTHED

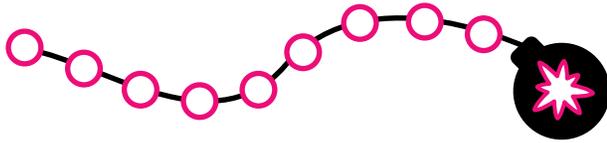
Tracks & Story-Ending BOOMs

NAME _____

PRONOUNS _____



LOVE TRACK

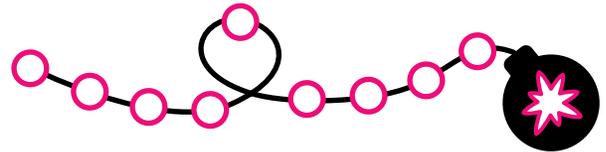


Fill at most 3 spots per scene
if the following occurred

- ♥ You said the words “I love you” (1 spot) and meant it (2 spots)
- ♥ You shared prolonged eye contact with the other Lead (1 spot) that made your heart race (2 spots)
- ♥ You shared consensual physical contact with the other Lead (1 spot)

Filling the Love Track unlocks
the Love Story Ending *BOOM*

FREEDOM TRACK



Fill at most 3 spots per scene
if the following occurred

- You used the “Secrets” BOOM (1 spot)
- You hid something from the Villain (1 spot) that aided the other Lead (2 spots)
- You forced the Villain to intervene directly (1 spot) and they still failed to stop you (2 spots)

Filling the Freedom Track unlocks
the Freedom Story Ending *BOOM*

STORY ENDING BOOMS

Usable in the last 5 minutes with buy-in from the whole table

LOVE: Spend 8 Tokens pooled between the Leads to run away from the altar and ask the other Lead to go with you. If they reciprocate, the bombs deactivate. Together, the Leads give the story an adventurous ending.

FREEDOM: Spend 6 Tokens to go full bride- or groom-zilla. Tear down the Villain for ruining your special day and destroy them with the power of detailed planning. Give the story a neat ending with no loose ends.

IMPROVISE: Spend 8 Tokens to define a brand new ending based on the story so far. Together, the Leads give the story a fitting ending.

THE OBJECTION

Basic, Act, & Mood Moves

NAME

PRONOUNS



BASIC MOVES

tick - Gain 1 token

- ♥ Share a smile, laugh, or moment of calm with the other lead
- ♥ Find something in common with the other Lead
- ♥ Take on more than you should
- ♥ Talk about the big day with feigned enthusiasm

BOOM - Spend 1 token

- * Remind the other Lead how much time is left in the scene or on the 90-min timer
- * Bring back a previously created NPC and play them
- * Let your feelings show
- * Talk about the big day with genuine enthusiasm

BOOM - Spend 2 tokens

- * Create an NPC - roll for their Mood
- * Say "I need to talk to you" and pause the timer for 1 minute. The Villain cannot make moves for this minute

BOOM - Spend 3 tokens

- * **Secrets:** Speak out of earshot from the Villain. They should plug their ears and yell "lalalala" for 20 secs
- * Re-roll your Mood Die for this scene until you get a new mood

ACT MOVES

tick - Gain 1 token

- ♥ **ACT 1:** Bring up your unannounced last-minute plus one, whether real or imaginary
- ♥ **ACT 2:** Complain about their fiancé
- ♥ **ACT 3:** Show your nerves

BOOM - Spend 1 token

- * **ACT 1:** Compare your "plus one" to the other Lead
- * **ACT 2:** Compliment their fiancé
- * **ACT 3:** Admit to someone (besides the other Lead) that you think the wedding is a bad idea

MOOD MOVES

tick - Gain 1 token

- ♥ **ROM:** Play your part perfectly
- ♥ **COM:** Try too hard to be chill
- ♥ **DRAMA:** Criticize something about the big day
- ♥ **BOMB:** Make a scene

BOOM - Spend 3 tokens

- * **ROM:** Remind the other Lead of something they always wanted for their big day. Fill 1 spot on the other Lead's Love track.
- * **COM:** Initiate a wedding-themed montage with the other Lead. Fill 1 spot on the other Lead's Love track.
- * **DRAMA:** Sabotage part of the big day. Fill 1 spot on the Villain's Entertainment track.
- * **BOMB:** Distract the Villain with a bad wedding story. Fill 1 spot on the other Lead's Freedom track.

THE OBJECTION

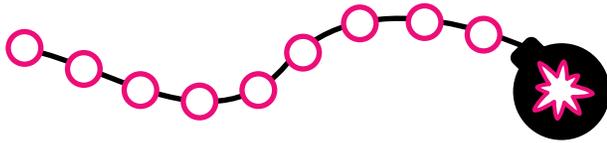
Tracks & Story-Ending BOOMs

NAME _____

PRONOUNS _____



LOVE TRACK

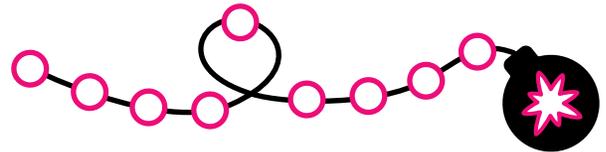


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- ♥ You shared consensual physical contact with the other Lead (1 spot)

Filling the Love Track unlocks
the Love Story Ending *BOOM*

FREEDOM TRACK



Fill at most 3 spots per scene
if the following occurred

- You used the “Secrets” BOOM (1 spot)
- You hid something from the Villain (1 spot) that aided the other Lead (2 spots)
- You forced the Villain to intervene directly (1 spot) and they still failed to stop you (2 spots)

Filling the Freedom Track unlocks
the Freedom Story Ending *BOOM*

STORY ENDING BOOMS

Usable in the last 5 minutes with buy-in from the whole table

LOVE: Spend 8 Tokens pooled between the Leads to object and give a monologue about why the other Lead should be with you instead. If they reciprocate, the bombs deactivate. Together, the Leads give the story a complicated ending.

FREEDOM: Spend 6 Tokens to how you sabotaged the big day in a big way. In the present, you and the other Lead use the confusion to take down the Villain. Give the story a chaotic ending.

IMPROVISE: Spend 8 Tokens to define a brand new ending based on the story so far. Together, the Leads give the story a fitting ending.

THE HARD WORKER

Basic, Act, & Mood Moves

NAME

JOB

PRONOUNS



BASIC MOVES

tick - Gain 1 token

- ♥ Share a smile, laugh, or moment of calm with the other lead
- ♥ Find something in common with the other Lead
- ♥ Hide your feelings
- ♥ Say "I'm too busy for this"

BOOM - Spend 1 token

- * Remind the other Lead how much time is left in the scene or on the 90-min timer
- * Bring back a previously created NPC and play them
- * Show that you're prepared
- * Learn something new

BOOM - Spend 2 tokens

- * Create an NPC - roll for their Mood
- * Say "I need to talk to you" and pause the timer for 1 minute. The Villain cannot make moves for this minute

BOOM - Spend 3 tokens

- * **Secrets:** Speak out of earshot from the Villain. They should plug their ears and yell "lalalala" for 20 secs
- * Re-roll your Mood Die for this scene until you get a new mood

ACT MOVES

tick - Gain 1 token

- ♥ ACT 1: Focus all your attention on one problem
- ♥ ACT 2: Show your stress
- ♥ ACT 3: Take a moment to appreciate the little things

BOOM - Spend 1 token

- * ACT 1: Have the right tool for the job
- * ACT 2: Multitask and look good doing it
- * ACT 3: Do something the other Lead's way

MOOD MOVES

tick - Gain 1 token

- ♥ ROM: Show you're willing to work with the other Lead
- ♥ COM: Lean too hard into workplace jargon
- ♥ DRAMA: Criticize the way the other Lead does something
- ♥ BOMB: Distract the Villain with the minutiae of your job

BOOM - Spend 3 tokens

- * ROM: Show the other Lead something it took you years to master. Fill 1 spot on the other Lead's Love track.
- * COM: Find the fun in the work. Fill 1 spot on the other Lead's Love track.
- * DRAMA: Yell about how the other Lead is lazy. Fill 1 spot on the Villain's Entertainment track.
- * BOMB: Lead the way to solve a problem. Fill 1 spot on the other Lead's Freedom track.

THE HARD WORKER

Tracks & Story-Ending BOOMS

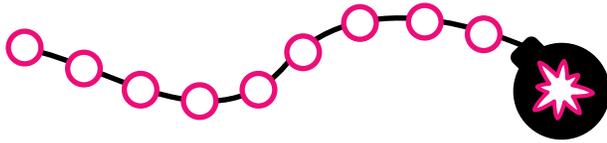
NAME

JOB

PRONOUNS



LOVE TRACK

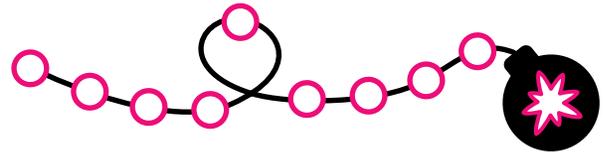


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Filling the Love Track unlocks
the Love Story Ending *BOOM*

FREEDOM TRACK



Fill at most 3 spots per scene
if the following occurred

- You used the "Secrets" BOOM (1 spot)
- You hid something from the Villain (1 spot) that aided the other Lead (2 spots)
- You forced the Villain to intervene directly (1 spot) and they still failed to stop you (2 spots)

Filling the Freedom Track unlocks
the Freedom Story Ending *BOOM*

STORY ENDING BOOMS

Usable in the last 5 minutes with buy-in from the whole table

LOVE: Spend 8 Tokens pooled between the Leads to give a monologue about letting the other Lead be as important as your work. If they reciprocate, the bombs deactivate. Together, the Leads give the story a balanced ending.

FREEDOM: Spend 6 Tokens to use the culmination of your years of professional experience to take down the Villain. Describe how your years of hard work have led to this moment. Give the story a satisfying ending.

IMPROVISE: Spend 8 Tokens to define a brand new ending based on the story so far. Together, the Leads give the story a fitting ending.

THE HARDLY WORKING

Basic, Act, & Mood Moves

NAME

JOB

PRONOUNS



BASIC MOVES

tick - Gain 1 token

- ♥ Share a smile, laugh, or moment of calm with the other lead
- ♥ Find something in common with the other Lead
- ♥ Lighten the mood
- ♥ Follow the other Lead's example

BOOM - Spend 1 token

- * Remind the other Lead how much time is left in the scene or on the 90-min timer
- * Bring back a previously created NPC and play them
- * Show that luck is on your side
- * Create something work-related

BOOM - Spend 2 tokens

- * Create an NPC - roll for their Mood
- * Say "I need to talk to you" and pause the timer for 1 minute. The Villain cannot make moves for this minute

BOOM - Spend 3 tokens

- * **Secrets:** Speak out of earshot from the Villain. They should plug their ears and yell "lalalala" for 20 secs
- * Re-roll your Mood Die for this scene until you get a new mood

ACT MOVES

tick - Gain 1 token

- ♥ ACT 1: Avoid work
- ♥ ACT 2: Miss an opportunity
- ♥ ACT 3: Pull your weight

BOOM - Spend 1 token

- * ACT 1: Ask the other Lead about work
- * ACT 2: Ask the other Lead about what they do outside work
- * ACT 3: Ask the other Lead what they need

MOOD MOVES

tick - Gain 1 token

- ♥ ROM: Compliment a detail of the other Lead's work
- ♥ COM: Laugh in the face of stress or danger
- ♥ DRAMA: Criticize the way the other Lead does something
- ♥ BOMB: Distract the Villain with a non-work skill

BOOM - Spend 3 tokens

- * ROM: Make the effort to get it right. Fill 1 spot on the other Lead's Love track.
- * COM: Show the other Lead a non-work skill you spent too long learning. Fill 1 spot on the other Lead's Love track.
- * DRAMA: Yell about how the other Lead is a workaholic. Fill 1 spot on the Villain's Entertainment track.
- * BOMB: Show up for the other Lead when it matters. Fill 1 spot on the other Lead's Freedom track.

THE HARDLY WORKING

Tracks & Story-Ending BOOMs

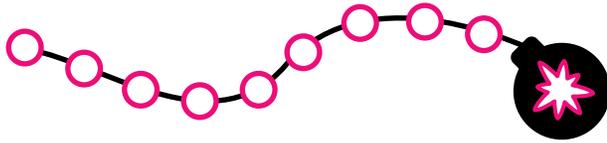
NAME _____

JOB _____

PRONOUNS _____



LOVE TRACK

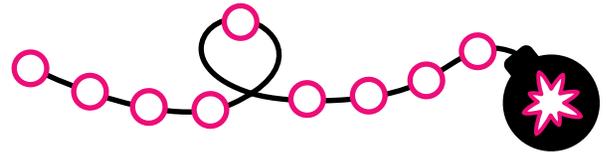


Fill at most 3 spots per scene
if the following occurred

- ♥ You said the words “I love you” (1 spot) and meant it (2 spots)
- ♥ You shared prolonged eye contact with the other Lead (1 spot) that made your heart race (2 spots)
- ♥ You shared consensual physical contact with the other Lead (1 spot)

Filling the Love Track unlocks
the Love Story Ending *BOOM*

FREEDOM TRACK



Fill at most 3 spots per scene
if the following occurred

- You used the “Secrets” BOOM (1 spot)
- You hid something from the Villain (1 spot) that aided the other Lead (2 spots)
- You forced the Villain to intervene directly (1 spot) and they still failed to stop you (2 spots)

Filling the Freedom Track unlocks
the Freedom Story Ending *BOOM*

STORY ENDING BOOMS

Usable in the last 5 minutes with buy-in from the whole table

LOVE: Spend 8 Tokens pooled between the Leads to give a monologue about how you’re stepping down from your position so the two of you can be together. If they reciprocate, the bombs deactivate. Together, the Leads give the story a healthy ending.

FREEDOM: Spend 6 Tokens to use something you learned from the other Lead to take down the Villain. Give the story an ending with a lesson.

IMPROVISE: Spend 8 Tokens to define a brand new ending based on the story so far. Together, the Leads give the story a fitting ending.

THE CON

Basic, Act, & Mood Moves

NAME _____

PRONOUNS _____



BASIC MOVES

tick - Gain 1 token

- ♥ Share a smile, laugh, or moment of calm with the other lead
- ♥ Find something in common with the other Lead
- ♥ Tell a lie
- ♥ Be persistent



ACT MOVES

tick - Gain 1 token

- ♥ ACT 1: Feign interest in the other Lead
- ♥ ACT 2: Take genuine interest in the other Lead
- ♥ ACT 3: Admit to a lie

MOOD MOVES

tick - Gain 1 token

- ♥ ROM: Listen earnestly
- ♥ COM: Poke fun with a smile
- ♥ DRAMA: Push through your guilt
- ♥ BOMB: Protect the other Lead

BOOM - Spend 1 token

- * Remind the other Lead how much time is left in the scene or on the 90-min timer
- * Bring back a previously created NPC and play them
- * Notice something about the other Lead. Define something new and true about them.
- * Be yourself

BOOM - Spend 2 tokens

- * Create an NPC - roll for their Mood
- * Say "I need to talk to you" and pause the timer for 1 minute. The Villain cannot make moves for this minute

BOOM - Spend 3 tokens

- * **Secrets:** Speak out of earshot from the Villain. They should plug their ears and yell "lalalala" for 20 secs
- * Re-roll your Mood Die for this scene until you get a new mood

BOOM - Spend 1 token

- * ACT 1: Change something about yourself
- * ACT 2: Ask a deep question
- * ACT 3: Reveal a partial truth behind a lie

BOOM - Spend 3 tokens

- * ROM: Show another side of yourself. Fill 1 spot on the other Lead's Love track.
- * COM: Make an embarrassing romantic gesture. Fill 1 spot on the other Lead's Love track.
- * DRAMA: Try to call the bet off and fail. Fill 1 spot on the Villain's Entertainment track.
- * BOMB: Reveal some truth to the rumors about you. Fill 1 spot on the other Lead's Freedom track.



THE CON

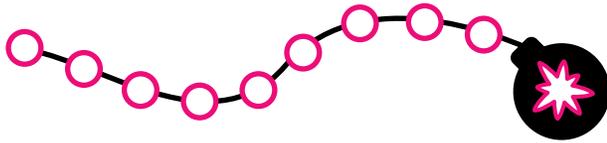
Tracks & Story-Ending BOOMs

NAME _____

PRONOUNS _____



LOVE TRACK

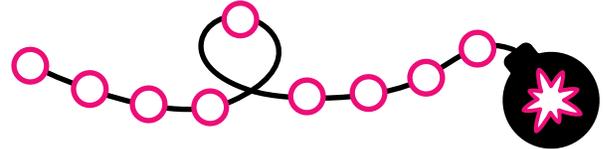


Fill at most 3 spots per scene
if the following occurred

- ♥ You said the words “I love you” (1 spot) and meant it (2 spots)
- ♥ You shared prolonged eye contact with the other Lead (1 spot) that made your heart race (2 spots)
- ♥ You shared consensual physical contact with the other Lead (1 spot)

Filling the Love Track unlocks
the Love Story Ending *BOOM*

FREEDOM TRACK



Fill at most 3 spots per scene
if the following occurred

- You used the “Secrets” BOOM (1 spot)
- You hid something from the Villain (1 spot) that aided the other Lead (2 spots)
- You forced the Villain to intervene directly (1 spot) and they still failed to stop you (2 spots)

Filling the Freedom Track unlocks
the Freedom Story Ending *BOOM*

STORY ENDING BOOMS

Usable in the last 5 minutes with buy-in from the whole table

LOVE: Spend 8 Tokens pooled between the Leads to give a monologue about how it was never about the bet and you kept it going to be with the other Lead. If they reciprocate, the bombs deactivate. Together, the Leads give the story a quick but happy ending.

FREEDOM: Spend 6 Tokens to enlist the person behind the bet to help you both take down the Villain, as recompense for setting up the bet. Give the story an ending with redemption.

IMPROVISE: Spend 8 Tokens to define a brand new ending based on the story so far. Together, the Leads give the story a fitting ending.

THE MARK

Basic, Act, & Mood Moves

NAME _____

PRONOUNS _____



BASIC MOVES

tick - Gain 1 token

- ♥ Share a smile, laugh, or moment of calm with the other lead
- ♥ Find something in common with the other Lead
- ♥ Talk about a special interest
- ♥ Hide something



ACT MOVES

tick - Gain 1 token

- ♥ ACT 1: Dodge a question about yourself
- ♥ ACT 2: Be suspicious of the other Lead
- ♥ ACT 3: Come out of your shell

MOOD MOVES

tick - Gain 1 token

- ♥ ROM: Surprise the other Lead
- ♥ COM: Act without caring what others think
- ♥ DRAMA: Assume the worst
- ♥ BOMB: Give a cold stare

BOOM - Spend 1 token

- * Remind the other Lead how much time is left in the scene or on the 90-min timer
- * Bring back a previously created NPC and play them
- * Subtly show off a talent
- * Rant about why you don't date

BOOM - Spend 2 tokens

- * Create an NPC - roll for their Mood
- * Say "I need to talk to you" and pause the timer for 1 minute. The Villain cannot make moves for this minute

BOOM - Spend 3 tokens

- * **Secrets:** Speak out of earshot from the Villain. They should plug their ears and yell "lalalala" for 20 secs
- * Re-roll your Mood Die for this scene until you get a new mood

BOOM - Spend 1 token

- * ACT 1: Be unapologetically yourself
- * ACT 2: Ask for the truth
- * ACT 3: Go back in your shell

BOOM - Spend 3 tokens

- * ROM: Do something with the other Lead you usually do alone. Fill 1 spot on the other Lead's Love track.
- * COM: Volunteer yourself and the other Lead for something out of your comfort zones. Fill 1 spot on the other Lead's Love track.
- * DRAMA: Quiz the other Lead on something you love. Fill 1 spot on the Villain's Entertainment track.
- * BOMB: Reveal some truth to the rumors about you. Fill 1 spot on the other Lead's Freedom track.



THE MARK

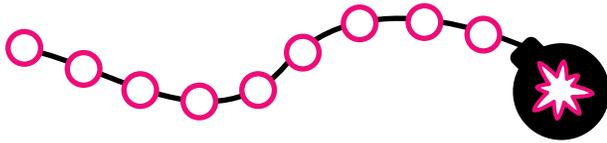
Tracks & Story-Ending BOOMs

NAME _____

PRONOUNS _____



LOVE TRACK

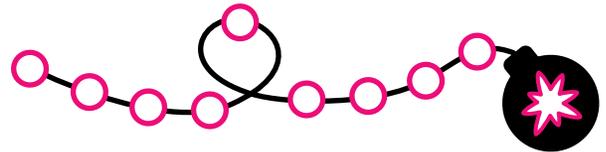


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Filling the Love Track unlocks
the Love Story Ending *BOOM*

FREEDOM TRACK



Fill at most 3 spots per scene
if the following occurred

- You used the “Secrets” BOOM (1 spot)
- You hid something from the Villain (1 spot) that aided the other Lead (2 spots)
- You forced the Villain to intervene directly (1 spot) and they still failed to stop you (2 spots)

Filling the Freedom Track unlocks
the Freedom Story Ending *BOOM*

STORY ENDING BOOMS

Usable in the last 5 minutes with buy-in from the whole table

LOVE: Spend 8 Tokens pooled between the Leads to give a monologue about how you don't care about the bet and want to be with the other Lead anyway. If they reciprocate, the bombs deactivate. Together, the Leads give the story a lovesick ending.

FREEDOM: Spend 6 Tokens to take down the Villain by sacrificing the person behind the bet, the other Lead, or both—depending on how angry you are after learning about the bet. Give the story an ending of revenge.

IMPROVISE: Spend 8 Tokens to define a brand new ending based on the story so far. Together, the Leads give the story a fitting ending.