



SETTING: Choose setting for game.

CREATING CHARACTERS:

Beloved Attributes: choose six descriptors of Beloved. Desirable in setting.

Synonyms and Antonyms: create pairs of similar and opposite words for Beloved Attributes. 2 pair each in 2 player game, 1 pair each in 3 player game.

Suitor Attributes: assign synonym or antonym to Suitors. Other word of pair goes to other Suitor. Assign 2 sets each in 2 player game, 1 each in 3 player game.

Modifying Suitor Attributes: write word or phrase that modifies Suitor Attributes. 2 each in 2 player game, 1 each in 3 player.

Person, Place, Thing: for Suitors, 2 by Suitor player in 2 player game, 1 by other; 1 each in 3 player game.

Opportunity, Obstacle, Dream: for Beloved. Chosen by SP1, SP2, then BP. No Dream in 2 player game.

Conflicts: for Suitors. Problem in pursuing Beloved. Chosen by Suitor's player.

The Prize: connection Suitors seek with Beloved. Chosen by Suitor Players.

PLAYING THE GAME:

Order: SP1, SP2, BP (no BP if 2 player) **Dice:** standard 6 sided dice.

<p>Suitor Turns:</p> <p>Free Play: spotlight characters act</p> <p>Hurdle (5 Dice) obstacle</p> <p>First Pool (3 Responses) use Own trait (2/1 die), Other character's (2)</p> <p>Roll: Highest value on one or more dice wins.</p> <p>Opponent wins, they add trait to Active Suitor/Beloved</p> <p>Active Player/BP wins: gain point(s) toward goal, add trait to characters</p> <p>Tie: Beloved Player gives trait to both Suitors (in 2 player, re-roll)</p> <p>Second Pool: (1 Response) use Suggestion (4),; Conflict/Obstacle(3)</p>	<p>Beloved Turns: <i>3 player game only</i></p> <p>Choose Level (1, 2, or 3)</p> <p>Describe Hurdle</p> <p>Suitor Player Responses (3 each)</p> <p>2: Own Trait</p> <p>3: Conflict (new trait); Flirt; present Opposition for other Suitor</p> <p>4: Suggestion from other SP (add trait)</p> <p>5: Sacrifice (replace trait)</p> <p>Roll: Winner gains points equal to level, and adds a Trait to all three characters. If Tie, Beloved gives traits, then re-roll winning dice.</p>
--	--

FINAL OUTCOME: set scene and roll dice equal to points gained toward goal. Winner gains goal and determines outcomes.