

UNREQUITED

A game for two players by Berengad Games (Lisa and Christian Griffen), inspired by Christina Perri's "Distance".

Two players will take on the roles of best friends. One of them, the Infatuated, is madly in love with someone else (the NPC Crush). The other player is the Friend, who has long been in love with the Infatuated. But thus far, and for most of the story, the Infatuated remains oblivious.

The game has 3 Acts and a Finale. In each Act, the Infatuated plans increasingly bold actions to gain the attention and affection of the Crush. The Friend must decide whether to help with this pursuit—strengthening their friendship, but also making it more likely that the Infatuated will win over the Crush. During the Finale (which can happen at the same event as Act 3, or a separate one) we find out who the Infatuated ends up with and what becomes of the friendship.

Setting: What time period is it (contemporary, 80s, Edwardian, Roman Empire...)? What's the location?

Characters: What are their names, ages and occupations? (The history of the friendship will come out in play.)

Situation: Do the characters see each other daily as students, coworkers or neighbors or are they only in town for a visit?

Obstacle: What stands in the way of the Infatuated getting together with the Crush? Examples: different social class or subculture, the Crush is already involved, there is a negative history between the Infatuated and the Crush, or their two families have a Romeo & Juliet style feud.

PLAYING ACTS

At the start of play, the Friend sets aside 2 dice in their Love pool to represent their existing closeness with the Infatuated. These are saved for the Finale and not rolled during the Acts.

During the Act scenes, the Infatuated and the Friend hang out and talk. The Infatuated wants to plan a way to get their Crush's attention while the Friend wants to talk about their memories and shared history. The Friend can hint at deeper feelings or connection, but the Infatuated remains focused on their crush.

At the beginning of each Act, place 6 regular 6-sided dice in the middle of the table. During the Act, whenever one of you does something from the corresponding table (see flipside), you earn one of those dice for yourself. Do this until all 6 dice are taken, and then it's time to wrap up the narrative of the scene.

RESULT ROLLS

After each Act, the Infatuated rolls the dice they collected during the Act to determine how the plan turns out. The Friend decides whether or not to add any of their dice to the roll before it's made, signifying that they're actively helping in the pursuit (if they don't actively help, they can still be involved, but they might not try hard or they might subtly sabotage the whole deal). The Friend discards any of their dice that aren't helping.

Once the dice are rolled, separate them into 4s or higher (Successes) and 3s or lower (Failures). Narrate a montage (as detailed as you like) about how the plan turned out based on the number of Successes. 3 or more Successes mean that the Crush reacted positively, while fewer Successes indicate that things went proportionately badly.

Discard one Success and add the remaining Success dice to a separate pool of Crush dice next to the Infatuated. The Friend can move a Failure die for each helping die that they provided into their own Love pool (so if they provided 2 helping dice, they can keep 2 of the Failures). Remember that the Friend started the game with 2 dice already in the Love pool. Keep the Crush and Love pools separate from other dice; they are not rolled until the Finale.

FIRST ACT: GETTING NOTICED

The Infatuated devises a plan to be noticed by the Crush, who is either unaware of the Infatuated or ignoring them.

Infatuated takes a die when they:

Describe how awesome the Crush is.
Describe how the Crush makes them feel.
Plan a way to draw the Crush's attention.
Plan to step outside of their comfort zone.
Risk embarrassment or awkwardness.

Friend takes a die when they:

Reminisce about how the Friend and the Infatuated first met.
Make critical remarks about the Crush.
Compliment the Infatuated.
Share rumors regarding the Crush.
Display close familiarity with the Infatuated and their habits.

SECOND ACT: GETTING CLOSER

The Infatuated plans to spend time with the Crush under some fabricated circumstance.

Infatuated takes a die when they:

Plan to lie to the Crush.
Are getting in over their head.
Plan to insert themselves into the Crush's life.
Gush about the Crush.
Risk complete humiliation.

Friend takes a die when they:

Talk about their special thing (like *our song* or *our secret*).
Reminisce about a special shared memory.
Hint subtly or jokingly about their true feelings.
Elaborate on all the reasons why this is a bad idea.
Have emotional swings and unexplained reactions.

THIRD ACT: GETTING CRAZY

The Infatuated has one chance to make a great impression on the Crush and express the intensity of their feelings.

Infatuated takes a die when they:

Plan something amazing and/or crazy.
Plan to seduce the Crush.
Change something about themselves.
Act very much unlike themselves.
Risk the trust of loved ones.

Friend takes a die when they:

Tell the Infatuated that they support this to make them happy.
Accuse the Infatuated of changing.
Share an accidental intimate moment, then awkwardness.
Volunteer to help in a self-sacrificing way.
Offer to go along, but with ulterior motives.

FINALE: GETTING CLOSURE

All of the action of the story has led up to this festive social event. Is it a prom, graduation party, art show, town celebration, charity gala, band festival, society ball, feast, church picnic or reunion?

Both characters and the NPC Crush attend the Finale. This is the only scene that is not an intimate talk between the Infatuated and the Friend. Describe and explore the event and how each character acts. Get a feel for the occasion.

At the Finale, the spotlight shifts to the Friend. They choose between declaring their love for the Infatuated, which risks their friendship, or walking away. If the Friend declares their love, they roll their pool of Love dice. Then the Infatuated rolls the Crush dice. If the Love dice roll as many as or more Successes than the Crush dice, the Infatuated realizes that their true feelings lie with the Friend. If the Crush dice show more Successes than the Love dice, the Infatuated doesn't return the Friend's feelings and, if the Love dice failed to roll at least 3 Successes, the Friend's declaration of love also ends their friendship.

If the Friend walked away or failed their Love roll, the Infatuated can roll their Crush dice to see whether they win over the Crush. If the Friend walked away, they can give half their Love dice to help with the roll, giving it their blessing. With 2 or fewer Successes, the Crush rejects the Infatuated. 3 or 4 Successes means they win over the Crush. With 5 or more Successes, the Infatuated can choose to be with the Crush or the Friend, if the Friend would still have them.