

Allow me to make a generalisation...

Guys don't handle Break-ups well.

I Love to Hate to Love

A game for two or more players

The Setup

The Girlfriend has just dumped the Boyfriend and he's hurt. According to his egotistical (dare we say, delusional?) worldview, the break-up is completely her fault. The Girlfriend, however, disputes that.

One person plays the Girlfriend; everyone else cooperates to play the Boyfriend. These roles will swap during the game.

You'll need a deck of cards.

Each player draws & discards one card. The player with the highest card (aces low) becomes the Girlfriend.

Divide the remaining cards into three equal piles. The Girlfriend takes one of the three piles, henceforth known as the Girlfriend Pile (GP).

The Boyfriend's players designate one of the other piles as the Hate Pile (HP) which turns the remaining one into the Love Pile (LP).

I miss
you!!!!

Com
back

wy'd
you
leave????

How do you play?

We're going to be playing SNAP with a few wrinkles.

One of the Boyfriend's players selects a card from the Love Pile. The next Boyfriend player draws from the Hate Pile. Neither of those two players can draw another card till all the other Boyfriend's players have also drawn a Love or Hate card.

NB: If you're one of the Boyfriend's players AND you have a Personal Pile (see below), you can select a card from that instead of drawing from the HP or LP. And you can look at your Personal Pile to choose the best card.

In the final move of the turn, the Girlfriend draws a card from the top of her pile.

The player who turned over the highest card wins that turn. Jack beats 10, King beats Jack & Queen beats King. The winner gets to narrate & make a choice (see page 4).

I don't need
you
anyway

If the Girlfriend wins, then all the cards from that turn are discarded.

If the Boyfriend wins, then all the cards from that turn are added to one of 2 new piles called "All The Love" or "All The Hate". If the winning card was drawn from the Love Pile, add all the cards to "All The Love" (and vice versa).

So in play you should have 7 piles.

- a) The GP, LP & HP;
- b) the Discard Pile;
- c) "All The Love" & "All The Hate";
and
- d) the 3 cards being played and compared in the current turn.

The game ends when the GP runs out.

I'm better off without you I'm better off without you I'm better off
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better off without you I'm better off without you I'm better off
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without you I'm better off without you I'm better off without you I'm
better off without you

I DON'T MISS
you

What do you narrate?

An anecdote that builds on what's been said before. The anecdote's based on the card you won with.

- The suit gives you the topic.

Diamonds are all about the differences in money & class, the way you were brought up, your values or religion. It's the way she makes you feel inferior.

Hearts deal with your passions and personalities. These are the flaws you spot.

Spades give you the chance to talk about any of the 7 deadly sins, especially envy (or in this case, jealousy).

Clubs are all the physical stuff. Sex, the way she looks or that time you were both driving in a car.

- The number gives the time.

A number equals the weeks you were into the relationship

Face cards equal the moment the Girlfriend dumped the Boyfriend.

JACK = The Last Straw

KING = The Yelling

QUEEN = The Aftermath

- The Pile gives you the tone.

Whether the winning card was drawn from the Love or Hate pile determines if the anecdote is "sweet and optimistic" or "bitter and resentful".

- The Winner gives the bias.

If the winner is one of the Boyfriend's players, then their narration is outrageously biased. The Boyfriend did nothing wrong. It was all her fault.

The Boyfriend's players should riff off each other's ideas to come up with a suitable insanely skewed anecdote.

If the Girlfriend wins, then her narration provides both a reasonable explanation for (and completely contradicts) what the Boyfriend has said.

The Girlfriend can narrate and respond to anything that has previously been said about that winning suit. For example, if she wins with a Club then she can discuss & rebut anything physical.

NB: Drawing a Joker means the winning player gets to do both choices (see page 4) but doesn't get to narrate.

Please come
back.

I'm sorry.

It's not my
fault.

The Choice

- If the Boyfriend wins a turn,

The winning player can choose to either:

- a) take 6 cards from any mix of the HP or the LP and discard them; or
- b) become the Girlfriend (in which case the GP gets passed over to her).

- If the Girlfriend wins a turn

She can either:

- a) take 6 cards from any mix of the HP or the LP and discard them; or
- b) take one card from the top of both the HP and the LP. Without looking, she puts one of them at the bottom of the GP and keeps one for herself. That card becomes her Personal Pile (PP).

Once she's no longer the Girlfriend, the player can look at her PP and use the cards in play.

It's your
fault.

Who won?

You all win if the Boyfriend can transcend his craziness. So, you need to know one thing ...

How big is the Hate Pile compared to the Love Pile?

- If the piles are even in size

You managed to balance your Love & Hate. That means he got back together with the Girlfriend. The next time you play, you'll have the same girlfriend but break up again.

- If the piles both have less than 3 cards in them

The Boyfriend obviously managed to get over himself. The next time you play, he'll have a new girlfriend (and therefore a new break-up to cope with).

- If the piles are unbalanced (one's bigger than the other)

The next time you play, he'll have the same girlfriend and be obsessing about the same break-up. Loser.

Would you like to play again?

Next game, you start with a PP the same size you finished with.

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This 24 Hour
RPG was built
for the
Ronnies.

It uses the
keywords
'Hatred'
& 'Girlfriend'.

12-13
September
2005