



Wacky Love,

a romantic comedy game

24 hour RPG Challenge

By The Storeman



What? You thought you were born a "Protagonist"? Not a chance! If you want to be the Protagonist of this movie, you'll have to win the Love Interest's heart before the other "Protagonists-to-be" do.

Wacky Love is a game where you take the role of a Protagonist-to-be and square off against the others to become the Protagonist of a Romantic Comedy Movie. Think you'll be the one?

Before you read: This game was written with the intention to be gender-neutral. Some pronouns might slip here and there, but those are just mistakes. Both the "Protagonist-to-be" and the "Love Interest" roles can be a "he" or a "she". And even though in most cases all the Protagonists-to-be will be of the same gender and a different one from the Love Interest, that's not a rule. Whatever floats your group's boat is fine with us.

To play Wacky Love you'll need:

-Some Friends (one of you will be the Director)

-10 sided dice (d10s)

-Pencil and Paper

-Some movie knowledge (of the romantic comedy variety)

Character Creation



To create your character, you have 8 points to spread between your three stats: Mind, Heart and Feet. The stats define what your character is good at.

Mind is the character's mental prowess, knowledge, memory, and analytical power. You use it to beat mental tests and to get the other character's secrets (other Protagonists-to-be and the Love Interest).

Heart is the character's creativity, artistic ability, likeability, and control and intensity of their emotions. You use it to beat social and willpower tests, and to impress the Love Interest with your sensibility and stuff.

Feet is the character's dexterity, physical ability, coordination and strength. You use it to beat

physical tests and to impress the Love Interest with your strength and moxie.

Each stat should have at least 1 point invested on them, and no one can have more than 5 points.

Then you decide how your character will behave. Here you have to choose between "Honor" and "Slyness". You have 3 points to spend here, and you can spend your points in only one of the options, or put 2 on one and 1 on the other. This gives you some extra help when trying to get the Love Interest's heart.

Honor is how "good" the character looks in the Love Interest's eyes. It doesn't make you an exemplar human being, or even a decent guy (or gal). It's just how much the Love Interest respects the character.

By spending a point of Honor you can: 1) Prevent the loss of a Love Point from Embarrassment if you've been Set Up. 2) Get an Edge for one scene, even if yours doesn't apply. You get the benefit of an Edge (+1 to your roll) by sheer force of will. It only lasts for one scene.

Slyness is how crafty and, well, sly, your character is. It helps you sabotage the other characters, and rig some encounter on your favor. But it only works as long as the Love Interest is unaware of this character's tricks. Protagonists do cheat, it just isn't their main attribute. By spending a point of Slyness you can do one of these two swell tricks: 1) You can use another character's Foil against them. If you discover another character's Foil, you can force them to face it. That will give you time and maybe he will Embarrass himself. A character can only be made to face its foil once per game. 2) You can Set Someone Up. In a rigged encounter, a character cannot use his Edge (but can get the bonus from Honor) and if he fails, he loses 1 Love Point.

Then you have to choose an Edge and a Foil.

An Edge is an advantage your character has, so when competing with the other Protagonists-to-be, it's easier for you to win. An Edge should be only a



word or two long, like "Football Player", "Rich Kid", or "Bass Player". If your Edge can help you on a given scene, you have a bonus of +1 to your roll result.

A Foil is something that works against your character. It should also be only a few words long, like "Annoying Little Sister", "I'm actually poor", or "Big Project Coming". The other Protagonists-to-be can (and probably will) use your Foil against you. If you cannot beat the tests your Foil put in front of you, you'll lose some Love Points, as life gets in the way.

Now, how do dice work?



It's simple really. When you face a test (like catching the bus so you are not late to the date, writing a romantic song, or getting the big project done so they don't fire you) you select the most appropriate of your stats and roll a d10. Then you add the value of the stat to the result of the roll. If you are working alone, the result should be 7 or higher to be successful. If someone is working against you, whoever gets the higher result is successful, everyone else fails. In case of a tie, the tied players reroll until there is a winner.

When the roll is to AVOID a danger (like finishing a project on time), a success means that you bypass the danger. No harm, no foul.

Now, whenever you succeed on a roll to IMPRESS the Love Interest, you might score some Love Points. Whoever gets 5 Love Points first, is the chosen one and becomes the Protagonist of the movie. Then the game ends.

Love Points



Love Points measure how close you are to winning the Love Interest's heart. You will have to impress him/her by taking them on dates, giving them gifts, helping them out, and every other standard romantic movie trope you can think of.

Succeeding in a roll to Impress the Love Interest

awards you a Love Point, and an extra Love Point if you hit a Soft Spot. Failing on a rigged roll (see Slyness above), on the other hand, is Embarrassing and takes a Point away from you (unless you use Honor, see above).

Failing normal tests doesn't subtract points. You get a little behind everyone else, that's all.

Whoever gets 5 points first, wins the Love Interest's heart and the game.

Hitting a Soft Spot:



Love Interests have Soft Spots, things they love and that make them extremely happy. Perhaps she always wanted to go to Paris, or he loves a homemade meal (stereotypes, yeah. You can be more original, these are just examples). It doesn't matter what it is, but if you use it, you will get to him/her faster. When you hit a Soft Spot with your action and succeed, you get an extra Love Point.

To discover a Soft Spot, you'll have to investigate with a Mind test. You might need to make some tests first (climbing a tree to pry through a window would be a Feet test, and it's not creepy because you love him/her), but in the end, actually finding the Spot is a Mind test.

Repeating Scenes



Ok, so a Soft Spot has been uncovered. What prevents every player from using it? Boredom. If everyone tries the same thing, the Love Interest will get bored with them and won't be impressed. If the characters are using and reusing a date, or activity, or place, or whatever, the Director can tell them "Boring!" and they won't get ANY Points from those actions. Be creative!

Embarrassment:



When you fail a roll, you can make an ass of yourself. That means that the Love interest thinks less of you, and you lose a Love Point. Nothing really fancy or rules heavy here.

You only Embarrass yourself when failing a rigged test (see Slyness above) or when failing to Face your Foil (see below). Never when failing a normal test.

Unless you still have uses of the Honor ability, when

you fail anything but a normal test, you lose a point.

Stealing the Spotlight:

Now, you little rascal, you want to cheat, don't you? Then you can Interrupt someone else's scene and rob them of their opportunity to impress the Love Interest. It's really useful if you want to force someone on a contest (so they lose some Points) or to use a Soft Spot that they discovered. It's not nice, but it's useful.

Any character can Interrupt another character's scene, and more than one can do it at once.

If you are Interrupted, you cannot be Interrupted again until you Interrupt another character's scene. This rule is to prevent a character from barging into each and every scene the rest has, and to preserve the movie-like feeling of "you mess with me, I mess with you" that we see time and time again.

Facing your Foil:

When a player discovers your Foil and uses it against you, they make you face a few tests. You won't get Points from them, but you can LOSE points in them, so pray that you roll high or save some Honor. A Foil is controlled by the Director, even if another player puts in on play. A Foil consists on three different rolls, one from Mind, one from Heart and one from Feet. If you fail two, you Embarrass yourself (see Embarrassment above).

Discovering a Foil is like discovering a Soft Spot. The character has to succeed on a Mind test to investigate the victim. If he/she does, the Foil is uncovered and can be exploited with Slyness. A character can only be made to face its Foil once per game.

The End of the Movie:

When someone gets 5 Love Points, it's game over. She wins the Love Interest's heart and they ride together on the sunset, while everyone else kind of drift away from the movie. Though luck, but hey, that's love, you know?

How, When and Where:

The players should decide what kind of movie they want. High School? Hot shot doctors? Twenty-somethings in love with their boss? Whatever it is, every character should have an equal chance at dating the Love Interest, or it wouldn't be fair. Remember the tone is of a romantic comedy, so wacky antics and cheap shots (tattling at the teacher, ruining someone else's project, getting them lost abroad) are fine, just keep everything fun and light hearted.

The Role of the Director:

Being the Director is different from being any other player. First of all, you don't get a character. You play the whole world the characters interact with instead.

Then, you are the referee, working to keep everyone interested and having fun. Something you should make sure of is that everyone has a turn. Some players may try to take actions repeatedly. If what they do takes lots of in game time, tell them to wait until everyone else gets to do something meanwhile.

Your main role, though, is to make up challenges for the characters. Even with the competitive nature of the game, you can't expect the players to do everything. Throw other (minor) Love Interests at them; make them all take a test or fail at school; whatever you can think of. It may have to do with their Foil or not, that doesn't matter. Just keep some pressure on them so they don't get lazy.

Wacky Love – Optional Rules

Here are some Teamwork Options to play Wacky Love:

Loyal Friend:

Maybe you are not on board with the whole “let’s compete for his/her love” thing, but have a dear friend who is. So, instead of sitting on the sidelines, you decide to play the “Friend” role, and help the Protagonist-to-be become the Protagonist.

If you decide to play a Friend, you’ll be at a disadvantage, as you don’t have the same “plot power” as potential Protagonists do. Instead of 8 points for stats, you have 6. And instead of 3 points for the Honor/Slyness choice, you have only one. You still have an Edge and a Foil, and can do whatever the other characters can, except win Love Points.

If you Embarrass yourself twice you are out of the game. You can get an extra “mistake” by spending an Honor Point.

Now, being a Friend gives you a special ability: you can Help or Hinder other characters. The rules are the same for both actions: if you are in a scene with another character (Protagonist-to-be or Friend), because the Director said so or because you Interrupted them, you can make a normal test (you want to get 7 or more, remember?).

If you were there to Help and win, you give the character an Edge. If they already had an Edge you don’t Help them any further, their bonus is still +1. If you were there to Hinder and win, you take any Edge away from the character, even the one given to them by Honor. If they didn’t have an Edge, you do nothing.

You may “win” the game even if you weren’t working with the character that does. Most secondary characters actually have a happy ending, even if they were kind of “bad guys” at the beginning. So you have that working for you, too.

As a Director, you’ll want to have teams with the same number of Friends. If you can’t, everyone gets

2 extra points to spend on Honor or Slyness (or one on both) for each Friend they have less than the character with the most Friends.

The Jerk:

With this rule, every players bands together against the Director. They will choose a Protagonist among them, whose stats are just like a Protagonist-to-be’s, and the rest play as Friends (see above).

Meanwhile, the Director creates a Jerk (which is like a Protagonist, but more of a Jerk than him/her) and a Lackey for him/her for every Friend the Protagonist has.

This plays like a normal two-team game, with all the players in one team, and the Director on the other. This is more like both a normal movie and a normal RPG game, as long as the players are all right with one of them being the center of the story.



Creative Commons License
Wacky Love by Martin Lima is licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 3.0 Unported License.

http://creativecommons.org/licenses/by-nc-sa/4.0/deed.en_US

You can contact the author at:

thewarehouseoftrinkets@gmail.com

The Warehouse of Trinkets:

www.warehouseoftrinkets.blogspot.com.ar