

Breaking the Ice

Demo notes

1-2 players for the demo; if playing with one player, the demoist takes the other position. With two players demoist explains the procedure. Players sit side-by-side and have the character sheet before them, demoist on the other side of the table. One pen only between them.

Character creation

Explain that the game does different romantic genres, but for now, sweet romantic comedy is the thing. Ask players for a milieu suggestion, but be quick about it. Generic urban environment with young professionals is a good bet.

Explain about the *switch*. If players know each other, ask them to come up with something. Write down a suitable switch. If gender is not doable, a couple of con-safe suggestions:

- Family relations
- Professions
- Political parties
- Nationalities / Ethnicities

Pick character genders. If one player only, offer to take the off-gender if applicable.

Ask for favourite colours, start word associations on the backside of the character sheet. Take only two words in addition to the colour for each character. Create traits: only two or three per character.

Explain and pick conflicts. (“Conflict is a potential complication for the character’s romantic life.”) Some suggestions:

- Arranged marriage
- Dirt poor
- Outlaw
- Previous romance

Play

Set the date, play through a couple of turns, whatever time allows. Pace rules as necessary, suggestion:

1 turn: Attraction dice, bonus dice. Dice award guidelines, counting successes.

2 turn: Rerolls, using the successes in detail.

3 turn: Attractions and compatibilities for bonus dice

Explain overall game structure (between-dates, end scoring) a bit at the end, if you feel like it. At the end of the demo cut the character sheet in half and give each player a side as a flyer (they have an advert at the back). If they know each other, ask first before cutting if they’re going to finish the game later (as in, a cunning ploy to get them to buy the game).