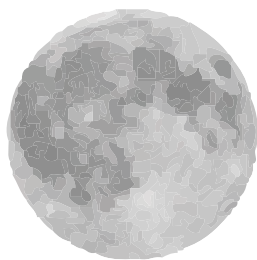


Shooting the Moon

All is Fair in Love and War...



*A game for 2 or 3 players.
playtest draft 2
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www.blackgreengames.com*

True love *conquers all: alien invasion, bankruptcy, shipwreck--
you name it. But whose love is the truest of all?*

About the Game

In *Shooting the Moon*, you take the roles of three characters brought together, and put through the ringer, by love.

Two Suitors compete for the affection of a shared Beloved, who has overwhelming odds of their own to face. United and divided by their shared fates and intertwined destinies--see what these three are made of and what they will do for love.

The Setting

The game may be set in any time, any place, any genre, any venue. Any setting in which you can imagine a tale of long-fought romance and struggle for the heart of another taking place.

The Characters:

Suitor 1 → The Beloved ← Suitor 2

Each player will take the role of one of these characters, but they are created collaboratively by all the players together.

The **Beloved** is a paragon of the world the characters inhabit. The traits you give to this character reflect and determine what is sought after and desirable in this setting.

The **Suitors** are movers and shakers--or are moved and shaken--in this world. They share likenesses with the Beloved, but are flawed and clay-footed as well as heroic and enticing.

How Many Players?

This game can be played by two or three players. Some rules vary depending on the number of players. Such rules are marked in this text and set apart by a box like the one below:

In a two player game, the players play the Suitors.
In a three player game, two play Suitors, one plays the Beloved.

The Story:

The Prize

The Suitors will be seeking to win the **Prize**, some chosen connection with the Beloved. To do so, they must face obstacles forged from their own weaknesses and complexities.

The Dream

The Beloved is attempting to attain a goal or accomplishment dear to their heart that is blocked from their grasp.

The fates of the characters are intertwined; facing obstacles created by the other players, working together and against one another in turn.

1. Setting Up for the Game

Setting→*Characters*→*World*

CHOOSE A SETTING

Begin by choosing a Setting. Find one that all the players are interested in and feel that they can contribute to. What movies have you seen lately that you liked? What books have you read in common? What situation seems fun and compelling to you all?

- Real world situations

Office romance, high school prom, meeting on a long bus ride, trendy night club crowd, AA meeting, School PTA, outdoors club, artist's community, neighborhood sports team, chess club, college gaming group, fanfic convention.

- Adventure scenarios

Faery tale, arctic explorers, big game hunters, super spies, alien hunters, ancient greek heros, space marines, hackers, haunted house, cyberpunk reality, enchanters, witch war, magical order, moon base.

Write the Setting chosen on the shared character sheet.

Good settings imply conflict and intrigue. Here are some examples:

- The guilded courts of 16th century France, scene of *Dangerous Liasons*. Sex and love are traded like blows in the dance of manipulation by powerful and bored French nobles.
- High **space-opera** science fiction. The court of the galactic Regents is ripped apart by war as the last scion of royal blood seeks a worthy Consort.
- **Pirate** romance on the High Seas. The most dreaded pirate of the Caribbean faces the entire British navy, as the bloodiest and fairest women pirates on the 7 seas seek to bring him the hat of his nemesis, the Admiral, with his head still in it...

CREATE CHARACTERS

Creation of all the characters is collaborative. The players of Suitor 1 and Suitor 2 (SP1, SP2) and of the Beloved (BP) will get to make up aspects of all of the characters: Suitor 1 (S1), Suitor 2 (S2) and the Beloved (B).

For this reason, don't get married to what the characters may be like before you actually assign them traits. They will likely surprise you.

Steps of Character Creation

The process weaves back and forth between the Beloved and the Suitors. The steps follow:

- Beloved Attributes
- Synonyms and Antonyms chosen
- Assign Synonyms and Antonyms (as traits for Suitors)
- Suitor traits are Modified (the "but"s)
- Beloved's traits: Opportunity, Obstacle, Dream
- Suitor's traits: Person, Place, Thing
- Conflicts

Standard Order of Play:

Except where noted otherwise, the player of Suitor 1 goes first, then Suitor 2's player, followed by the person playing the Beloved: 1) SP1, 2) SP2, 3) BP

a. Beloved Attributes

The players take turns choosing 6 attributes for the Beloved. These are words or phrases that describe an aspect of the Beloved. They may be characteristics of its body or personality, or be strengths and resources that it has in the world. These attributes are defined as being desirable in the world the characters inhabit.

In a two player game, each player chooses three Attributes.
In a three player game, each player chooses two.

Example:

In the Setting "Pirates" the following attributes were chosen for the Beloved:

Ruthless, Daring, Ambitious, Infamous, Carouser, Matchless Ship.

b. Synonyms and Antonyms

Each player chooses an attribute of the Beloved. They then write down a Synonym (similar meaning) and an Antonym (opposite meaning) for that attribute. These may be written on a scrap piece of paper.

Example:

For the Beloved's attribute "Daring", the Synonym "Thrillseeking" and the Antonym "Cautious" were chosen.

In a two player game, each chooses two Attributes to make an Antonym and Synonym for.

In a three player game, each chooses just one.

c. Assigning Synonyms and Antonyms

The players assign the Synonyms and Antonyms to the Suitors. A player may choose the Synonym or Antonym, but when one of a pair is assigned, the other becomes ascribed to the other Suitor. The players can choose any Synonym or Antonym; they are not limited to the ones they create.

Example:

The player of Suitor 1 goes first and chooses "Thrillseeking" for her Suitor. This means that Suitor 2 gets the Antonym "Cautious".

In a two player game, each applies two: the first to one's own character, then to the other Suitor. This gives the Suitors four traits each.

In a three player game, each applies one: SP1 and SP2 to their own character, then the BP chooses which of the last pair go to the Suitors. This gives the Suitors three traits each.

d. Modify the Traits (the "but"s)

Traits are chosen for the Suitors that modify the existing traits in some way. On the joint character sheets the space for the Synonym and Antonym traits are followed by the word "but". The S/A traits are strengthened or weakened, or made more specific or complex by the new traits. Again, these traits are applied by all the players.

Example:

SP1 modifies a trait on S1:

The pirate Bloody Anne has the trait "Vainglorious". SP1 writes "Practical"

SP2 modifies a trait on S1:

Bloody Anne already has the trait "Heartless". SP2 modifies it with: "loves animals".

So, for Anne on the character sheet it now reads:

Vainglorious **but** Practical

Heartless **but** loves animals

In a two player game, each player alternates between modifying a trait on their own character, then doing so for the other.

In a three player game, the Suitor players modify one for themselves, then one for each other, then the Beloved's player modifies one for each.

e. The Beloved's traits: Opportunity, Obstacle and Dream

Beneath the attributes for the Beloved, each person writes an answer to one of the following questions about the Beloved. You may wish to brainstorm about possibilities and then have the player indicated choose one.

SP1: *Opportunity*: Why is the Beloved available?

SP2: *Obstacle*: What challenge is the Beloved facing?

BP: *Dream*: What is the Beloved's goal or ambition?

Example: The Opportunity for the Beloved, Captain Jack, is that the two lady pirates are his only equals. His Obstacle is that the entire British Navy was after him. The Dream of the Beloved is to become an Admiral of a Pirate Fleet.

In a two player game, the Beloved does not have a Dream.
In a three player game, these traits are created as described above.

f. Person, Place, Thing

The players collaboratively choose three more traits for the Suitor characters: a person, a place and a thing. The "person" may be a friend or ally, rival or other acquaintance of the Suitor. The "place" may be somewhere they frequent or are associated with or that the player wants to see in play. The "thing" would be an object they use or own.

Order Exception: For this, each Suitor playing the character in question chooses first, then the others go. The BP goes last.

Example:

The player of Suitor 1 is playing Bloody Anne, the pirate maiden. SP1 chooses Bloody Anne's *person*: it is her talented 1st mate, who loves her. SP2 chooses a *thing* for her, a cursed dagger and the BP chooses her *place* as the free-port for pirates.

In a two player game, the player of the character creates two of the three.

In a three player game, they are created as described above.

g. The Conflict

The Conflict is a special trait that each of the Suitors have. It is that creates difficulties or complications for the Suitor in pursuing the Beloved.

This trait will give players a bonus in play, but in order to use it, they must narrate something that complicates the story or makes things harder for the character **and** add a new trait to the character that reflects what has been described.

A character's Conflict may also be used by the other players throughout the game.

Example Conflicts:

Bloody Anne has sworn never to take orders from another and her beloved, Jack is

Victor is poor, so Julienne's father rejects him as a Suitor for his daughter.

Sanjay is risking his friendship with Laura—the other Suitor with whom he is competing for Rita's love.

Rita's Conflict is that she is closeted about being gay.

Juniper's Conflict is that he is a Xisian spy paid to infiltrate the Jovian League, which undermines the Beloved Pennellen's goal to create peace between these warring factions in her empire.

Finishing the Characters

Once all this is done, each player should choose a name for their character, think about what it may look like, how the traits fit together and what personality and character of this person may be like. What does the Beloved mean to him or her? What is the relationship like between the Suitors?

Take some time to share and work these things out with one another before going on to flesh out the World around the characters.

THE WORLD

The World is what is described by the players about the setting in which the characters live. The places they go, the people they meet, the things they interact with and use. The World is represented by words written on another sheet of paper in loose word webs. All these things will be brought into your narration in a similar way to how Traits are used. Additions are made to the World during Hurdles.

Since the world may be added to during each turn, just a few things are needed to start with. Begin creating it by writing on the paper the Places created for the two Suitors. The Beloved's player may add a third place that is associated with the Beloved.

Talk about what is in these places and who frequents them. Connect words that represent these things as you discuss them. Write down words that describe them. You may wish to talk about what the Opening and Obstacle represent in the world of the characters: who is bringing it about? How is it being enacted? What other characters exist to bring this situation about?

Suggest things to one another and see what will create havoc and conflict in the story. Add things especially if you think it will make things hard for one or both of the Suitors.

Examples:

Skull Island—treasure—cursed
—naval fleet—British Admiral pursuing Captain Jack

Jupiter's moon Miranda—Jovian League's capital building
--rich titanium ore vein—mining town

2. Playing the Game

Over the course of the game, the players will narrate the Suitors' pursuit of the Beloved and the obstacles that enter their paths.

PLAYER GOALS

Suitors' Goal: The Prize

The Suitors are after a single prize. It may be the heart of the Beloved, it may be a date, their hand in marriage, a rose from their hair, their true affection. Whatever makes sense and seems fun in the setting. All may make suggestions, but the Suitors' players must agree on the Prize.

Example: The pirates Bloody Anne and Fair Bonnie sought the Prize of the "Hat of the Admiral after Captain Jack" (presumably with the Admiral's head still in it).

The Suitors' Players will try to gain points toward this goal on their turns.

Beloved's Goal: The Dream

In a three player game, the Beloved's dream is a goal that they are trying to realize during the course of the game. In each turn the Beloved's player will try to gain points toward this goal.

Example:

The Pirate Captain Jack wants to become the Admiral of a Pirate fleet.

Attaining Goals:

At the end of the game all the players will roll dice equal to the number of points they have amassed toward their goal. They roll competitively to see who reaches it.

PLAYER TURNS

The players take **Turns** in the standard order: SP1, SP2, BP.

In a two player game, the game ends when each player has had 3 turns, making 6 all together.

In a three player game, the game ends when each player has had three turns, making a total of 9 turns.

Types of Turns:

There are two types of turns: **Suitor Turns** and **Beloved Turns**. Suitor Turns and Beloved Turns have different structures.

SUITOR TURNS

In a two player turn, there are only Suitor Turns.

Order of Play for Suitor Turns:

1. Free Play
2. Hurdle
3. First Pool
4. Resolve Goal
5. Second Pool

The Suitor's player who is taking their turn will be referred to as the **Active Player**, and the other Suitor as the **Opponent**. (Characters are **Active Character** and **Opposing Character**)

In a two player game, the Active Player rolls against the Opponent in a Suitor Turn.

In a three player game, the Active Player works together with the Beloved Player to roll against the Opponent in a Suitor Turn.

Beginning the Turn

Begin a Suitor Turn in "free play", which involves talking about what the characters are doing, and speaking in character as inspired. Choose a location from the World, or add one to the World sheet. Describe the characters and setting as desired.

The Active Player and the Beloved's Player (or the Active Player alone in a 2 player game) should describe a scene between the two characters in which they are pursuing their goals: the Beloved is seeking to realize its Dream, the Suitor to capture the Prize. The Opponent may suggest things during the free play, and the Opposing Character may be present, though need not be.

Introducing a Hurdle

The Opponent looks for an opportunity to create a Hurdle and introduce opposition for the two other characters. Whether through the action of the Opposing Character, or through the weakness of some trait of the Active Suitor, or the Obstacle of the Beloved, some aspect of the setting or situation will create problems for the Beloved, or Suitor or both.

The Opponent may say: "As luck would have it..." as a cue for the other players to understand that they are ending free play and will now begin facing a Hurdle.

The Hurdle gives the Opponent a dice pool of 5 dice to roll. The Opponent declares a trait that will be added to the Active Character's sheet if the Opponent is successful.

The Hurdle should involve one of the following elements:

- The Active Suitor's Traits or Conflict
- The Beloved's Traits or Obstacle
- The Opposing Suitor's Traits
- An element of the World

A new word may be added to the World sheet and used immediately in play.

The Opponent describes how this element comes into play and interacts with what the two other players' characters have been doing.

For example:

Vincent and Emily are playing the Beloved, Julienne and Suitor 1, Jacquis, respectively. During free play Julienne and Jacquis were roaming around in a seedy part of Paris where Julienne looked for artists for the salon she wants to create (her Dream), and Jacquis tried to coax her into coming to a seamier area where he could introduce her to his friends (pursuing the Prize: to bed Julienne).

Meg interjects with "As luck would have it, you see a poster advertising a poetry reading by Philippe (her character, the Opposing Suitor) at a notorious fringe artist's studio."

Responding to a Hurdle

The Active Player and the Beloved's Player (or the Active Player alone in a 2 player game) now narrate **three Responses** between them that will give them a joint die pool (the **First Pool**) to roll. Each response is a description of what a character does or how a world element modifies the conflict introduced by the Hurdle.

The Responses should involve one of the following elements:

- The Active Suitor's Traits
- The Beloved's Traits
- An element of the World
- Flirtation between the Suitor and Beloved in keeping with the scene.

The following dice may be gained:

In a three player game:

2 dice = for all Responses

In a three player game:

2 dice = for the first Response that involves one's own character.

1 die = for additional Response involving own character

2 dice = for suggesting Response involving the other character on your side that is accepted by that player.

Resolving the First Pool

The Opponent rolls their 5 dice.

The BP and Active Player roll their dice.

Compare dice results. The side with the highest die or dice wins.

If the BP and Active Player win, they each can check off a box toward their own Goal. They may each also add a new trait to their character.

If the Opponent wins, the Active Suitor gains the trait originally declared by the Opponent. No one receives any points toward their Goal.

If there is a tie, the Beloved's Player adds a trait to each of the Suitor characters.

However, if the Opponent wins or there is a tie, the Active Player's side may choose to roll more dice for the **Second Pool**.

Rolling the Second Pool

In order to gain more dice, the Active Player and Beloved Player must call upon the Conflict or Obstacle of the characters. As with the First

Pool of dice, dice are gained for narration of something that involves this character element.

A trait must be added to the character whose Conflict or Obstacle are invoked.

The Opponent first makes a suggestion of another Trait and something related that occurs.

For example:

Continuing from the last situation, Meg suggests that Jacques smokes opium at the artist's studio and adds the trait "Opium Addict" to his sheet.

The Active Player and the Beloved's Player have the option of accepting this suggestion and rolling **4 Dice**. Or they may suggest an alternative and roll **3 Dice** instead.

There are two options on how this may be decided:

Happy-Friendly: both players must agree on which is chosen.

Hardcore: only one player must agree.

Roll the Second Pool and compare with the Opponent's original roll. Apply the same results for winning as for the First Pool.

In a two player game, the number of points towards a Goal that may be gained in each turn increase as the game goes on.

First Two Turns = 1 point

Second Two Turns = 2 points

Third set of Two Turns = 3 points

In a three player game, the number of points gained toward a Goal is always 1 during a Suitor Turn.

BELOVED'S TURN

Three player game only.

The Beloved is the Opponent in this Turn. The Suitor Players create separate Dice Pools that they will roll against the Beloved's Player and each other. Dice pools are created via narration as in Suitor Turns.

Beginning the Turn

The Beloved's Player describes a Hurdle, a situation facing the Suitors and the Beloved. They may set the **Level** for the Turn which will impact what happens in the scene and how dire the situation is.

Level: 1

Dice: 5

Points: The player who wins the Turn may gain 1 point toward their goal.

Situations Requirements: Each of the Suitors faces an Obstacle.

Level: 2

Dice: 7

Points: The player who wins the Turn may gain 2 points toward their goal.

Situations Requirements: Same as Level 1, plus both of the Suitors is threatened (personally, emotionally, professionally--eg captured, attacked, fired etc.)

Level: 3

Dice: 9

Points: The player who wins the Turn may gain 3 points toward their goal.

Situations Requirements: Same as Level 1, plus Level 2, plus the Beloved is endangered.

The Beloved's Hurdle should involve the following elements:

- Either of the Suitors' Traits or Conflicts
- The Beloved's Traits or Obstacle
- An element of the World

Responses

Once the Beloved's Player has described this situation or set of circumstances, the Suitor Players may Respond. Suitor 1 goes first. (Responses may be described as in free play: in character; with detail of location, character; involving other characters, etc.)

The Beloved's player follows through with their Hurdle by describing how it impacts the character. The Suitor's player responds by describing what their character or another does or how another element of the world interacts with the Hurdle.

They gain a number of dice for each separate response.

Dice gained:

2 dice = Response involves their character's traits

3 dice = Response involves character's own Conflict and new trait is added to character sheet.

3 dice = Response involves creating complication for the other Suitor and is approved by Beloved's Player

3 dice = Response involves flirtation between characters

4 dice = Suggestion given by other Suitor's Player is taken and related new trait is added to character sheet.

5 dice = Good trait (as agreed by all players) is crossed off character's sheet and replaced with related, substantially worse one (eg beautiful character becomes hideously scarred, best friend turns to bitter ally, magic sword becomes inhabited by wild demon, etc.)

RESOLVING BELOVED'S TURN

When both Suitors have faced 3 Hurdles, they will each have some number of dice depending on what they narrated during the turn. These dice form their die pool.

The die pools are rolled competitively by both the Suitors' Players and the Beloved's Player. The results are compared.

The player with the highest die or dice wins.

If one player wins decisively, that player wins the appropriate number of points towards their goal, and they may add a trait to each of the three characters.

If there is a tie among the highest dice of any two or three players, the Beloved's Player gets to add a trait each of the three characters.

The tie is resolved by re-rolling the tied dice, and compare once more. Re-roll until a decisive win is made. That player gains the points, but omits creating new traits.

3. Ending the Game

When the requisite number of Turns has elapsed (see page 6), the game comes to a close. The players collaboratively describe the climactic scene and set the stage for the final decision to be given on all the of the characters' Goals.

DICE FOR THE GOALS

The players each have a die pool equal to the number of points they attained towards their Goal as marked on their sheet. For every die

that they have, each player should describe some element of the situation, character actions or setting.

The elements described should involve one of the following:

- The Suitors' Traits or Conflict
- The Beloved's Traits, Obstacle or Dream
- An element of the World (new may be added)
- Flirtation (or more) between characters

When the scene has been set, and elements have been described for each die, the players may roll for their Goals.

In a two player game. the Suitor Players roll against one another.
In a three player game, all three players roll competitively.

If a Suitor's Player has the most successes, their character wins. The player may narrate how the Prize is attained and what lays in store for the Suitor's relationship with the Beloved.

If the Suitors' Players tie, neither wins.

For a tie:

In a two player game, they each get to narrate how the other is unsuccessful at attaining the Prize.

In a three player game, the Beloved's player narrates how the obstacles of the world blocked them and the players describe how their own character's story becomes defined by the Conflicts they carried with them, what they risked and damaged over time.

If the Beloved's Player wins, they may narrate how the Beloved attains their Dream with or without the help of the Suitors.

Shooting the Moon

The Setting: _____

Suitor 1

_____ but _____
_____ but _____
_____ but _____

Person Place Thing

Conflict

Traits

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

The Beloved

Opportunity _____
Obstacle _____
Dream _____

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

Traits

Suitor 2

_____ but _____
_____ but _____
_____ but _____

Person Place Thing

Conflict

Traits

○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

The Prize

