

Best Friends

Play Summary

Starting Play and Defining Characters

- ✎ Agree the **tone**, **setting** and **content** of the game.
- ✎ Set an **end condition** for the game.

- ✎ Create characters, see **Making Friends** (pp. 5–7).
- ✎ Choose **Stuff** and create overlapping **Nonsense**.
- ✎ Answer the **Big Questions** (p. 13).

Framing A Scene

- ✎ **Who** is there? **Where** is it? **What** is it like?
- ✎ What does this scene do for the game?

Conflicts, Goals and Outcomes

- ✎ **Where** is the conflict? **What** is it?
- ✎ **Who** is in conflict? **Why**?
- ✎ **Define** the **conflict**, **goals** and **outcomes** sharply.

- ✎ The higher hatred in a conflict wins.
- ✎ The lower hatred can *push* level, but the character with the higher hatred can then *push* back over.
- ✎ Conflicts between equal hatreds are initially tied. Either side can *push* over to win. The loser at that point can then choose to *push* back to tie again if they wish.

- ✎ Players can only hold a maximum of 5 friend-chips at any one time. Any more chips than 5 have to be narrated immediately and *pushed* on to someone else. This keeps the friend-chips moving.
- ✎ You can't *push* more than once in a conflict.

Closing A Scene

- ✎ **End** the **conflict** and tie up any loose ends.

Ending The Game

- ✎ Has the end condition been reached?
- ✎ **Wrap up** the story, allow each character an ending.