

# Best Friends

**15-minute demo**

Gregor Hutton

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<http://boxninja.com/>

**Materials:** 3–5 players, blank character sheets, some pencils,  
friend-chips (poker chips—enough for everyone to get 3 each).



# INTRODUCTION

Welcome!

I'm **Gregor Hutton** and I'm demo'ing **Best Friends**.

## PITCH

**Best Friends** is a **role-playing game** about girlfriends and all their **petty hatreds**.

You're all playing a **group of best friends** and like all best friends you have **secret hatreds** for each other. Things that **drive the conflicts between you**, which is what the whole game is about.

## OVERVIEW

Here is what we're going to do in this demo.

1. I'm going to **Frame The Situation**.
2. We're going to **Create Characters** together.
3. I'll briefly show you how the **Rules** work.
4. I'll **Frame A Scene**.
5. We'll **Play** in that scene.
6. I'll bring the scene to an end and we'll **Finish**.



## FRAME THE SITUATION

**Best Friends** is whatever you make of it. It can be comic, serious, modern-day, historic, fantastic or anything else.

I'll frame just one of the many settings that a game of Best Friends could have.

*Pick one of the following example situations and run with it.*



## SCHOOL DAYS

You're all **pupils** at a **typical high school**. You're all Best Friends, sharing classes, interests, friends and enemies.

*Think **Heathers**, **Ferris Bueller's Day Off** or **Bring It On**.*

## SECRET SNAKE SQUAD

You're all **deadly female assassins** codenamed after **snakes** and working for a shadowy figure called **The Charmer**. International espionage is the style.

*Think **Charlie's Angels**, **Kill Bill** or **James Bond**.*

## AMAZONIAN ADVENTURES

You're all **female adventurers**: warriors, clerics, thieves, and scholars. **Swords and sandals** in a **faux Arabia that never was** is the style here.

*Think **Xena**, **Conan** or **Sinbad**.*

# CREATE CHARACTERS

*Hand everyone a character sheet and a scrap of paper.*

Everyone write down the name of your character on the character sheet in the “**I am...**” part. Also put it on the scrap of paper and place it in front of you so we can all see it. OK, who are you?

*Go round each player in turn to establish their names.*

# HATREDS

So, we now need to find out what you all hate each other for.

On the sheet write in another character’s name where it says “**I hate ... because she is prettier than me,**” and so on until you have a name against each one of the 5 hatreds – pretty, cool, smart, tough and rich. Keep these hatreds secret for the moment.

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*For 3 players*

The player to your right gets 3 hatreds and the player to your left gets two.

*For 4 players*

The 2 players to your right get 2 hatreds, the player to your left gets only one.

*For 5 players*

The player to your right gets 2 hatreds, the other players get only one.

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*When they are done pick one of the players.*

Who thinks she is **prettier** than them? Cooler? Smarter? Tougher? Richer? Write the number of people in the loveheart on the sheet for each hatred. This is your rank in that Hatred. It is typically 1, but can range from 0 to 5.

*Point out that 0 is real bad, 1 is average, 2 is significantly better than average and 3 or better is ‘gargantuan’—a level well beyond significant. Go around everyone in turn, finding their hatreds, checking that they all add up to 5.*

Everyone must now write in what they are in “**And I...**”. An example might be “**I am... Jessica**” followed by “**And I... am the Homecoming Queen**”.

Write down one piece of “**Stuff**” that your character has. This is a possession or item that you have with you, which might be a bit useful.

Finally write down one piece of “**Nonsense**” about your character. This is a fact about you, perhaps you are prone to fainting, or you have a boyfriend?

*Get each player to announce their character, their stuff and their nonsense.*

## **RULES**

OK, so we all have our characters created, but how do they interact?

You'll need these. These are **friend-chips** and you get three of them.

*Hand everyone three friend-chips.*

If you try to do something that is Tough, say, then look at your Loveheart for Tough. If it is 1 then you can do what we all agree than an averagely tough girl can do.

If it's harder than that then you have to **push**. To push give one of your friend-chips to the person you hate for being Tougher than you.

Note that the following rules apply to friend-chips.

- In a conflict the higher rating wins.
- The lower rating can push level.
- The higher rating then has the option of pushing back to win.
- You can only push once in a conflict.
- You can only ever have a maximum of 5 friend-chips.
- Any chip above 5 has to be pushed instantly away as it arrives.

*Step the players through this—it should make sense quickly.*

## FRAME THE SCENE

I am now going to frame a scene. Framing a scene means describing somewhere that you all are and something that has just happened. In a full game it could be any one of us doing this, but for this demo I'll do it.

*Pick the scene that matches the situation.*

## SCHOOL DAYS

Tomorrow is a big class test. It will affect your graduation and somehow you have all ended up breaking into the school late at night together.

You are in the Principal's Office and one of you (*look to see if anyone volunteers*) has just broken open the safe and found the test paper. Then the lights come on in the corridor outside and you can hear Mr James the Janitor coming down the hall. What do you do?

## SECRET SNAKE SQUAD

The Charmer has given you a dangerous mission—to steal the Crown Jewels of Great Britain. It has taken all your talents and skills to get this far.

You're all in the Tower of London and one of you (*anyone volunteer?*) has just broken open the final seal on the Queen's jewels. Then you hear footsteps rushing up the stairs. You've been betrayed! What do you do?

## AMAZONIAN ADVENTURES

The Sultan of Moomidia is a fat and greedy man, who cares little for women and less for thieves and adventurers.

You are in his opulent palace, in the marbled throne room at the very heart of his Sultanate. You have travelled long and far to be here and steal the fabled Gem of Moomidia—a precious stone said to bestow great wealth and reward upon the owner. You have not yet found the gem when you hear the alarm being raised and guards rushing towards the room. What do you do?

# PLAY

OK, what are *you* doing?

*Go around each player asking what they are doing in turn. Recap what they are doing, and ask the group if they feel that player needs to push, or not.*

*Break conflicts down into:*

- *Pretty*
- *Cool*
- *Smart*
- *Tough*
- *Rich*

*You should be able to find good examples of conflicts:*

- *where a higher rating is winning.*
  - Ask the lower rating if they wish to push level.*
  - Ask the higher if they then want to push over to win.*
- *where both ratings are tied.*
  - Ask them if one wishes to push over to win.*
  - If so, ask the other if they wish to push back to tie.*
- *where a rating is not high enough to succeed.*
  - Ask them if they wish to push over to succeed.*

*Help the players narrate their actions and encourage them with questions. Get them to describe their actions clearly. Allow everyone to get some actions in to play.*






# FINISH

*End the play after everyone has done something and the 15-minute limit approaches. Polite ending and:*

*The game is for sale at the booth for \$14. Many thanks!*








**Best Friends** I hate ..... because she is **prettier** than me.  
 I am... I hate ..... because she is **cooler** than me.  
 ..... I hate ..... because she is **smarter** than me.  
**And I...** I hate ..... because she is **tougher** than me.  
 ..... I hate ..... because she is **richer** than me.

<b>Pretty</b>	<b>Cool</b>	<b>Smart</b>	<b>Tough</b>	<b>Rich</b>
				
<b>Stuff</b>	<input type="text"/>			<b>Nonsense</b>
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