

# Best Friends

## OVERVIEW

1. **Frame The Situation.**
2. **Create Characters.**
3. Show how the **Rules** work.
4. **We Frame A Scene.**
5. **We Play** out a **Conflict.**
6. **Finish.**

### 15-minute demo

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Gen Con, Indianapolis, August 2007  
<http://boxninja.com/>

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

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## 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 play a **group of best friends** and, like all best friends, you have **petty little hatreds** for each other.

You also have **Stuff and Nonsense** that **drive the game**, and **your hatreds** are used to **resolve the conflicts**.



# FRAME THE SITUATION

**Best Friends** is whatever you make of it.

It can be comic, serious, modern-day, historic, fantastic or anything else.

*Pick one of the following example situations.*

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## 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...**”. It’s their ‘hook.’  
*For example “I am... Lindsay” followed by “And I... party too much”.*

Write down one piece of “**Stuff**” that your character has. This is something physical, it could be someone or something.

*For example “My mom’s car keys”.*

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? Linking it to the other characters is a great idea since you’re all Best Friends.

*For example “I am always stealing Paris’ boyfriends”.*

*Get each player to announce their character, their Stuff and Nonsense.*

## **RULES**

How do we interact? We use **friend-chips**, normally you start with 2 but you only need 1 for the demo. *Hand everyone a friend-chip.*

If you try to do something that is Tough, say, then look at your Loveheart for Tough. If it is high enough then you can do it. But if it’s harder then you have to **push**.

To push give one of your friend-chips to the person you hate for being Tougher than you.

Note the following rules

- In a conflict the higher rating wins. Ties are tied.
- The lower rating can push to win.
- The higher rating then can push back to win.
- You can only push once in a conflict. You can push for other people.
- 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

We now 'frame' a scene. Framing a scene means describing somewhere that you all are and something that has just happened. If someone wants to do it then let them and go with it. Otherwise choose the option below.

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## 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 find a **conflict**.*

*Is it a conflict of the following...*

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

*...the first person acting gets to say what the conflict is on.*



*Go through conflict resolution... narrating the original winner and then narrating any pushes that happen.*

- *where a higher rating is winning.*
  - Ask the lower rating if they wish to push to win.*
  - Ask the higher if they then want to push over to win.*
  - Ask everyone else if they then want to push.*
- *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.*
  - Ask everyone else if they then want to push.*

*Help the players narrate their actions and encourage them with questions. Get them to describe their actions clearly.*






# FINISH

*End play after the conflict is resolved (should be under 15-minute limit).*

*Polite ending and...*






The game is for sale at the booth for \$15. Many thanks!

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 ..... I hate ..... because she is **smarter** than me.  
**And I...** I hate ..... because she is **tougher** than me.  
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