DESTINY DICE: Doomed to Love

Abstract

Destiny Dice is a simple game consisting of three die (the actual plural form of dice, seriously). A player can bust out these die at any time and roll them to be given a specific task that will require them to summon their creativity and generosity.

Here is how it works:

Dice #1 has only two options. On three sides is the word "Give." On the other three sides is the word "Ask." So when you roll this dice, you have a 50% chance to hit "Ask" and a 50% chance to hit "Give."

Dice #2 has six options: A Friend, A Family Member, A Stranger, Yourself, The First Person You See, BILLY, and God I Guess. This will give the player their target.

Dice #3 also has six options: A Compliment, A Question, Time, Help, Something Weird and Interesting, and To Dance.

So an example of a roll would be: Ask—The Next Person You See—To Dance.

NOTE: There is also the chance that, with the engravings on every side of the dice, you will roll a THREE OF A KIND. If you do, that is considered a **Miracle**, and it means you have to do something very important. See the "Miracle" section for further instruction.

How to Play

It's pretty obvious. You roll the die and then you get three things and you put them together and you have to do the thing. Do I need to explain this?

Possible Rolls:

Dice #1

Give: You are the the initiator. Have courage. Ball's in your court, champ!

Ask: You must make a request, putting the other person in the position of Giver. Kind of a trick, huh? Interesting...

Dice #2

A Friend: How is this something I have to explain in a manual?

A Family Member: If you have one available. They could be on the phone. If you don't talk to your family or can't for some reason, then just do someone else you like a lot.

Stranger: I have so many ways I could be spending my time right now. I have things to do!

Yourself: I have a *degree!* It is in theatre, though. God.

Billy: Okay, this one kind of does need some explaining. I originally wanted to make this "An Enemy," or the more benign, "A Difficult Person." But it would be pretty awkward if you were at a party and rolled this and then looked up and said, "Well, Claire, *let's dance*." So instead it's Billy. It's the wildcard. You can make it whomever you want if it's a compelling reason, like you hate them, you have a crush on them, they have nice hair, they're new here, they need it, etc...

The Next Person You See: Back to just wasting my time, I see.

God I Guess: The Holy Spirit, The Creator, Reality Itself, The Larger Purpose You Care About, just customize this to whatever suits you, I truly will not have my feelings hurt by whatever you choose.

Dice #3

A Compliment: Try to make it one that they haven't heard before and don't ask me again.

A **Question**: Secret to asking questions is simple—ask the questions you genuinely want to know the answer to. Not what you think you should ask, and not something that you ask because you think the question itself is impressive. Don't waste your time on questions you don't care about, just like you don't have to read books you don't like. I drop a book in five seconds if it sucks and I think more people should do this. Life is not that long.

For **Help:** It could be a real thing. Like "Fix my drain pipe." Or "I'll fix your drain pipe." Or it could just be listening to them about something they need to talk about. It could be putting your arm around the new kid and introducing them to your friends, or making an effort to laugh more at a person's jokes so that they feel funny and welcome. Just figure it out.

Something Weird and Interesting: Either you or someone else in the group can come up with what this is, but obviously you have to consent to it. It's basically a unique form of a social dare, come up with on the spot. It shouldn't be something that makes people feel violated or uncomfortable, unless it's uncomfortable in a good way, like it's bringing them out of the comfort zone but it's nice. Just be nice, sheesh. Some people are better at coming up with this than others and if you're surrounded by only bad ideas, just skip it and roll again, honestly.

Time: I think this one is beautiful. There's a crisis of connection and loneliness in our society and when you give someone time or ask them for it, whether it's time you spend together now or you set a date to spend time together over tea, you are addressing that crisis directly. Isn't that kind of sweet?

To **Dance**: It doesn't matter if you don't know how to do the ballroom blitz. It can be whatever kind of dance you want—a square dance, banging your head to metal, doing that cool dance people in cool places do when they're trying to look cool, or totally losing it doing belly rolls listening to The Killers, which is what I do when I'm alone and think that doing belly rolls will eventually get me abs. My unsolicited advice? The secret dancing is this: *never* look cool. If you are really trying to do what you feel, it will not come out looking legitimately cool unless you're just an awesome dancer, which most people are not. This means that if you're looking

cool, you're doing something atrociously wrong. Give your partner the permission to not be cool by not being cool yourself.

MIRACLES

You will have noticed by now that each side of each dice has an engraving. All three die share these engravings, so there's a Weird Bird Thing on every one, a Heart Thing on every one, blah blah. (All of these are actually significant symbols relating to Destiny in a different culture—credit where credit is due.)

If you roll three of a kind (which I think is a 1 in 36 chance but I stopped taking math super early) you have to do something special unless you decide not to.

You may play around with these rules yourself. You can come up with your own. You might decide to not even tell the people you're playing with that these engravings matter at all so you don't have to do any of them and thereby insult me and spit on my grave and I may not like it but that is your right and I will die defending your right to do it.

Or you could make it into wink wink a drinking game but wink wink I would never say that.

But here is how I use the engravings.

3 Bird Things



Immediately start something you've been procrastinating

Self-Explanatory

3 Heart Things



Send a Love Letter

A platonic or romantic letter expressing of appreciation they haven't heard before. Can be written or oral.

3 Straightforward Unicorns:



Permission to Quit

Identify a negative commitment you've made and, if you feel you can't transform it, quit it today. OR identify something that negatively effects you on a daily basis and change it/remove it.

3 Sort of Wispy Tree Things?



Address the dead

Send a prayer to someone who has passed away, perhaps a note of forgiveness or apology.

3 Wholesome Red Things



Bubble Bath, Baby

As soon as possible, take a bubble bath with music and candles.