

52 First Dates Handouts

What You Need to Play:

- Two decks of cards
- One copy of the Handouts / System Sheet page (this one)
- One copy *per player* of the Game Reference / Headmates Sheet (next page)
- One copy of the Outside Interference Sheet
- One copy *per player* of the Date Sheet (last page)
- Pencils
- *optional, but recommended* Extra paper for notetaking

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52 First Dates System Sheet

Instructions go here.

Character Name
Apparent Gender
Age
Appearance
History
Notes

52 First Dates Game Reference Sheet

- **Fronters** draw from System's Deck, play cards that match suit/rank
- **Date** draws from Date's Deck, plays cards that don't match either
- **Outside Interference** draws from Date's Deck, plays cards that match rank
- Draw a card at the end of your turn (unless Outside Interference)
- Matching suits or ranks ends Date Night
- Fronters or Date *must* play a card if they *can* play a card

Game Structure	Turn Order
1. The Set-Up <ul style="list-style-type: none">• Play Safely• Create System, Headmates• Create Date• Determine Roles	1. Date plays a card <i>Outside Interference can respond</i>
2. Date Night	2. First Fronter plays a card <i>Outside Interference can respond</i>
3. The Wrap-Up <ul style="list-style-type: none">• Resolution• Aftercare• Another Date?	3. Date plays a card 4+ players <i>Outside Interference can respond</i>
	4. 2nd Fronter plays a card 4+ <i>Outside Interference can respond</i>
	5. Date plays a card 5+ players <i>Outside Interference can respond</i>
	5. 3rd Fronter plays a card 5+ <i>Outside Interference can respond</i>
	6. ...

Suit	Demeanor
♣ Clubs	Direct and clear, or Blunt and tactless
♦ Diamonds	Flirty and coy, or Evasive and guarded
♥ Hearts	Earnest and heartfelt, or Thoughtless and inconsiderate
♠ Spades	Clever and witty, or Mocking and hurtful

52 First Dates Headmate Sheet

Fill in the next blank line, then pass to the next player.
Roleplay this Headmate fairly when they're fronting.

Name/Nickname

Pronouns

Sexuality

Interest

Demeanor

Ideal Partner

Notes

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52 First Dates Outside Interference

Play a card matching the rank of a card just played. Create a named NPC when you play a Jack, a Queen, or a King.

Rank Outside Interference plus red text if you play a red card

Ace	Happy to Be Here! switch new Headmate to front they're pleased with this
2	Stay For the Atmosphere environmental problem <i>e.g. too loud, bad smell, it's raining</i>
3	See You In the Fall a physical accident nearby that affects char <i>e.g. someone trips, lost frisbee</i>
4	Capitalism Ruins Everything money problem <i>e.g. card declined, lost wallet, work calls</i>
5	Excuse Me...? harmless interruption, inconvenient time <i>e.g. small child, wait staff, text message</i>
6	Wardrobe Malfunction clothing-related problem <i>e.g. lost hat, shoes untied</i>
7	Forget-Me-Nots char forgets something about their date <i>e.g. name, the time, lost keys</i>
8	Consuming Passions food-/drink-related problem arises <i>e.g. fly in soup, wrong order, drink spills</i>
9	Circumstances Beyond Our Control nobody could have predicted <i>e.g. power goes out, traffic jam</i>
10	Anything But This switch fronting Headmate they're not happy about it
Jack	Oh Shit, It's My Ex! someone char was involved with and it was a bad breakup
Queen	"Why, Hello There. someone interested in char and they're insistent
King	What are <i>They</i> Doing Here? someone char knows and can't stand

Card	Named NPC	Pronouns
J ♠	<input type="text"/>	<input type="text"/>
Q ♠	<input type="text"/>	<input type="text"/>
K ♠	<input type="text"/>	<input type="text"/>
J ♥	<input type="text"/>	<input type="text"/>
Q ♥	<input type="text"/>	<input type="text"/>
K ♥	<input type="text"/>	<input type="text"/>
J ♣	<input type="text"/>	<input type="text"/>
Q ♣	<input type="text"/>	<input type="text"/>
K ♣	<input type="text"/>	<input type="text"/>
J ♦	<input type="text"/>	<input type="text"/>
Q ♦	<input type="text"/>	<input type="text"/>
K ♦	<input type="text"/>	<input type="text"/>

Notes

52 First Dates Date Sheet

Draw 2 personality cards in secret. Test Headmates’ ideal partner qualities by drawing 2 cards; on a match, check yes. Roleplay fairly.

Name




















































Pronouns

Appearance

Previous Cards

Ideal Partner Qualities

	Headmate	Quality
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		

Card	Personality Trait	Card	Personality Trait	Card	Personality Trait	Card	Personality Trait
A 		A 		A 		A 	
2 		2 		2 		2 	
3 		3 		3 		3 	
4 		4 		4 		4 	
5 		5 		5 		5 	
6 		6 		6 		6 	
7 		7 		7 		7 	
8 		8 		8 		8 	
9 		9 		9 		9 	
10 		10 		10 		10 	
J 		J 		J 		J 	
K 		K 		K 		K 	
Q 		Q 		Q 		Q 