

# 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

1. **The Set-Up**
  - Play Safely
  - Create System, Headmates
  - Create Date
  - Determine Roles
2. **Date Night**
3. **The Wrap-Up**
  - Resolution
  - Aftercare
  - Another Date?

## Turn Order

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

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 