

## 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 Opportunity 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

Character Name

Apparent Gender

Age

Appearance

History / Other Details

Notes

# 52 First Dates Game Reference Sheet

- **Collective** players draw from System’s Deck; can only play cards that match suit or rank; must play a card if they can play at least one card
- **Date** draws from Date’s Deck; can only play cards that don’t match suit and rank; must play a card if they can play at least one card
- **Opportunity** draws from Date’s Deck; can only play cards that match rank, in response to another card played
- After you play a card, draw a new one (after resolving Opportunity Events)
- When **all suits or ranks match**, go to Wrap-Up

## Game Structure

### 1. The Set-Up

- Play Safely
- Create System, Headmates
- Determine Roles
- Create Prospect
- Set the Scene

### 2. Date Night

### 3. The Wrap-Up

- End the Date
- Aftercare
- Another Date?

## Turn Order

### 1. Date plays a card

*Opportunity can respond*  
*Check for Date End*

### 2. 1st Collective plays a card

*Opportunity can respond*  
*Check for Date End*

### 3. Date plays a card (4+ players)

*Opportunity can respond*  
*Check for Date End*

### 4. 2nd Collective plays a card

(4+)  
*Opportunity can respond*  
*Check for Date End*

### 5. ...

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

# 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

# 52 First Dates Opportunity Sheet

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 Opportunity Event** *plus red text if you play a red card*

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

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

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

Headmate

Ideal Partner Quality


Card	Trait	Card	Trait	Card	Trait	Card	Trait
A 	Witty	A 	Teasing	A 	Supportive	A 	Forthright
2 	Creative	2 	Guarded	2 	Listening	2 	Jovial
3 	Punning	3 	Flamboyant	3 	Empathetic	3 	Humble
4 	Contemplative	4 	Thirsty	4 	Hopeful	4 	Stoic
5 	Sly	5 	Ostentatious	5 	Spiritual	5 	Cheerful
6 	Clever	6 	Reserved	6 	Happy	6 	No-Nonsense
7 	Bookish	7 	Enigmatic	7 	Emotional	7 	Honest
8 	Fastidious	8 	Insecure	8 	Frustrated	8 	Meek
9 	Sarcastic	9 	Coquettish	9 	Oversharing	9 	Vulgar
10 	Resourceful	10 	Curious	10 	Dour	10 	Direct
J 	Long-Winded	J 	Evasive	J 	Vivacious	J 	Pretentious
Q 	Snarky	Q 	Insincere	Q 	Passionate	Q 	Humorless
K 	Sharp-tongued	K 	Suspicious	K 	Thoughtless	K 	Blunt