

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

Interests

Personality

Ideal Partner

Notes

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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 | Happy to Be Here! pick a new Headmate to front
<i>and they're pleased with this</i> |
| 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 <i>that affects char</i>
<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 <i>about their date</i>
<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 char's player picks a new Headmate to front
<i>and they're not happy about it</i> |
| Jack | Oh Shit, It's My Ex! someone char was involved with
<i>and it was a bad breakup</i> |
| Queen | "Why, Hello There someone interested in char
<i>and they're attractive</i> |
| King | What are They Doing Here? someone char knows
<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
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		

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