

# s w i p e

## a queer dating sim larp

by fenced forest media // blake s. © 2019

---

The more players join, the more interesting the game becomes. Try it with a group of ten or more. This may be easier online. Or try it alone, with a set of fictional characters.

There is no GM. A facilitator may be appointed to set up the game, and may choose to act as the app itself in order to streamline play, pre-matching players and handing out the resulting lists. This is not necessary, as there are infinite ways to set up and run this game based on what players are trying to achieve.

SWIPE's mechanics are original. With proper attribution, you may use them as you like.

---

### **c h a r a c t e r   c r e a t i o n**

Players may either portray a version of themselves, a fictional character, or an entirely new character. Choose your pronouns, your name, and your tags; roll your stats, and write all these on an index card. This card will be your Dating Profile.

Count off all players, assigning each a unique number on their Profile. These numbers may be used later to randomize players.

If you have the time and resources, have everyone create their Profiles in advance and set up your gameplay method before the session. This is especially helpful if playing as a large group with a limited amount of time.

---

---

## s t a t s

Each player has five stats. Roll 1d6 for each. Reroll your lowest. Once only, you may swap your highest score with that of any other stat. You may also decide that all stats are chosen instead of rolled, especially if playing real people or existing characters.

Higher numbers mean a character displays a greater amount of the given quality. Higher stats are generally more successful on Dates, but make Matches more difficult to find. Low scores tend to warn of unhealthy interpersonal behaviors and are less successful in both Matches and Dates. Write your stats on your Profile.

***EMPATHY*** ☆ ***HUMOR*** ☆ ***EARNESTNESS*** ☆ ***ADAPTABILITY*** ☆ ***COPING***

**EMPATHY** informs how well you listen, how kind you are, how far out of your way you're willing to go for others, and how much you try to understand people unlike yourself.

**HUMOR** informs how likely you are to be funny or charming, help someone else have fun, think something is funny or fun, take critique and challenge in stride, create mirth from sorrow, or enjoy a high-pressure situation.

**EARNESTNESS** informs how manipulative or straightforward you are, and how easily you can tell whether someone else is being dishonest.

**ADAPTABILITY** determines how quickly you integrate new truths into your worldview, how independent you are in your free time, and how well you handle the unexpected.

**COPING** determines your level of discipline and responsibility over your own mental health & needs, and how your actions affect the mental health of others.

Each stat's starting range is from 1 to 6. Stat modifications made after Dates cannot lower any value to below 0 or raise any value to above 10.

---

---

## tags

**ORIENTATION** determines how and to whom you experience attraction. You can take any number of these tags as long as they don't directly & obviously conflict.

Orientation tags include more than sexual/romantic orientation, they can include aspects of identity and solidarity or separatism. Examples of possible tags include "asexual", "lesbian", "nb4nb", "non-monogamous", etc. Orientation tags are free-form and individual. Players of marginalized groups may stipulate that they will only date within their group, but players from privileged groups may not, with the exception of religion. For example, a Christian may choose to match only with other Christians, and a Black person may choose not to match with any white people; but white people may not choose to only match with other white people, and a heterosexual may not exclude pansexuals or bisexuals. When considering matching with asexual or aromantic people if you aren't on that spectrum, be honest with yourself about what you desire from a relationship. Don't force a match with anyone you wouldn't be good for.

Compare your own gender & orientation against a prospective partner's to see if they are reasonably compatible. Characters with a 6 in Adaptability and an Empathy above 3 may choose to ignore their own Orientation tags for a specific person, but no player may ask another player to do this.

**INTERESTS** are things so important to you that you'd prefer to share them with a partner. Adaptability determines how many interests you must have in common in order to be Compatible with another player; those who are more Adaptable need fewer things in common. Choose eight interests. Certain interests can match even when they are not the same. There are no codified rules for this; use your best judgment. For example, if one person has Photography and Music, and the other has Cosplay and Dance, they could be considered to have two interests in common. Law and Cuisine? Not so much.

**ETHICS** are core personal values. Choose the three most important issues to you, on which a prospective partner must agree. Be as broad as possible while still accurate. Players with low Empathy can disagree on some Ethics and still be compatible.

---

---

## matching with others

Calculate your Compatibility score with each person. If you are using a facilitator in your session, they may do this part for all of you.

First, **compare each of your Orientation tags**. Are they compatible? If none contradict each other, take +1 to Compatibility with this person. If any do, you may not proceed.

Next, **compare each of your five stats**.

- Stats that match give +3 Compatibility.
- Stats within 1 point of each other give +2 Comp.
- Stats within 2 points of each other give +1 Comp.
- Stats 3 points apart give 0 Comp.
- Stats 4 points apart give -1 Comp.
- Stats 5 points apart give -2 Comp.
- Stats 6 points apart or more give -3 Comp.

**How many interests do you share?** Subtract your Adaptability score from 7. The remaining number is how many interests you should share. One fewer than this number gives a penalty of -2 to Compatibility. At two fewer than this number, you may not proceed. Each shared interest more than the required grants +1 to Compatibility.

Lastly, **compare your Ethics**. If both players' Empathy is above 2, you may only proceed if you can agree to all of each other's Ethics.

- Total agreement grants +2 Compatibility.
- A player whose Empathy is 2 requires agreement with only two Ethics.
- A player whose Empathy is 1 requires agreement with only one Ethic.
- Two or more players with an Empathy of 1 do not have to agree with any of each other's Ethics in order to proceed.

Any Compatibility level above 0 is Swipeable. The maximum possible achievable Compatibility before dates is +24. Compatibility scores are solely used in decisionmaking and do not have a mechanical effect unless values are negative.

---

---

## s w i p i n g

Any Profile with a Compatibility score of 1 or greater with you is a Match and therefore Swipeable. This means you can choose to either ask them out on a First Date, or remove them from your Matches entirely. A player who refuses a First Date you ask them on cannot be asked again, though they can ask you.

To **Swipe Left** is to reject the Match. If this person Matches with you, they can still ask you out, but you have decided not to consider asking them. This cannot be undone.

To **Swipe Right** is to initiate contact and send this person a message asking them on a date. Choose your words carefully -- this is your first, and maybe only, impression.

---

## s c e n e s e t t i n g s

Your First Date can take any form. Here are some suggestions for running a group game with many First Dates and Matches happening concurrently.

### **Online Group Chat**

Easiest method for larger groups. Invite all players to a Roll20 session and post the Dating Profiles with their unique numbers where everyone can see. Players can either compile their own Match lists manually, or the facilitator may do this in advance.

### **Blind Dating**

Use the Speed Dating rules below, with the facilitator selecting two numbers at random and screening them for Comp. Instead of several short conversations, you have a full First Date without any prior idea of with whom.

## ~ Chez L'Amour ~

This is a full LARP scene intended for large groups in a room together. Players are paired off with their chosen dates, all having a fancy dinner in the same romantic restaurant.

### Speed Dating

If a facilitator has not pre-matched players, use a lottery ball or digital number randomizer to select Dating Profiles at random by number and pair them. Before session timers begin, measure and record Compatibility, reshuffling pairings for any Comp scores that dip below 1.

Time yourselves having a 3-minute conversation. Within this time, attempt to create situations for yourself to roll against each of three different stats as described above. Write down your ending Compatibility after every date. Ask someone out for a second date who has a higher compatibility with you than others ... or just a face you like.

---

### t h e f i r s t d a t e

Roleplay the date as a scene. This is where your stats really shine.

Anything you do or say that is under the purview of any stat will require a roll of 1d10 with the relevant stat added. If your score in that stat is within 2 points of the other person's score in the same stat, add +1 to the roll. If the score is the same, add +2. If the other person has more than 3 in both Humor and Empathy, add another +1 to your roll.

A result of less than 9 means that your action left a negative impression on your date. Lose -1 Comp each time this happens. A result of 9-12 is ambivalent, and changes nothing. A result of more than 12 means that your date is impressed with you. Gain +1 Comp each time if Comp is currently positive, or +2 if it is negative.

Either player may end the date at any time. Ending a date with negative Compatibility ensures no subsequent dates. Take Comp scores into account when deciding whether to ask a person out on subsequent dates, especially if deciding between several people.

---

---

## **m o v i n g   f o r w a r d**

Any single Date during which the Comp score of the pairing ends the Date changed by ten or more points will have a permanent effect on the stat modifiers of both characters.

A ten-point increase or greater in Compatibility during the span of a single Date allows each character to make a case for adding one point to one stat. The chosen stat must reasonably be involved in what made the Date so good. After this point, no more Dates are required before embarking on a long-term relationship, if the players so choose.

A ten-point or greater decrease to Comp within a single Date requires each character to make a case for one stat to lose one point in. They may not ask each other out anymore.

A Compatibility of less than 1 at the end of a Date prevents any more Dates. If at any time a pairing's Compatibility reaches 25 or higher, they have fallen in love, and it is up to them what to do about these feelings.

---

## **e p i l o g u e**

Gameplay ends when all parties decide it ends. Some players may leave while others continue; new ones may be introduced. The game may reconvene in later sessions if one doesn't finish it. Gameplay will automatically end if at any point all players are either out of Matches or in committed monogamous relationships.

If run as a long-term campaign game, players may move through many relationships and breakups. Polycules may become complicated. Marriage and children may enter.

Real relationships formed through this game, of course, are encouraged to continue past the boundaries of gameplay, taking with them the lessons learned therein.

Be gay. Do crimes. Have fun. Love and respect each other. Take care of yourselves.

---