Shooting the Moon

Character Sheet

Setting: ______________________

The Beloved: ______________________

Attributes

________________________

________________________

________________________

Opportunity: ______________________

Obstacle: ______________________

Dream: ______________________

Traits

________________________

________________________

________________________

3 Player: Beloved Turns

Choose Level for Hurdle

Describe Hurdle: (Beloved's Player)

1: obstacle for Suitors
   ~ 5 Dice

2: threaten Suitors
   ~ 7 Dice

3: threaten Suitors and Beloved
   ~ 9 Dice

3 Responses by each Suitor Player
   (separate dice pools)

2 Dice ~ Use own trait

3 Dice ~ Flirt with any character

3 Dice ~ Opposition for other Suitor

3 Dice ~ Use own Conflict, add trait

4 Dice ~ Suggestion from other Suitor Player, add trait

5 Dice ~ Sacrifice (replace trait, 1 per turn)

Guide to Play

Setting: Choose setting for game.

Creating Characters:

Beloved Attributes: choose six descriptors of Beloved. Desirable in setting.

Synonyms and Antonyms: create pairs of similar and opposite words for Beloved Attributes. 2 pair each in 2 player game, 1 pair each in 3 player game.

Suitor Attributes: assign synonym or antonym to Suitors. Other word of pair goes to other Suitor. Assign 2 sets each in 2 player game, 1 each in 3 player game.

Modifying Suitors: write word or phrase that modifies Suitors Attributes. 2 each in 2 player game, 1 each in 3 player.

Person, Place, Thing: for Suitors, 2 by Suitor player in 2 player game, 1 by other; 1 each in 3 player game.

Opportunity, Obstacle, Dream: for Beloved. Chosen by SP1, SP2, then BP. No Dream in 2 player game.


The Prize: connection suitors seek with Beloved. Chosen by Suitor Players.

Playing the Game:

Order: SP1, SP2, BP (no BP if 2 player)

Dice: standard 6 sided dice.

Suitor Turns:

Free Play: spotlight characters act

Hurdle (5 Dice) obstacle

First Pool (3 Responses) use Own trait (2/1 die, Other character’s (2)

Roll: Highest value on one or more dice wins.

Opponent wins, they add trait to Active Suitor/Beloved

Active Player/BP wins: gain point(s) toward goal, add trait to characters

Tie: Beloved Player gives trait to both Suitors (in 2 player, re-roll)

Second Pool: (1 Response) use Suggestion (4); Conflict/Obstacle (3)

Beloved Turns:

Choose Level (1, 2, or 3)

Describe Hurdle

Suitor Player Responses (3 each)

2: Own Trait

3: Conflict (new trait); Flirt; present Opposition for other Suitor

4: Suggestion from other SP (add trait)

5: Sacrifice (replace trait)

Roll: Winner gains points equal to level, and adds a Trait to all three characters. If Tie, Beloved gives traits, then re-roll winning dice.

Final Outcome: set scene and roll dice equal to points gained toward goal. Winner gains goal and determines outcomes.