TRANSLATIONS
OF
LOVE

Number of Players: 5 - 11   **Play Time**: 10 - 30 min

Object of the Game:
Players will try to guess who their ideal lover is by analyzing their personality through dates.

Overview:
Players will go on dates with each other to try to find their ideal lover by asking each other questions. Once everyone is done with their dates, they will guess who their ideal lover is. If pairs guess correctly, they win.

Setup:
• Players will be on a pre-made discord server with voice chat channels. There will be two players in a voice chat channel at a time.
    --> It is recommended that players change their nicknames to their actual names.
• It is recommended that the Game Master uses the following link (https://www.random.org/integer-sets/) for randomizing player personality types.
    --> Note that when using the above link, the number of sets should be how many pairs of players there are, generating two unique numbers each with a value between 1 and 16. The numbers (1-16) correspond to the personality type chart at the end of the rules draft.
    --> The Game Master may then give out the roles to the players as they deem fit, or do another randomization.

Details of Play:
• Players decide one person to be the Game Master.
• Everyone will be given a personality trait that dictates how they act and answer questions given to them by the Game Master.
• Everyone is given the personality of their ideal lover, but not who it is, given to them by the Game Master.
• They will go in pairs in voice chat for 1 minute timed by the Game Master to talk and ask questions. The Game Master will tell players how much time they have left in their date. They may not ask for their date's personality directly.

- After everyone has had a "date" with each other, players choose who they think is their ideal lover. Players win if a pair correctly matches with each other.
    - --> Players should reveal their personalities at the same time in the reception room thread in the discord.
- If there are an odd number of players excluding the Game Master, they will have the Suspicious personality, and can act however they like and will win if someone chooses them as their ideal lover.
- Some examples of questions that can be asked include:
    - --> "What's your ideal date?"
    - --> "What did you think of that party last night?"
    - --> "If you were invited to a party, would you go or not..?"
    - --> "Where would you prefer to sit on a bus?"
    - --> "If someone needed help, what would you do?"
    - --> "If you were to ask your crush out, how would you do it?"

Game End:
- Everyone goes on a date with each other once.
    - --> Players win if a pair correctly matches with each other based on personality types. If not, both individuals of the pair lose.
    - --> If a person with Suspicious gets paired with someone, the person with Suspicious wins and the person pairing with them loses.

Fiddly Bits:
- Rotations in between dates are left at the discretion of the players to decide who dates who next.
- If there are an odd number of players excluding the Game Master such that a player is given the Suspicious personality, one person will need to sit out each dating period.

Roles (Personality Types)

1. Arrogant	9. Funny
2. Caring	10. Narcissistic
3. Cheerful	11. Nerdy
4. Charming	12. Nervous
5. Confident	13. Optimistic
6. Curious	14. Reserved
7. Cynical	15. Sarcastic
8. Fickle	16. Sweet

17. Suspicious (Only for an odd number of players)
*Can act in whatever way they like.