

***Couching :**

*Verb/ The act of sleeping in a stranger's home, usually on a couch.
A lifestyle, generally associated with traveling and not owning much.*



By Guilherme DR

Now you will take the road and hit the couches. In each stop a new place and, friend or foe, a new host. You are not the only one, but everyone is alone in their own journey. May it take you where you need.

Requirements:

- 2 to 6 players
- per player: 4 dice, 2 of each colors, or a deck of cards separated by suits.
- Places so everyone can sit, preferable a couch.

Building a Profile:

The first thing every Coucher must do. It is through it that others will know who you are, and decide if they can help you. Tell the others:

- Your name (and/or nickname)
- Why you are Couching / why you are traveling
- Profile picture (strike a pose)
- Reference (choose another Player, he must create a nice fact about you)

The basics:

The game happens in turns. At each turn Couchers:

- Put yourself out there
- Choose a Host
- Share Interests
- Go to a Hangout
- Write/Receive References
- Repeat:

Put yourself out there : Each player, in secret, throws its dice / draws 1 card of each suit.

Choose a Host : Choose one or more of the dice/cards according to the following rules. **Unless otherwise noted, every time you chose a die/suit you lose it.** The choice reflects the kind of experience you had with your newest Host.

Light Die / Red Suit : Positive events
Dark Die / Black Suit : Negative events

1/A : Stop! Your journey now must come to an end.

2/Q : You learn something about yourself.

3/10 : You learn something about the world.

4/K : You accomplished something important to you.

5/7 : You let something that was keeping you down go.

6/J : Jackpot! You connected and made a friend. At the Reveal, you may copy any other Coucher's choice, and you choose if you recover / keep or lose a die/suit for the next turn. A negative Jackpot means you meet your new ally under dire circumstances. You cannot choose the die/suit you will lose.

Unforeseen events : *When choosing, if the number of Stops is equal or higher than the number of other choices, you must chose it.*

Example: Let's say you rolled "1, 3 and 4". At first, you can choose any die (You rolled only one "1", and two other choices, so the other choices exceed the number of Stops). For the second choice you would have to pick the "1" (assuming you didn't pick it at first).

Share Interests : Show to the other Couchers your choice. Players that made the same choice must agree on a location and go together to a meetup (so more than one group might form). Loners will remain sited during the Meetup.

I can help you out : *A Player may forfeit a Jackpot to avoid another Players journey to end. This has to be agreed on by both Players. If this is done, both lose their chosen die/set and sit during the Meetup.*

International Event : *If every Coucher hits a Jackpot, that means the Meetup will be an International event. Choose a special location, and Couchers may write a Reference to every other Coucher.*

Go to a Hangout : Players at the Meetup must remain standing. It's the time to know each other and share experiences. When one decides to stand or sit, the Meetup phase is over. Players not in the Hangout start on the Couch.

References : Create 1 fact about 1 Coucher you met at this Meetup. Then, in the form of a verbal testimonial, and standing up, present this to everyone. From now on this fact is true. New facts may replace old ones, if making sense in the narrative.

Repeat : Everyone sits down and a new turn starts. Players without dice/suits recover it all.

The Game ends when at least half Couchers end their journeys.