

# Spin the Bottle: Wedding Edition!

## Synopsis

High Schoolers play Spin the Bottle. For each spin, we play the ensuing kiss - and then the possible future marriage proposal scene for the potential couple.

**Themes:** Romance; desire; daring, desperate hope.

**Suggested number of players:** 4 to 8 (but no upper limit: depends on time constraints).

**Play time:** 40min + 10 minutes per player.

## Materials

This printed out pdf

An empty bottle

2 six-sided dice

Optional: Name tags for characters' names and pronouns).

## Overview of game set up

\*Go through the safety process (below).

\*Decide together on a meta-kissing technique (below).

\*Decide on game end (below).

\*Create characters (below)

\*Have everyone present their characters.

\*Have everyone establish some quick character connections (below).

\*Start playing (below)

## Safety process

To play the larp, everyone must agree:

\*People are more important than this larp.

\*Anyone can walk away anytime.

\*If someone says "Cut cut cut" game pauses, and others check in.

\*If someone says "Chill, chill, chill" game does not end, but moves away from the current situation/topic immediately.

\*Decide on a list of Taboos together. These will not be introduced in play. If they come up by accident, move away immediately. Suggested taboos are sexual assault, racism, and insults regarding a player's physical characteristics.

## Meta kissing technique

Characters will kiss. Decide on a technique to simulate this. Here are some suggestions:

\*Put back of right hands together, kiss your own palm

\*Simulate kiss by how you massage each others hands ("ars amandi light")

\*Simulate kiss by how you pet each others cheeks and mouths.

## Game end

\*Game end timing: After everyone has spun the bottle at least once. Want more spins? Calculate 10 minutes per Spinner.

\*Game end setting: socialize awkwardly before leaving the room within 5 minutes. Who leaves with whom?

## Character Creation (10 minutes, max)

To maximize dramatic romance potential, all characters are pansexual, and this is not strange.

Decide on a basic character with 3 core characteristics. - feel free to pick from or roll d6 on the Character Inspiration Appendix.



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## Character connections

Place players in a circle. Find a throwable object. Person A suggests a personal connection between them and someone else, and then throws the object to random person. The person can say “no thank you” and throw object back, or say “yes, and...” and add something to the connection. They end with asking “sounds good?” to the thrower, who can say accept or reject.

*“I insulted you at the school dance...”*

*“... Yes, and I pushed you and got detention!”*

*“... Yes, and I insulted you right back until we both couldn't keep from laughing; we became friends.”*

*“We are childhood best friends...”*

*“... Yes, and I never thought of you as a romantic partner... until five minutes ago.”*

*“... Yes, and I have been there for you for six months as you've tried to get over your ex.”*

## In-game Spin the Bottle Rules

The Spinner spins, the bottle lands on a Target, and the Spinner and Target must kiss. The person to the right of the first Spinner becomes the new Spinner.

## Course of play

Play happens in three different settings

\*The spin the bottle game, during a party, at someone's parents house, present day-ish

\*Short inner monologue scenes just before the kiss.

\*A flashforward to the possible future marriage proposal scene

Play then returns to the game circle and the next Spinner spins.

## Setting 1: Spin the Bottle Game

People sit on floor (or on chairs:check player comfort/needs). You have retreated to the basement, from the party upstairs, to play spin the bottle. Allow for 5-10 minutes awkward pre-game socialization to allow people to test out their present day characters. Once they start playing the game, follow the spin the bottle rules.

## Setting 2: Short inner monologue

When a bottle has pointed to a Target, the two people approach each other. Either immediately or after a short exchange they kiss. Freeze in the kiss position and then both (Spinner first) reveal their current Fears (I'm afraid that...) and hopes (I hope that...).

Break apart and negotiate the flashforward proposal scene.

## Setting 3: Flashforward proposal scene

The Spinner reveals their Fated Place, and the Target reveals their Fated Situation. Allow for 1 minute negotiation about the particulars of this, and also answer:

\*How far in the future is this?

\*Are the two presently in a romantic relationship (With each other?)

\*... In another relationship (work, antagonistic, friends)?

\*Last time they met what was it like (they made love, fought, were neutrally polite?)

Once the basic framing is decided, both Spinner and Target players may recruit other players as NPCs. (“you're the pilot of the plane” “you're our 4 year old child”). Both players can whisper secret instructions to some NPCs if they wish (“I want you to come up and interrupt me with questions every minute or so, so he is thrown off his game!”, “After I pop the question, I want you to start humming Imperial March!”)

Then play out the scene. The Spinner will always propose to the Target. The Target may accept or reject the proposal (let this be revealed during play).



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## **Appendix 1:**

### **Fated Place (roll 2d6)**

- 11 On a bridge
- 12 In an airport
- 13 In the highest tower
- 14 On a cliff face
- 15 on a plane
- 16 in a boat
- 21 on a stage
- 22 in a castle tower
- 23 in a sewer
- 24 on a beach
- 25 with a flashmob
- 26 in a hot air balloon
- 31 in a horse drawn carriage
- 32 by a waterfall
- 33 in a chat room (place players back to back, have them say what they type)
- 34 through text messages (place players back to back, etc.)
- 35 through messages left on answer machines (place players back to back, etc.)
- 36 in a courtroom
- 41 at a party
- 42 in a kitchen
- 43 at a funeral
- 44 at a baptism
- 45 in a stable
- 46 in a zoo
- 51 on Mount Everest
- 52 on the moon
- 53 in a rose garden
- 54 in a spaceship
- 55 in the White House
- 56 at a battlefield
- 61 in an auditorium
- 62 in a hospital
- 63 at dinner with Target's parents
- 64 at Target's place of work
- 65 in a church/temple/religious place
- 66 in a lake

### **Fated situation (roll 2d6)**

- 11 During a furious argument
- 12 During a work situation
- 13 During a snowstorm
- 14 During the (an) apocalypse
- 15 During a crisis
- 16 In the middle of another proposal
- 21 During a rescue
- 22 after an election win
- 23 after an election loss
- 24 after a competition win
- 25 after a competition loss
- 26 while comforting an angry child
- 31 while feeling threatened by an animal
- 32 after the Revolution succeeded
- 33 while searching for someone
- 34 while searching for something
- 35 after one of you almost died
- 36 during christmas
- 41 during halloween
- 42 during a naked midsummer party
- 43 while completely intoxicated
- 44 during a child birth (not necessarily PCs)
- 45 during Target's wedding to someone else
- 46 during a breakup
- 51 while killing zombies
- 52 while running from aliens
- 53 while dying epically
- 54 while getting a puppy
- 55 while preparing backstage for a speech
- 56 at a renfaire
- 61 after 10 years apart
- 62 after 50 years apart
- 63 after a 1 week courtship
- 64 after a 1 day courtship
- 65 while surrounded by children
- 66 while cleaning up after a party

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## Appendix 2: Quick Character Inspiration:

*Pick up 3-5 traits, or roll d6:*

### Others describe you as:

1. Most Popular
2. Easy-going and carefree
3. Extrovert and bubbly
4. Competitive
5. Aggressive
6. Meddling Mediator

1. Shy and mysterious
2. A ninja!
3. Besserwisser
4. Sexy but dumb
5. Most likely to have lots of kids
6. Most likely to become President

### In your day-dreams you are the

1. Funniest
2. Smartest
3. Sexiest
4. Kindest and most generous
5. Most beloved by The Ideal Partner
6. Richest

1. Bravest
2. Strongest
3. Trickiest and most cunning
4. Undisputed Leader
5. The one who will get revenge
6. A Jedi knight

### Main current focus:

1. Activism-focused (which cause?)
2. Hobby focused (which topic?)
3. Study focused (which subject?)
4. Family focused (what problems does your family have?)
5. Party Focused (what kind of party?)
6. Partner focused (are they here?)

### You want to make...

1. money
2. friends
3. the world better
4. an impact on society
5. peace with yourself
6. out with as many as possible



Dedication: To all those first kisses, and all the fantasies.

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