You're here, you're unsure about the societal prioritisation of romantic relationships to the exclusion of all else, and you're ready to mingle!

This is a game about the various relationships that people can have with each other - important, timeless, fleeting, casual - and the ways that these can defy traditional amatonormativity.

Or, in other words, this is a game about a speed dating event where none of the attendees are actually looking for dates. None of the characters are initially aware of this - they all think that they are the only ones that aren't here for romance! - but over the course of the game, they will almost certainly figure this out.

This game is written for eight people and one GM; it could be adapted for any even number of players, but the timing and setup of Act 2 would have to be changed accordingly.

Pre-game prep

Before the game starts, let everyone pick their name, their pronouns, and one non-romantic connection that they're hoping to find at this event. Sample connections are given in Appendix A, but feel free to invent your own. If multiple players are looking for the same connection, that's fine!

Act 1

Here's where you learn everyone's names and some basic facts about them. In Act 1, the GM will direct some basic icebreaker games, aimed towards learning key facts about others and dealing with the initial awkwardness.

Some sample icebreakers are contained in Appendix B; again, feel free to introduce your own if you have an icebreaker that you think would be perfect for the game.

This act should last around an hour.

Act 2

This act follows the traditional speed-dating format; each person will get a chance to talk to each other person for precisely eight minutes, at which point they will both need to move on to the next person. Consider giving players a minute's warning before their time is up, and allowing thirty seconds to move between partners; this act should last almost exactly one hour with those constraints. (If you need more warnings or more time to move, adjust as needed.)

Appendix C gives a table to determine who is partnered with who when.

Act 3

The final act is more freeform; players are encouraged to mingle and chat to those whom they have connected with, forming groups as needed. The GM, in the role of event leader, is encouraged to enthusiastically and awkwardly corral people into conversations if they're having difficulty.

This act should last about an hour; adjust as needed for the temperature of the conversations.

Feedback form

After calling an end to Act 3, the GM should ask players to tell them which attendees they would like to be connected with. (In a physical game, this could be a form distributed to all players; in an online game, it may be easier to tell the GM directly.)

When the GM has collected and cross-compared all the data, they should let each player know of any mutual connections (i.e. both players have confirmed that they would like to be connected) that they have made in this speed-dating event.

Outro

After this, the GM can thank everyone for coming to this delightful speed dating event, and wish them plenty of luck in their future romantic lives!

Appendix A

Sample connections that people may be looking for

- Someone (or more than one) to co-parent with (but not date)
- One or more new roommates
- One or more new friends
- One or more new study partners
- Someone to pretend to date in order to avoid environmental harassment (workplace/familial/etc)
- One or more new creative partners (band members, writing partners, theatre group, etc)
- One or more queerplatonic partners
- Someone to pretend to date in order to enrage one specific person
- Someone to pretend to date in order to avoid specific harassment/unwanted advances

Appendix B

Here are some quick icebreakers that you could include!

Names and pronouns with optional fun fact
Each person states their name and pronouns, with an optional fun fact about themself. A more interactive variant: each person has to state their name, pronouns, and fun fact, and then list the names, pronouns and fun fact of those who have already had their turn.

Two truths and a lie
In each round, one person makes three statements about themselves: two that are true and one that is a lie. All others must then, in turn, guess which guesses are true and which is a lie. Repeat until every player has made their three statements.

Funny anecdotes
Each player writes a short and funny anecdote and hands it to the GM. The GM then reads out each story in turn, and the players have to guess whose anecdote it is. (The author of the anecdote is encouraged to also vote or use any other misleading tactics to avoid metagaming!)

Desert island
Choose a category of items - music, clothes, etc - and a small number; each player in turn has to state the top [number] items they would bring to a desert island. For example, books and 3: each player has to choose the top three books.

I went to the store and I…
Start off with the first player saying 'I went to the store and I bought' and adding an item beginning with 'a'. The next player then has to say 'I went to the store and I bought', say an item beginning with 'b', and then the item beginning with 'a'. The next player has to add an item beginning with 'c', and so forth. Variant: challenge players to only add items that they like or are interested in.

Appendix C

Number your players from 1 to 8, and then follow this table.

First round	1, 2	3, 4	5, 6	7, 8
Second round	1, 3	2, 4	5, 8	6, 7
Third round	1, 4	2, 5	3, 7	6, 8
Fourth round	1, 5	2, 6	3, 8	4, 7
Fifth round	1, 6	2, 7	3, 5	4, 8
Sixth round	1, 7	2, 8	3, 6	4, 5
Seventh round	1, 8	2, 3	4, 6	5, 7