

## **Slow Motion Anime Duel**

A game for 2-4 players about participating in a drawn-out and very dramatic conflict. As the title suggests, the duel can be a sword fight or martial arts battle – but it can also be something like an intense cooking competition or a children’s card game. If it makes you go “huh, I bet there’s an anime about that,” it’s a fair subject for Slow Motion Anime Duel.

This game is meant to be played over text message, email, or even physical mail (for ultimate slow-motion), in a series of short messages. Play can take place in a single session, or over a number of days, months, or years.

### **How Play Works:**

**Each player begins by sending a single line description of their duelist.**

Example description:

- I am a heavily scarred warrior, wary and cunning
- She is a thin youth of shocking ruthlessness
- He’s a cloaked figure who never seems to touch the battlefield
- They’re a scrappy hero with the power of god and anime on their side

**One player picks a location.**

Example locations:

- I found you at a crumbling temple that was once my home
- Our opponents meet on the top of a building at midnight, the lights of the city below
- My eyes find yours across the convention hall, they flash in the fluorescent lighting

**Players alternate turns using one of three possible moves: Act, Speak, or Reflect**

- See moveset section for more info.
- Can’t decide who gets to make the first move? Pick the player who most recently watched some anime.

**At a climactic moment, any player can call a Commercial Break, and pause the action.**

- After a commercial break, the player who called the break can choose to restate what just happened.
- *Optional bonus minigame:* Players can also choose to play out the commercial break, if they choose, using the same format and moveset.

**After the second Commercial Break is called, any player can end the game.**

- Players can end the game by using a Closing Move. Once all players have used their Closing Move, the game is over.

**Next Time On!**

- Each player can narrate a brief description of what will happen in the next “episode.”

### **Moveset:**

Each turn a player can do one of three moves: **ACT**, **SPEAK**, or **REFLECT**. Players should alternate their type of move.

For instance, in a sample round:

*Player 1: speak*

*Player 2: act*

*Player 1: action*

*Player 2: reflect*

Would be acceptable.

However, in a sample round:

*Player 1: speak*

*Player 2: act*

*Player 1: speak*

*Player 2: reflect*

Would not be acceptable, because player 1 is speaking twice in a row.

To end the game, each player gets a **CLOSING MOVE**, in which they can Act, Speak, and/or Reflect in a single message.

### **Sample Moves:**

*A note on style - feel free to write in the first, second, or third person. For consistency's sake both duelists might want to match each other, but do whatever, I'm not a cop.*

Sample actions:

- I adjust my grip on my hilt, slick with blood
- She swings her fists down with grim ferocity
- I parry your move with a grace that's hard for the human eye to track
- They laugh and spit blood between clenched teeth

Sample reflections:

- I am terrified, I do not want to hurt you
- I wonder how we ended up here, when we were closer than sisters
- He's amused, your weakness laid bare
- I am hungry, my bag of gorp is almost empty

Sample speech:

- You will never stop me; I have strength beyond imagining
- Have I walked into your trap? Or have you walked into mine?
- The snow is beautiful tonight.
- You've activated my trap card

Sample closings:

- She drops her sword. It hits the ground; she follows a minute after. "At last, a chance to rest."
- I hand my Bright-Eyes-Legally-Distinct-Dragon Card to you. I'm sad to see it go, but my wily opponent has truly earned the prize.
- "I surrender." His smile is bright with blood. "Well done, kid."
- This victory hardly feels like a victory at all. They walk back to the village, head bowed.