

Romance

These romance rules were directly stolen from the Cruel Hoax game, "The King's Musketeers." Thanks for the excellent ruleset folks!

There comes a time in many characters' lives when you just find yourself falling in love. Birds do it. Bees do it. Even educated fleas do it. Why not you?

However, there are specific game mechanics for romance in *Lullaby of Broadway*. Why? Why have mechanics for romance? Why not leave it up to the players? Two reasons, really.

The first is pacing. These mechanics will keep most characters from achieving their goals of having true love until Saturday night. Some might race to true love earlier, and some might have to wait until Sunday, but most will find love Saturday night. Also, the rules are written to be task oriented, so you will have stuff to do for your love.

The second is for the same reason that we don't just let characters who want to fight just slug it out. Different players have differently levels of ability in romance. By making it abstract, we give romantic rivals a more level playing field.

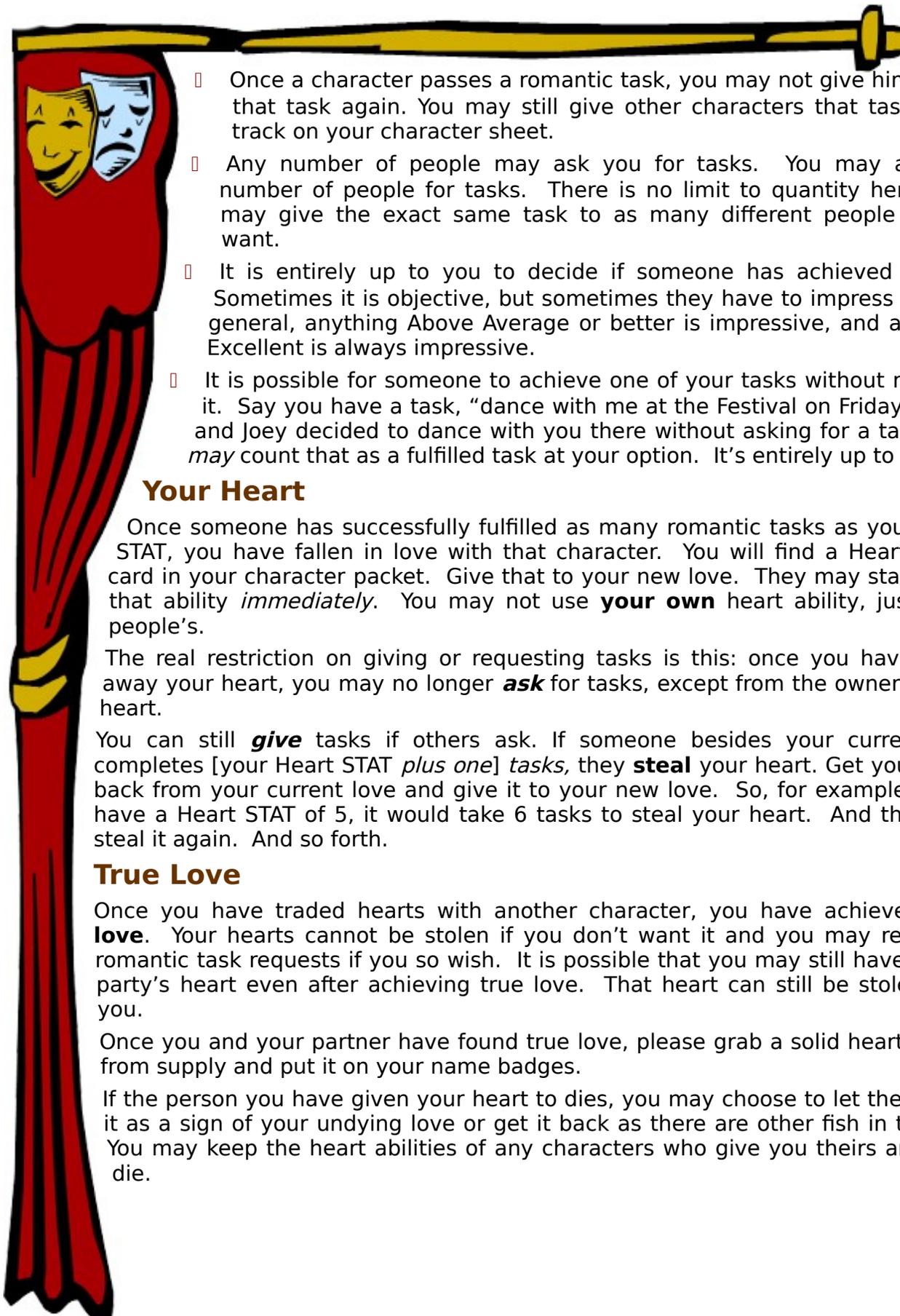
But just like any mechanics in *Lullaby of Broadway*, as long as you, your intended, and **all** possible rivals are ok with it, you can ignore these rules. But give them a try first. You'll be throwing away a significant part of your game if you ignore these rules.

Courtship and Romantic Tasks

So, if you are involved in romance, you will have a Heart STAT. No Heart STAT? No romance for you. Besides a Heart STAT, you will have a number of **romantic tasks**. Characters who are eligible for romance will have a heart outline on their name badges.

When someone wants to court you, they will ask you for one of your romantic tasks. You *must* give out one of your tasks, although there are a few rules about what you can give out when.

- ▢ If you succeed in a task, you can request another one from the object of your affection as soon as the clock passes an hour boundary. So if you prove you've done the task at 2:37, cool your heels until 3:00 before getting your next mission. *This restraint goes away Sunday morning. There are no time restraints on Sunday.*
- ▢ But if you fail a task or give it up, you have to wait an extra hour. So if you admit defeat at 2:37 - and you need to do that to the person's face - then it won't be until 4:00 that you can screw up your courage to try to prove your love to that person again. Of course, there are always other fish in the sea... *This restraint goes away Sunday morning. There are no time restraints on Sunday.*
- ▢ You may not give the same romantic task to a person twice in a row. So if Joey fails as task and asks for another one, you cannot give him that task again immediately. But you could give it to him after the next one. *This restraint goes away Sunday morning.*



- Once a character passes a romantic task, you may not give him or her that task again. You may still give other characters that task. Keep track on your character sheet.
- Any number of people may ask you for tasks. You may ask any number of people for tasks. There is no limit to quantity here. You may give the exact same task to as many different people as you want.
- It is entirely up to you to decide if someone has achieved a task. Sometimes it is objective, but sometimes they have to impress you. In general, anything Above Average or better is impressive, and anything Excellent is always impressive.
- It is possible for someone to achieve one of your tasks without realizing it. Say you have a task, “dance with me at the Festival on Friday night,” and Joey decided to dance with you there without asking for a task. You *may* count that as a fulfilled task at your option. It’s entirely up to you.

Your Heart

Once someone has successfully fulfilled as many romantic tasks as your Heart STAT, you have fallen in love with that character. You will find a Heart ability card in your character packet. Give that to your new love. They may start using that ability *immediately*. You may not use **your own** heart ability, just other people’s.

The real restriction on giving or requesting tasks is this: once you have given away your heart, you may no longer **ask** for tasks, except from the owner of your heart.

You can still **give** tasks if others ask. If someone besides your current love completes [your Heart STAT *plus one*] tasks, they **steal** your heart. Get your heart back from your current love and give it to your new love. So, for example, if you have a Heart STAT of 5, it would take 6 tasks to steal your heart. And then 7 to steal it again. And so forth.

True Love

Once you have traded hearts with another character, you have achieved **true love**. Your hearts cannot be stolen if you don’t want it and you may refuse all romantic task requests if you so wish. It is possible that you may still have a third party’s heart even after achieving true love. That heart can still be stolen from you.

Once you and your partner have found true love, please grab a solid heart sticker from supply and put it on your name badges.

If the person you have given your heart to dies, you may choose to let them keep it as a sign of your undying love or get it back as there are other fish in the sea. You may keep the heart abilities of any characters who give you theirs and then die.