

# Crossing the Seven Stars

## A game by Soup (@literalsoup)

Across the twisting sea of fates, a glance catches yours and sets your heart aflame. You reach your hand out only to feel the weight of heaven disappearing beneath you, sending you hurtling down and down and down. You see their eyes, feel the threads wrapped around your hearts tightening as you fall. Your bodies will change. Your names, memories, and lives as well. But you will meet again. And again. And again. As many times as it takes to reach each other.

Crossing the Seven Stars is a 2-player game about clueless lesbians mutually pining for each other across lifetimes, unable to muster the courage to confess first. The game is played over the course of 7 Lifetimes, with the final one containing the inevitable confession. You will start here and journey past the bounds of this document, together towards the confession.

## Pre-Game Assumptions:

- ◆ Lesbians as a term is used here at its most inclusive. Lesbians can use any pronouns, have any body types, and identify any way otherwise so long as it is approached with care and empathy.
- ◆ Romance and intimacy require vulnerability, and should be approached with appropriate measures of caution. The playing of this game should be built on enthusiastic consent from both parties, and content should be discussed before, during, and after play to ensure the safety of all players.
- ◆ This is theoretically a long game played optimally over the course of a couple days. Take your time.

## Setup:

Both players choose names, pronouns, and describe their looks.

Your eyes caught months ago, and the rolling blaze in your hearts has only grown since then.

Discuss together and answer the following:

- ◇ What does the world look like and what are your places in it?
- ◇ You each have a quirk the other finds charming, what is it?
- ◇ How is it that you keep meeting like this?

## Playing:

The game takes place over a number of scenes, the outcome of which is decided by a coinflip. Together, count down from 3 then simultaneously call “heads” or “tails.” Flip the coin, then check the results.

## Results:

- ◇ If your calls were different, the player who called the result sets a scene and describes how they: show another side of themselves, protect, or attempt to woo or impress.
- ◇ If your calls were the same and they match the result, share a moment of vulnerable intimacy that brings you closer together.
- ◇ If your calls were the same and they do not match the result, your anxieties get the better of you; discuss what causes you to drift apart.

When a confession becomes inevitable, you must instead describe your inevitable, final parting, whether by circumstance, crossed emotions, or otherwise.

After you describe your final parting, choose another TRPG to play another Lifetime, using the following framework:

- ◇ Only one of you can remember their past Lifetimes at a time; at the start of each Lifetime, flip a coin to decide who. Whoever retains their memory hangs onto the coin to mark this.
- ◇ The player who retains their memories will always recognize their soulmate. The player who does not, never does.
- ◇ After the first Lifetime ends, you choose names for each other at the start of every Lifetime. Propose a name and the other player either accepts or asks for a new one. Proceed once content.
- ◇ You may not utter a confession (“I love you,” etc) until the final Lifetime. Mutual love, expressions of love, and mutual physical intimacy is all allowed so long as a verbal confession never occurs.
- ◇ If the game you play has rules for ending the game, use them until the point a confession is inevitable, then play out your final parting.

Repeat this process until you have played 5 other games.

## When you enter the final Lifetime, play as follows:

You both remember all past Lifetimes. You know how the other feels, now, and you have the confidence to speak it. Now it’s only a matter of finding each other.

Discuss together and answer the following:

- ◇ How does this world differ from the first?
- ◇ What must you leave behind to find each other?
- ◇ How do you find each other?

**Say your confessions at the same time.**