

# Spring On Me

a game about messy dates



a swords and flowers game  
by ben chong

# Spring On Me

a game about messy dates, funny surprises, and being together



To play, you will need:

- At least two players, or more.
- A coin, or several in case you lose them.
- A soft and safe place to play with each other.
- Some index paper and pencils to write things down.
- Everyone's consent to possibly emotional, romantic, intimate, or sexual narratives.
- To let everyone say no if they are uncomfortable during the game.



It is Spring, and that means dates and spending time with each other.

Answer the following with each other:

- Who are you? (Name/Look/Pronouns)
- Who are you to each other?
- Have you dated each other before?
- If there are any contradictions, why do you view things differently?

If there are more than two players, only answer these questions with the two people nearest to your left and right respectively. This will prevent confusion from managing too many details.

Note down your answers.

*It is Spring, and that means chaos, being messy and being awkward.*

Taking turns with each other, players pick one of the following *prompts* with a *complication* to play out a scene with another character. Take your time, encourage each other to make it as messy as possible. Improvise and see what happens - but don't be afraid to go backwards to make the scene more impactful. When done, cross them off for yourselves.

Pick a prompt from the following list:

- Your first meeting since Spring started.
- You bump into each other at an unexpected place.
- You catch each other at a bad time.
- You try to do something you did regularly.
- You ask for a date, or you ask each other for a date.

Pick a complication from the following list:

- One of you needs to leave early.
- A responsibility keeps interrupting everything.
- One of you keeps avoiding something important in the conversation.
- Something impossibly stupid happens outside your control.
- The mood just isn't right.

Each scene can be a date if the players wish, but they don't have to be. If you think another character would make a great addition to the scene, add them in! Remember to keep the focus on both the initial characters.

End the scene when it feels right, and pick from the following:

- It ends messily.
- It ends awkwardly.
- It ends feeling empty.
- It ends feeling dejected.
- It ends feeling like you want more.

*It is Spring, and that means things end too quickly.*

When all prompts have been crossed off between two characters. Go on one *final date* with them. Spring is ending, and you won't be seeing each other soon.

Answer the following with each other:

- Where will you have your final date?
- How did you both make the date happen?
- What complications did you both overcome for this?
- What does it look like?

Together, spin a coin on a suitable surface. Before the coin finishes its spin and lays flat, play out the last moments of your final date with each other. Use this moment to do all the things you wanted to do, say all the things you wanted to say, reveal everything. Always ask for consent and check in with each other.

When the coin lays completely flat and cannot spin anymore, your final date ends. Wait until summer to see each other again.

Not everyone must have a final date. Players may opt out if they wish to - there will not be any consequences.



When everyone has finished playing, debrief each other, Talk about how it felt to play, what was most interesting, which characters were the messiest, what moments did you love or hate, what do you think will happen to the characters, what would you like to do more next time, etc.

When you are done, do something else until you would like to play again.

Spring On Me was made to celebrate Valentine's Day 2020 - that and all the love we experience or yearn for every day. It is inspired by Chaotic Spring, a song by Se So Neon - a Korean indie rock band. It is also inspired by Mx. Quinn's (@Mx\_quinn) Lightning-Kissed game.

This game is dedicated to the LGBTQIA+ community - permanently and indefinitely. Love strongly, love carefully, love freely.

Spring On Me is a Swords and Flowers game.

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