

Bear Acquaintances

A game about false identities, murder, life advice, and bears



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Logo by DadasDesigns

Look, it happens. Periodically, a bear murders someone and takes over their online identity in the search for snacks, companionship, and remote networking opportunities. Sure, being married to a 700-pound bear who ate and replaced your spouse is annoying but, like the common cold, it's something we all live with.

In this game, each player secretly decides to take one of three roles: A human. A bear who has eaten and replaced a human. A human pretending to be a bear that has eaten and replaced a human to discourage bears from eating and replacing them.

You will need two six-sided dice, paper, pencils, envelopes, and stamps. Also the addresses of all involved.

To play, everyone writes a letter to two other players (Your Correspondents). Coordinate to ensure that everyone receives a letter. Remain in character, talk about your life, and describe one Problem you are facing that requires getting some Advice.

When you receive a letter, reply and include Advice at the end. If this is a two-player game, note a Problem of your own and request Advice.

Whenever you receive Advice, act on it and roll 2d6. If you're a human, add 2 if it involves emotional honesty or technology, subtract 1 if it involves murder. If you're a bear pretending to be a human, add 2 if it involves murder or feasting, subtract 1 if it involves deception. If you're a human pretending to be a bear pretending to be a human, add 2 if it involves deception or circuitous planning, subtract 1 if it involves emotional honesty. On a 1-6, you commit Problem Alchemy: Your Problem is now a new, possibly worse Problem. On a 7-10, you solve the Problem but with weird complications that may or may not constitute a Problem of their own. On an 11+, things go very well and the problem is solved.

Once this is done, send your Correspondent another Letter with how the advice played out and tell them how your day is going generally. Then, pick new Correspondents and start from the top. If this is a two-player game, skip this step.

The game is over when everyone is satisfied, or when you meet in person and it ends in a horrific onslaught of human on bear-pretending-to-be-human on human-pretending-to-be-bear-pretending-to-be-human violence.

Online Play

If you're playing online, simply use Discord Messages, DMs, Tweets, or Forum Posts in the place of letters. However, if you're in the US I implore you to use USPS, they could really use the help.