

The Way You Make Me Feel

a gm-less storytelling game about relationships, sexuality, and perceptions of them by allie bustion
inspired by "Make Me Feel" by Janelle Monae on Dirty Computer | made for 3 players

First Things First

You will need a Rider-Waite or similar Tarot deck in some form. This can be a physical deck or an app on a smart device. So long as you alone can see what you've drawn and find out what it means, that's all you need. You may also want **WRITING UTENSILS**, **PAPER** for each player to keep notes, and **NOTE CARDS** with details on the Club's locations.

The Sitch

You're at a **CLUB** on a Friday night, eager to have fun and lose yourself in the music. You see two people in the line for entry and have instant reactions to each of them. You want to connect in some way but don't want to just outright ask or tell them everything. This isn't the place for that. Try to let them know how they make you feel in other, more subtle ways.

One More Thing

This game draws a lot of inspiration from **MONSTERHEARTS** by Avery Alder. Much like that game, it can confront, butt up against, or reveal vulnerabilities that you may have. That's perfectly fine. If ever you need to stop a game to take care of yourself, do it. For more about caring for each other as players at the table, see *Monsterhearts 2's KEEPING YOUR HEART SAFE* chapter.

How To Play

Take the Tarot deck and remove **THE LOVERS** card, putting it at the center of the table. This represents **WHAT YOU WANT**: a meaningful connection. Meaningful connections don't have to be positive or negative but they should have **IMPACT** and **RESONANCE**. Once you do this, shuffle the remaining deck.

Each player **DRAWS THREE CARDS**: feelings about the left-hand character, themselves as they know it, and feelings about the right-hand character. Do not share these during play. If using an app, redraw if the Lovers shows up.

Go around once and describe your **CHARACTER** based on the prompts of your middle card. This can be as long or as short as you want, growing and changing throughout play. Repeat this describing your first **REACTION** to the others. This is the basis you start from and will grow from there.

Each player **MAY DIRECT UP TO FIVE INDEPENDENT SCENES** to let the others know how they feel before **CLOSING TIME** at the end of the night. Anyone can ask to enter a scene anytime, be they a player's character or a non-player character. Did you come with friends who are watching your back? Do you have a jealous ex? Each scene is meant to frame a conversation, a

dance, an interaction: a moving snapshot of that part of the night. Once all 15 scenes (or less if you all agree) have ended, you have reached **CLOSE**. The **CLUB** is urging everyone out the door and you're out of time. Hopefully, you got your point across.

DECIDE TOGETHER what you do after **CLOSING TIME** as an epilogue: who goes with who and what you choose to do? Will it be a one-night stand? A longer but turbulent relationship, full of ups and downs? A dream romance straight out of a romcom with this night as your meet-cute? Do you ever speak again? Is this the beginnings of friendship? **TALK THINGS OUT** and see where the cards have fallen for you three.

