

the
girlfriend

of my
girlfriend

is
my
friend

a lighthearted roleplaying game
about the magical, hilarious disaster
of being trans and a young adult

created by stargazersasha <3

WELCOME!!



welcome to the girlfriend of my girlfriend is my friend! i'm sasha, and i'll be your host! this is a lighthearted little rpg about the hilarious disaster that is being trans and a young adult. i made this game in ms paint. i hope you like it.

honestly the best way to learn about this game is to look over the character sheets and GM moves. but i'll say a little bit about this game here:

this game comes with some rules and a handful of characters. you should start the game with a handful of them as your main characters — 1 per player, plus one or two more. skim the character sheets and pick some that you're interested in smashing together to see how they interact, or create some characters of your own! not every character needs a playbook, but playbooks will help you figure out what to do if you're stuck, as well as giving you an easy character arc to follow or abandon as you wish.

part of this game is watching your characters change and grow. at the end of every scene, all of us will learn a new move — something new that we can always do. i'll talk a little more about this in a section called "the core rules".

a plaintext version of this document can be found at stargazersasha.itch.io/girlfriend.

THE TRANS AGENDA

(the trans agenda)

let's read this out loud, so that we're all on the same page about what this game is and what we're here to do.

LET EVERYONE JUST WANT A GOOD TIME

this game intentionally does not focus on the injustice that is happening offscreen. this game focuses on us during the precious time we have with each other.

we are not here to fuck with each other. life is a lot of pressure, and while that pressure will be felt in our game, you only have to bring it to the foreground as much as you want to!

In the space we'll create in this game, we want to focus on being ourselves, living openly, and expressing our feelings the best way we can. things might get hilarious and messy (i hope they do!), but we all just want to get along. sometimes that's all we have.

BE DRAMATIC & MAKE THINGS INTERESTING

just because everyone's basically chill doesn't mean there won't be any conflict in this story. if someone wants something, make sure you decide as a player what's keeping them from getting it! be loud and make rash decisions. this isn't a long game, so make your scenes count. say what you need to say and storm off, do something without talking to others first and regret it.

GET EXCITED ABOUT THE OTHER PCS AND TELL OUR STORY TOGETHER

get invested in each others' stories and look for ways we can play into each other! let style = magic, and go ham! play to find out :3

SAY WHAT HONESTY DEMANDS

do what you need to do, and deal with the consequences together. most of us will probably still be friends in the end, and if we're not, that's okay too. you have to feel what you have to feel. be honest.

The Core Rules

(the core rules)

we'll play this game in scenes. at the end of each scene, we'll each learn a new move we can always use. all characters also have an ARC & FINALE section, which can help you structure their personal story arc. each of these sections offers a personal social goal, and when this goal is met a certain number of times, they get to use their FINALE move!

SHARED NORMAL MOVES

(anyone can always):

- describe something you've noticed or experienced
- offer to share a space with someone
- share something that's been bothering you
- ask for advice
- suggest a silly solution to a relevant problem
- give it everything you've got
- make something magical!

SHARED FINALE MOVES

(in addition to your unique options, after all your boxes are filled, you can):

- show someone they're special to you
- offer to let someone into your life in whatever way is meaningful to you

THE GOLDEN RULE

if there's something on a character sheet that you don't like or that doesn't make sense for that character anymore, cross it out! you can replace it with something new right away or you can wait until you figure out what feels right. replace it with something from another playbook, or something of your own design.

i guess this is as good a time as any to say that you don't have to be trans to play this game. this is a game *about* being trans, though — if you took that away, this would be a different game! i encourage you to play this game in whatever way feels most honest to you.

GM MOVES

(challenge a character or complicate a situation; described in detail in the section "gm moves"):

- threaten them with a good time
- give them two good options, and comfort them either way
- let someone you don't like make a really good point
- let someone lash out and make people upset
- fade to black
- isolate someone and check in
- show how we're more similar than you think

GROWING & CONNECTING

after each scene, all characters in that scene may gain up to one "you can always" move. this can be a move you learned from someone else's playbook, or it can be a move of your own design that reflects how you grew this scene! write it on your playbook. if you need space, cross out an old move you don't need anymore.

after a character uses their finale move, decide whether their central conflict in the story has been resolved. if it hasn't, you can erase the boxes and work toward using it again. if it has, the character can move into the background, or you can design a new arc & finale for them!



check the back of the book for three optional rules about the way moves & scenes work.

GM Moves (gm moves!)

these moves serve to challenge the characters and complicate situations that are otherwise moving smoothly. don't know what to do? make a gm move! don't have a gm? make a gm move anyway, i'm not your boss. this is not an exhaustive list, but a menu of starting places.

THREATEN THEM WITH A GOOD TIME

oh no!! i invited you over??? you want to bake bread and then cuddle???? holy fucking shit, that's so much pressure but i want it so bad! oh god what will i do?

GIVE THEM TWO GOOD OPTIONS, AND COMFORT THEM EITHER WAY

life is hard. make any choice feel good. reward decisive action and show how people will forgive you if you can't give them your time or attention right now. characters' actions should have consequences, but be kind to yourself!

LET SOMEONE YOU DON'T LIKE MAKE A REALLY GOOD POINT

hehe >:) they don't have to be a main character, but let this pull them into the story and make them important and/or make this conflict more important!

LET SOMEONE LASH OUT AND MAKE PEOPLE UPSET

it's okay to cause problems and be selfish. you should be meaner to people, why are you being so nice to people? say something that'll make people upset, but in doing so, reveal what you truly want and let them empathize with that. say shit without anticipating how other people will react; let them surprise you.

FADE TO BLACK

you don't have to move a boulder in every scene. when in doubt, end the scene and find somewhere new to set the next one. check in on a character we haven't seen in a while, or introduce someone new. connect things back in whatever way feels right.

ISOLATE SOMEONE AND CHECK IN

what do they do when they're alone? let this reveal why they need the other characters right now.

SHOW HOW WE'RE MORE SIMILAR THAN YOU THINK

you can use this to soften an emotional blow, or to bring someone closer who's feeling left out. there's no limit to the power of this move!



PLAYBOOKS

the trans girl who's really into architecture

the werewolf who i smoked with that one time and is pretty cute actually

** cws: smoking and implied violence*

the lesbian who's in a band and holy shit, he's just so fucking cool

those two goths

guy with quilt

i'm dating someone new and idk, he's kind of boring, but i like him a lot...

** cw: implied themes of transphobia*

the edm witch

spike

the other werewolf

** cw: implied violence*

the girlfriend of my girlfriend

** cw: potential suicidal ideation*



design your own playbook!

the trans girl who's really into architecture

(the trans girl who's really into architecture)

pick 1+ name [cassie, jupiter, diana, etc.]

pick 1+ gender [trans girl, history major, music major, librarian, etc.]

pick 1+ pronoun [she/her, they/them, fae/faer, etc.]

entangle yourself into our group by choosing 1 or 2:

- i'm roommates with one of you
- i met one of you in a class and got your number
- i met one of you at a party, somewhere away from the action
- one of us helped me pick up the stuff i dropped on a train, and then when you ran into me a second time you asked for my number right away

pick 1+ that is on your mind during your first scene:

- i want someone to notice how cool my new outfit is
- i need to talk about my ideas for my thesis project
- i need help sorting out my feelings for someone
- i need advice figuring out my new style & the magic that comes with it

My moves

(my moves)

i can always:

- make space for someone else to talk
- know something cool about what we're talking about
- have researched someone else's interests between scenes
- get really excited!
- say: "i'll go with you!"

ARC + FINALE

(arc + finale)

whenever someone creates an opportunity for me to gush about my interests and i take it, mark a box:



when all seven boxes are marked, i can take center stage and have my FINALE by combining one or more of these:

- i'm ready to tell someone i have feelings for them!
- i'm throwing a party!
- i've created something really beautiful and am ready to show it off!
- i'm ready to appear in my new style!

The werewolf who i smoked with that one time and is pretty cute actually...

(the werewolf who i smoked with that one time and is pretty cute actually)

- pick 1+ name [beanz, foxx, julia, etc.]
- pick 1+ gender [werewolf, stoner, guitarist, amateur tattoo artist, etc.]
- pick 1+ pronoun [xe/xem, they/them, ve/ver, etc.]

entangle yourself with our group by choosing 1 or 2:

- i smoked with one of you that one time and you thought i was pretty cute actually
- i turned one of you into a werewolf and am trying to make it up to you any way i can
- i was limping injured through your neighborhood and you invited me to stay on your couch for a couple nights
- i transformed right in front of one of you, and you promised without words that you'd keep my secret

pick 1+ that is on my mind during my first scene:

- i need someone to be a singer for my band
- the full moon is coming and i need something important to prepare
- i need help sorting out my feelings for someone
- i need a moment of peace and quiet



MY MOVES !!

(my moves)

i can always:

- appreciate someone else's routine
- laugh really loud at something
- be reminded of something i think is true
- offer quiet comfort to someone
- be soft and furry (and sharp, if i need to....)

XRCG + FINALE


whenever one or more people make time to chill out with me, mark a box.



when all three boxes are marked, i can take center stage and have my FINALE by combining one or more of these:

- i've decided i want to take you all on an exciting trip!
- i'm not afraid of myself anymore!
- i've moved on from it, whatever it was!
- i feel ready to take care of myself again!

the lesbian who's in a band & holy shit,
he's just so fucking cool...

 (the lesbian who's in a band and holy shit,
he's just so fucking cool)

- pick 1+ name [rocky, aarusha, sophie jean, etc.]
- pick 1+ gender [lesbian, soc major, truck owner, bassist, etc.]
- pick 1+ pronoun [he/him, she/her, it/its, etc.]



entangle yourself into our group by choosing 1 or 2:

- we swapped numbers after one of my shows and there's a possibility i think you're hot
- i hooked up with at least one of you, a month or so back
- i play board games with at least one of you (i'm scary at them)
- i know one of you from back home

pick 1+ that is on your mind during your first scene:

- i'm writing a song for one of you
- i've brought a gift for one or more of you
- i need a big favor
- i'm going somewhere and i want some of you to come with me, because i'm kind of nervous to go alone



My Moves ♡

(my moves)

i can always:

- make or have friends in an unexpected place
- hum a little tune
- be really good or really bad at something, and have a good laugh either way
- extend a hand to someone
- ask someone to jam out with me!!



ARC + FINALE

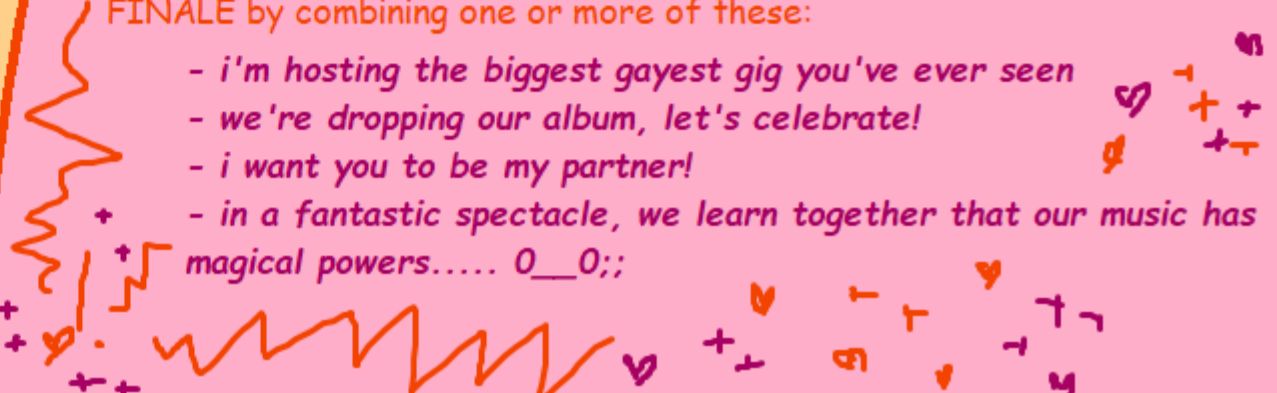
(arc & finale)

whenever i outdo myself, mark a box.
if i'm satisfied with the way it makes me feel, mark an additional box.



when all seven boxes are marked, i can take center stage and have my FINALE by combining one or more of these:

- i'm hosting the biggest gayest gig you've ever seen
- we're dropping our album, let's celebrate!
- i want you to be my partner!
- in a fantastic spectacle, we learn together that our music has magical powers..... 0_0;;



those two goths

(those two goths)

- pick 2+ names [ruby & jade; alex & alanna; melody & noise; etc.]
- pick 2+ genders [goth4goth; t4t; victorian & scene; math+science, etc.]
- pick 1+ pronoun [they/them, it (plural), she (plural), etc.]

entangle yourselves into our group by choosing 1 or 2:

- we taught you a simple spell that even non-goths can cast
- we fell in love with you after you made a recipe that just absolutely captivated us
- we helped you through a tight spot a while back, using a little luck and some magic
- sometimes we come over to your place and just vibe for hours. none of us can remember afterward what we did together

pick 1+ that is on our minds during our first scene:

- i want to try a new recipe together but you're going to have to trust me
- i want to observe you until i figure you out
- i want to ask someone if they'll try a ritual with me
- it's hard to say out loud, but i'm thinking of branching out from being goth

OUR MOVES

(our moves)

we can always:

- ask: "can you show me how you did that?"
- say something mysterious, cosmic, or beautiful
- split up, and describe what each of us is like individually
- design a new spell to cast later
- cast any spell we've designed

ARC + FINALE
(arc + finale)

write one of our names next to each row of boxes.
whenever one of us learns something new, mark a box in their row.

_____	□	□	□	□	□
_____	□	□	□	□	□

when all 10 boxes are marked, we can take center stage and have our FINALE by combining one or more of these:

- we're throwing the **HOTTEST DAMN GOTH PARTY** anyone's ever seen.
- we've grown out of one kind of magic. cross out all the spells we've designed and design a spell of a whole new type.
- we're trying not being goths. rename our playbook and explain why.
- we've decided to separate. rename our playbook and explain why.

GUY With

QUILT

(guy with quilt)




MY MOVES

(my moves)

- pick 1+ name [thomas, mouse, sage, etc.]
- pick 1+ gender [knitter, barista, microbio major, occasional librarian, occasional werewolf, etc.]
- pick 1+ pronoun [fae/faer, he/him, ae/aer, etc.]

i can always:

- make this face: 
- follow a craving
- be kind to the one who needs it
- build on what someone said in a colorful way
- pine... quietly or otherwise

entangle yourself into our group by choosing 1 or 2:

- i have a fucking hopeless crush on one of you
- we were in a class together and clicked but never found time to hang out

- i kind of want the job that you have
- i let one or more of you come over and be cozy with all the stuff i've knitted!

ARC + FINALE

(arc + finale)

whenever i add a memory to my quilt, mark a box, and then describe what it looks like, and describe the quiet magical property that i weaved in with it, intentionally or otherwise.








pick 1+ that is on my mind during my first scene:

- i want to be closer with you
- i need help figuring out what my life can be like now
- i want someone to try my new drink
- i need someone to take care of my plants, i can't take care of them anymore (but i'll happily come visit them)

when all nine boxes are marked, i can take center stage and have my FINALE by combining one or more of these:

- i've finished my quilt! describe the finishing touches.
- i've moved on to a new project! rename my playbook, if you like.
- i'm ready to tell you how i feel about you
- i want to teach you how to do this

i'm dating someone new and idk,  
he's kind of boring, but i like him   

(i'm dating someone new and idk, a lot...
he's kind of boring, but i like him a lot)

- pick 1+ name [sam, jamison, kim, etc.]
- pick 1+ gender [dude, woman, stem major, dog person, etc.]
- pick 1+ pronoun [she/her, he/him, they/them, etc.]

- entangle yourself with our group by choosing 1 or 2:
- i'm the most "normal" person you've dated in a very long time, whatever that means
 - we know each other from work
 - you have no idea i've wanted to be your friend for a long time
 - you helped me learn something really important about myself, but you don't know that yet

- pick 1+ thing that's on your mind during my first scene:
- i'm soooo hungry right now
 - i think you're super cool and want you to tell me about yourself
 - there's something so cool and new about this place, and i want to figure it out
 - i really like you

MY MOVES (my moves)

- i can always:
- recognize a way in which we are different (you decide if you feel honored or not)
 - say: "i love that!"
 - invite someone to do something normal with me
 - laugh and be awkward and sweet
 - try something new!



whenever i try something new, mark a box and (now, or later) secretly decide how it affected you.



- when all 6 boxes are marked, i can take center stage and have my FINALE by combining one or more of these:
- i'm leaving for good
 - i want to apologize for something i said to you
 - i've decided to try on one or more new labels! write them down and celebrate. if you want, rename your playbook.
 - i want you to know that i want to keep growing with you, for as long as you want to be with me

the EDM Witch

(the edm witch)

pick 1+ name [eiya, lizzie, dex, etc.]

pick 1+ gender [nonbinary, noise, glitch, sludge, disco, trip hop, deep house, etc.]

pick 1+ pronoun [they/them, xe/xem, witch/witches, etc.]

entangle yourself with our group by choosing 1 or 2:

- i'm producing something for you, and it's going to be huge (if i can get it right...)
- we're researching something ancient and mysterious together
- we are each others' windows to another world
- we just moved into an apartment together!

pick 1+ that is on my mind during my first scene:

- i want to ask you why you flaked on me last night (i'm not mad or anything)
- i've had a breakthrough on my new project
- my magical companion is sick and needs help
- i need some fresh air, and i want someone to take a walk with me

@stargazersasha

MY Moves...

(my moves)

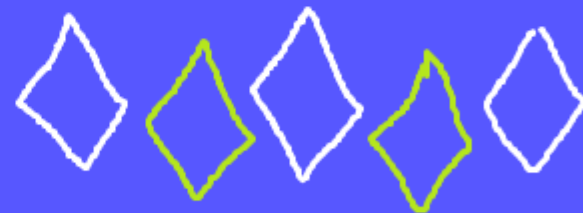
i can always:

- ask how this makes you feel
- say what i think needs to happen for something to feel magical
- pay attention to what my magical companion wants
- stim
- cast a spell i've never cast before, and won't ever cast again

ARC + FINALE

(arc + finale)

whenever i let myself or my magical companion push me out of my comfort zone, mark a box.

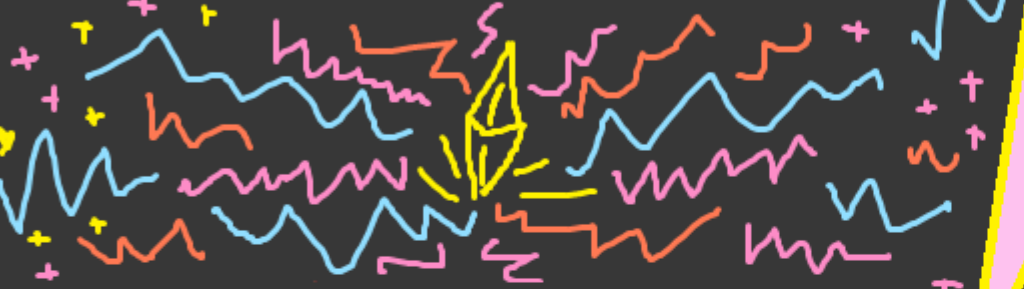


when all five boxes are marked, i can take center stage and have my FINALE by combining one or more of these:

- i finally feel at home here!
- i'm ready to drop my big project! come celebrate with me!
- my style is changing! describe how, and describe how my magical companion changes too.
- we've uncovered something huge and magical! describe it & decide what we'll do about it...

SPIKE (spike)

- pick 1+ name [SPIKE, DODGE, BANSHEE, etc.]
- pick 1+ gender [genderfuck, artist, sk8rgirl, menace, etc.]
- pick 1+ pronoun [zey/zem, they/them, he/him, etc.]



entangle yourself with our group by choosing 1 or 2:

- we're huge fans of each other and maybe get a little competitive
- you have access to something i really need
- i'm staying on your couch for now
- we're best friends even though we couldn't be more different



pick 1+ that is on my mind during my first scene:

- i'm thinking about how good spraypaint would look on this wall
- i want to create something with you
- i fucked up and need help
- i just want to be around you right now

MY MOVES (my moves)

i can always:

- do a cool trick
- show you how to get somewhere we aren't supposed to be
- appreciate what makes someone special
- show you how something's not so impossible
- cast a spell on a building or small region by leaving my mark on it — the bigger my mark, the stronger the effect



whenever i reveal what it costs to be so bold, mark a box.



when all five boxes are marked, i can take center stage and have my FINALE by combining one or more of these:

- i finish my masterpiece. describe it, and its magical effect
- i give you my tools for as long as you want them
- i let you know i'm glad we stuck together
- i tell you my other name

the OTHER Werewolf

(the other werewolf)

- + pick 0+ names [no name, ajda, grudge, halia, etc.]
- + pick 0+ genders [werewolf, pisces, burned-out, genderssharp, etc.]
- + pick 0+ pronouns [no pronouns, it/its, xe/xem, they/them, etc.]

entangle yourself with our group by choosing 1 or 2:

- we became werewolves together and are handling it differently
- we're staying together now, but we don't get along that well
- i'm not in touch with myself like you are, and i want to be
- you're not in touch with yourself like i am, and i don't think you want to be

pick 1+ that is on your mind during your first scene:

- i'm looking for a distraction
- i have intense feelings for you that sprung up very suddenly
- i saw something in town earlier that confused me, and i'm still thinking about it
- i need to blow off steam somehow and i think you might want to join me

MY MOVES

(my moves)

i can always:

- notice something everyone else missed
- ask you what i can do to help you right now
- communicate something nonverbally
- defend someone fiercely
- show my feral side, even for a moment

ARC + FINALE

when i let someone touch me, mark a box.



when all five boxes are marked, i can take center stage and have my FINALE by combining one or more of these:

- i know this now: i have what i need to be present for you.
- i give you what i think you want most.
- i have the best night of my life.
- this full moon, i let you come with me.

the girlfriend of my girlfriend

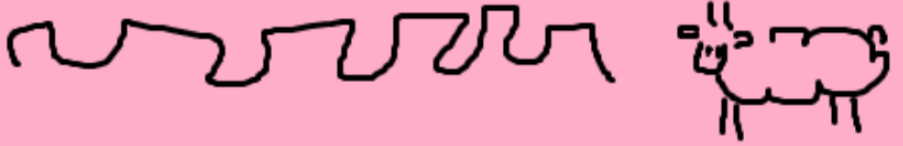
(the girlfriend of my girlfriend)

TW: the content on this page depicts a character drifting away, and can resemble the experiences of someone actively suicidal. please skip this playbook if you need to.

- pick 1+ name [aurora, sarah, echo, etc.]
- pick 1+ gender [nonbinary, pastel, scifi lover, etc.]
- pick 1+ pronoun [they/them, she/her, ae/aer, etc.]

entangle yourself with our group by choosing 1 or 2:

- i'm the girlfriend of your girlfriend
- i've been friends with at least one of us since childhood
- i appeared to one of you in a recurring dream long before we met
- i knew your name before you knew mine



pick 1+ that is on my mind during my first scene:

- i'm thinking about how things aren't how they once were
- i'm thinking about swimming in the ocean or visiting somewhere far away
- i'm thinking about how pretty your eyes are
- i want to invite you to spend a very special night with me



My Moves

(my moves)

i can always:

- describe the symmetry in something
- smile and say, "of course!"
- say, "i'm going to miss this," and don't explain myself
- take a picture
- reach for someone's hand

ARC + Finale

(arc + finale)

whenever i suddenly disappear or reappear, mark a box.



when all five boxes are marked, i can take center stage and have my FINALE by combining one or more of these:

- i invite someone out for a very special night together; don't tell them why it's special to me.
- print 1+ of the photos i've taken and post or stash them somewhere.
- hold someone and tell them i'll always be with them.
- disappear forever.

i'll miss you

DESIGN YOUR OWN PLAYBOOK!

(design your own playbook!)

- pick 1+ name
- pick 1+ gender
- pick 1+ pronoun

entangle yourself into our group in 1 or 2 ways:

write 1+ thing that's on your mind during your first scene:

MY MOVES

(my moves)

a list of about 5 things i can always do:
(i'll learn more soon!!)

ARC + FINALE

how do you, the player, want to see me grow? write an arc condition:
whenever _____, mark a box.

(you have to draw the boxes, i ran out)

when all the boxes are marked, i can take center stage and have my FINALE by combining one or more of these:

SOME WORDS

on the werewolves:

first, werewolves can be a metaphor for whatever you want them to be. they don't have to be a metaphor for anything — sometimes it'll just happen to you. but i've included hints as to what werewolves mean to me for this game, so do with those what you will.

second, and finally: any character can be a werewolf. "the other werewolf" doesn't have to foil the cute werewolf; you can make anyone the "first werewolf", or you can make this little guy be its own werewolf.

on magic:

same thing about the metaphor: sometimes you can just do that.

in the world of this game, magical power is generated by aesthetic power. the goths don't have to be goths, they can be into any style — but their fierce belief in their visual style is what gives them their magic. same with the edm witch, who draws magical powers from the aesthetic qualities of xyr music; quilt guy, who gets faer power from the blanket they're enchanting; and spike, who gets magic from his graffiti. use magic however you want, but keeping this theme should yield fun results!

only some of the characters have magic written into their playbooks — but remember that you can always learn moves from other people, and design your own. maybe boring guy grows into a new style of clothing that lets her float, etc. this is a game about learning each others' magic!

some words on the world and characters of this game

what are you doing!! don't read this section!! the playbooks should speak for themselves or whatever!! there is no metaphor in this game!!

on "i'm dating someone new and idk, he's kind of boring, but i like him a lot":

i wrote this playbook to honor and treat with gentleness what it means to invite a cis person into your life as a trans person, and what it means and feels like to be let in. "normal" and "boring" are very touchy and relative, and i encourage you to find your own definition of them. and of course, this character can still be trans — maybe there's something else about you that they're unfamiliar with and excited to learn about! let them grow with you, and let them go if they need to.

on modding & swapping:

what if architecture girl is fixated on trains and buses instead? what if guy with quilt is working on a magical robot instead of a magical quilt? what if the other werewolf is a vampire or a zombie instead of a werewolf?

i've given you my interpretations of these characters that i've created — but i hope you don't need my permission to do with them whatever you will. :3

on "the girlfriend of my girlfriend":

wouldn't you like to know!!!

OPTIONAL RULES

@stargazersasha

(optional rules)

THE SPOTLIGHT RULES

(if you really want me to tell you how to structure your silly little game)

play the game (or each session of the game) in three acts. in each act, have a number of scenes equal to the number of players, with each player taking one scene to spotlight something they'd like to see played out. each scene, the player setting the scene selects a subset of any number of characters to participate (they can include every player!), and that player decides where the scene will be set and what generally will be happening at the beginning. take suggestions and be flexible!

after each act, take a break and talk about where things are headed. let act 1 introduce the characters and conflicts, act 2 be loud and messy, and act 3 be the resolution. include an epilogue for each character at the end, if you want.

this works best for three to five players, and will yield a session of about 3-5 hours, including time at the beginning for character and world setup.

these rules were inspired by dialect by thorny games.

THE WATCH-THE-SUNSET RULES

(for an additional challenge, & to highlight growing pains)

replace the normal "after each scene" text with the following.

after each scene, all players read and answer this, in turn:

something to remember. add a move to your playbook, either learned from another character's playbook or designed yourself, to reflect how you grew this scene.

something to forget. you're changing. choose a move anywhere on your playbook to cross off. you can't use this move anymore.

THE PUSH & PULL RULES

(for games that feel more gamey)

after you answer your playbook questions:

choose two moves that give you a token when you use them.
choose two moves that you have to spend a token to use.

whenever you add or replace moves, adjust so that the above numbers are satisfied in a way you like.

whenever you mark a box, you must additionally spend a token to do so.

these rules were inspired by avery alder's no dice no masters system.

THANKS & END STUFF

(thanks & end stuff)

this game was created on the unceded ancestral land of the Duwamish People past and present. the author would like to honor with gratitude the land itself and the Duwamish Tribe.

this game is for maia, the girlfriend of the girlfriend of my girlfriend. i love you!

thanks to everyone in the possum creek community for your feedback and test reading, ESPECIALLY to Nos Woods and Valentine!

this game has many inspirations! including YOU ARE A WIZARD by valentine (transval.itch.io), untitled 1 by Jay Dragon, and yazeba's bed & breakfast by Mercedes Acosta, Jay Dragon, M Veselak, and Lillie Harris!

you can use this game however you want — taking just the playbooks and using them with a different system could be cool as hell! alternatively, liberate my simple core rules setup and build on it in your own way. i support you, and would love to hear about your experience!!

please also feel free to remix this game and publish your take on it — and tell me if you do so i can boost you! if you do, you can credit me like this:

"This game is Powered By My Girlfriend, built on the Girlfriend Engine created by stargazersasha."

please do this, i think it would be hilarious.

and don't think you've seen the last of this system! i have two bigger projects coming up using the Girlfriend Engine — one about lonely space explorers finding kinship on their long voyage, another about a kid and their magical companion — very excited to get both of them out into the world in good time :3

thank you for reading. i hope you have as much fun playing this game as i did creating it.

*yours in handholding and silliness,
sasha <3*

sept 23 2021