

## **GET YOUR GAME ON:**

You are in a world where card games matter. Not just that, you can make a life out of them. Career, celebrity, wealth, it can all be yours' through card games.

But first, you have to get through card-game academy. Here you will duel your rivals, meet your fellow students, discover new feelings about others and yourself and just have fun!

Now. Get Your Game On!

### **How To Play:**

This game accommodates 3-5 players. You will need a digital or physical location for all of you to communicate on. And will also need two different forms of tokens, once more either digital or physical.

You begin by creating and introducing your characters around the table with the person who last bought a card game packet going first in the turn order. Can be of any real life card game.

To play, you select a minigame, and decide who's involved in a limited group and then go around the table taking turns. Every turn, a player who has not gone in the order decides which game to play.

Once every player has selected and played through at least one game, you may choose to end the game at any point after.

### **Objective Of The Game:**

The objective of the game is to emulate card game anime such as *Yugioh GX* or *Cardfight Vanguard*. It's to make that feeling when you bought your first card game deck come back.

It's to bring things back to when they were simpler. But also to make those simple times messy.

The goal is for a game where cards matter.

### **Your Duties:**

Play easy, play fair, and always let the other players make their own decisions for themselves.

When creating a scene for your characters to enter, consider allowing each player to add a special fact about the scene to give it a sense of uniqueness from all of them.

Along with this above suggestion, consider allowing each player to describe how they enter the very first scene of the session. It can lead to a great impression of one another's characters.

Safety is paramount in this game, and I highly recommend utilizing safety tools for it in play. You can find an amazing assortment of safety tools for your purview and use in the [Safety Toolkit](#) by Kienna Shaw.

If you're looking for a game to begin on, **School Mixer** is a good starting game.

### **The Trans Rule:**

My games are made by trans people FOR trans people. Therefore, nearly all the minigames are built with the assumption that each PC is of the trans identity umbrella and includes questions related to that.

If you do not wish to play that style, you may remove these questions or replace them with some of your own. If you are also trans and uncomfortable with these questions, you may do the same.

Alongside this, if you are cis and are nervous about misrepresenting trans people by playing a trans person, take this as an opportunity to research trans experiences and accounts by actual trans people. You will never be able to know what we truly experience. But if my game can help you understand what your trans friends go through just a little, then I will consider that a success.

And for trans people who are nervous about suggesting the game to a majority cis group, remember one thing: We're badassess and deserve to play games about US. Made by US. Speaking up can be hard when you witness transphobia at the table (Or any form of bigotry) but you deserve a table that respects you and your identity. A toxic table is no table at all.

I'm sounding like a broken record, but one thing you should take above all for this game. It's a trans one. Don't forget that.

## Character Creation:

People from all walks of life come to this card game academy. Some are legacies, full of hot gumption and pride. Some are the runts of the litter, constantly looking for chances to prove their worth. Some are mysteries, having a past that they do not wish to divulge.

You all know of each other, at least vaguely. You've likely had a duel or two before the game begins, forming a competitive relationship between the group that can be called back and referenced upon. You have relationships with your teachers and fellow students, but they don't matter as much as the interactions with the fellow PCs. The NPC characters should be used to emphasize and enhance PC-PC relationships.

Go around the table, starting in the above stated initiative order, and announce your character. Introduce them with the following traits:

**Name:** An easily remembered and overly dramatic name usually suits best for these types of stories. If it can work double duty as a pun, all the better.

**Pronouns and Gender Identity:** There are many options to choose from for both of these. Pronouns could be She/Her, He/Him, They/Them, Hir/Hirs or so much more. Gender identity is always trans if running the game as default. Some suggestions are Trans Man/Woman, Genderfluid, Agender, Demigender, Bigender and a lot more to choose from. If looking to research more into gender diverse pronouns and identities, please check out this link [Insert Link Here]

**Deck:** The deck is how you play. The semantic of every single card doesn't matter too much, and you can come up with them as you go. The main two things to decide is your deck's theme and Ace.

While a deck can be of any theme, when it comes to the matter of starting tokens, they must one of the following three bases:

*Hard-Earned:* You found your deck through earned cards in many battles. You have made friends, enemies and everything in between through earning such cards. **Starting Tokens: Two Skill Tokens and 2 Heart Tokens.**

*Finely Made:* Everything about your deck screams intelligent design. You put it together by knowing what benefited each card and played to its strengths. **Starting Tokens: Three Skill Tokens and One Heart Token.**

*Soft and Sentimental:* Your deck is yours. Your first card was likely a gift from someone dear to you, and the remainder were earned through similar situations of bonds. **Starting Tokens: One Skill Token and Three Heart Tokens.**

A Theme is a recurring motif of your deck that is prevalent in every card you use and may even reflect upon your personality.

**Examples:** *Machines. Water. Dragons. Knights. Angels. Demons. Fire. Animals. Desert. Stone.*

An Ace is your game winning card. It's the card that has earned you the most wins and nearly always changes the tide of the duel. It should have a grandiose name that you could shout as you summon to strike fear into your opponent.

**Look:** Choose one thing that makes you stand out from a crowd. You are not people who fit in with the mold or the rest. You are a person of your own.

**Examples:** *Oddly coloured hair. Different coloured eyes. Outrageous hairdo. A leather jacket covered in pins. A piece of memorabilia you take everywhere. A medallion hanging from your neck. A piece of clothing of your cultural heritage. An object of your faith. Something you don't like about your appearance.*

### **Academy Creation:**

Consider the makeup of your academy from the following avenues and forms:

- Who started it: An eccentric billionaire? A community group of duelists? A trust fund by a retired dueling champion?
- What is the makeup of the school like: Are students divided into different forms depending on skill and ability? Does it teach non-dueling academia? Is there an entrance exam?
- What do the students do to wind down: A local cafe? A lake for fishing? A dance club?

The academy can be either a high school level or college level, depending on the tone of play you are going for.

## **TOKENS:**

Tokens are divided into **Heart Tokens** and **Skill Tokens**.

Skill represents becoming a better duelist, but gradually disregarding and letting your social/emotional obligations fall to the wayside. It will be gained through winning duels and skillful plays. While lost through allowing your career to fall in exchange for preserving social relationships.

Heart represents your personality and emotions. It's when you go out with friends, explore your identity and just take a break from dueling. However, uncoupling from dueling too much can result in your skills atrophying and going to hell. It is gained through indulging in emotions/social relationships. And lost by suppressing those things in exchange for winning duels and improving at cards.

The end result of how many tokens you have and their ratio decides what your epilogue's direction will be.

## **MINI-GAMES:**

### ***A One On One Duel:***

#### *Set Up:*

You decide what brought you and your fellow duel academy member to this.

Ask your chosen partner your motivations going into this Duel: Jealous? Sportsmanship? Unwilling to admit your feelings and decided to duel it out? Internal angst you're letting out in a duel?

Ask each other: What are your feelings towards me? Do you seek to prove your better or I'm lesser?

Others can join freely, if it makes sense for their characters to also be present and engaged in the confrontation. They can join the conversation, but not the duel itself.

During the game, the players who are not participating help do commentary. This can include emphasizing the feeling stated by the players involved. Coming up with minor cards to suggest during play for the players. And building/hyping up a big monster.

#### *Conducting The Conversation:*

Decide what is on the line in this duel: Pride? Anger? Bragging rights? Closure? Use this as the motivation and tone for the conversation between the two players.

When you ask a question, your opponent answers. Whomever has the most obvious and open emotion asks the first question.

If a question asks you to lose a Token but you are unable to lose a Token of that type, you simply continue the game as if you had lost one.

Feel free to always profess and announce the cards you play along with their abilities as flavour text during the game. Go as much over the top as you like.

#### *Conceding The Conversation:*

Once the third question at least has been answered, you may end the duel at any moment.

Once the closing question has been answered, you count the total amount **Skill** and **Heart Tokens** total. Whomever has the most **Skill Tokens** decides the outcome of the duel, while whomever has the most **Heart Tokens** decides the tone and mood.

*Leading Questions:*

- I throw a jab at someone dear to you. What do I say about the person you care about? If you choose to rise at it, gain a **Heart Token**
- I reveal a monster that you had previously thrown away is now mine. How does it strike fear into you? If you destroy it, gain a **Skill Token** but lose a **Heart Token**.
- I reveal a well-kept secret of yours. What is it? If you show hurt from it being revealed, gain a **Heart Token** but lose a **Skill Token**.
- I destroy your favorite card with a sneaky move. How did I accomplish this? If your connection to the card is kept secret, gain a **Skill Token** but lose a **Heart Token**.
- I begin monologuing, rambling about my own inner turmoil and your relationship to it. What part of it gets you to start listening? If you persevere through this blow, gain a **Skill Token**.
- I reveal a pain that I have been keeping secret. What is it? If you hold off your attack to help me, gain a **Heart Token** but lose a **Skill Token**.
- A weakness, obviously caused by my emotional weak point becomes obvious. Do you take advantage? If yes, gain a **Skill Token** but lose a **Heart Token**.
- I reveal something relating to you I had been keeping secret. How does it affect you? If it rattles you, take a **Heart Token** but loose **Skill Token**.
- A card I draw or see you play gives me memories of my transition. What does it look like? If you temporarily halt the duel to give me time, gain a **Heart Token**. If you press on the attack, you're the biggest dick in the world. Gain a **Skill Token**.
- I begin showing my true feelings that I'm not as good as you. How do you react? If you reassure me of my skill, gain a **Heart Token**. If you ignore or rub it in, gain a **Skill Token**.

**Ace Question:** I reveal my Ace Card in an astounding display of power and skill, professing me and it's bond. How impressed are you? The player of the Ace Card gains both a **Heart Token** and **Skill Token**. If the other player has not yet answered this question, they may relinquish their right to use by summoning their own Ace Card to cancel the effect of the first player's Ace Question.

*Closing Scene:*

Whomever has the most **Skill Tokens** gets to dictate how the duel ends. But the player with the most **Heart Tokens** gets to dictate what the mood and tone of the ending is.



## ***A School Mixer:***

### *Set-Up:*

The dueling academy is hosting a get-to-know one another event.

Everyone takes part in this and gets to decide the features of it: What time in the school year is it taking place? How long does it go on for? Which non-PCs are a part of it? What refreshments/food is there, if any?

Pair off into groups of 2-3, depending on the makeup of the group as a whole. The main thing to be sure of is that every person in the group has at least one partner to discuss and converse with.

**Optional Rule:** If you have three characters in a group, consider having them gain two turns in a row depending on the tone and flow of the game. In the event of the two turns in a row, do not have it be the same makeup as the previous question. I.E: Whatever character in the group of three who was left out should be included in the second turn of the double turn.

Ask your partner/s: What do you feel about the mixer? Are you happy or mad to be ordered here?

**Note(1):** While the first time this game occurs it must a be a Mixer, the template of it may be reskinned for many events such as:

- Music Festivals.
- Sports Events.
- Holiday Celebrations.
- Night at the Cinema.
- Camping Night

Along with any others your group may come up with.

**Note(2):** If you are using the School Mixer minigame as your first scene of the game, consider having it be when your characters meet for the first time within the halls of the Duel Academy. They may have met before in their past, but this is the first time they have met upon being admitted to the school.

### *Conducting the Conversation:*

Take turns asking conversations. Whomever has the most **Heart Tokens** gets to go first with a question. In the event of a tie, whomever has the least **Skill Tokens** alongside the most **Heart**

**Tokens** gets to ask the first question:

You all engage in improvised conversation, choosing questions from below for instigating it. When a question is refused by the opposing player, both players have the options to switch talking to another player, as long as the new player agrees.

### *Ending The Conversation*

Once all players have asked and answered at least one question each, you have the option to end the mini-game at any point.

No tokens are involved in this beyond deciding who gets to ask the first question. It is a solely roleplaying/improvised conversation game.

### *Initiating Question:*

1. I bring up a card of yours that interests me. Do you get defensive or proud?
2. I let out a brief social blunder. Do you capitalize or let it slide?
3. I reveal progress in my transition. Are you jealous or supportive?
4. I reveal a road-bump in my transition. Do you brag about your own or comfort me?
5. I let out how I screwed you over in the past. How does that make you feel?
6. I mention that a high-up Duelist celeb is thinking of sponsoring me. What are your feelings for them?
7. I try to convince you to become a team with me. What's your opinion on us working together?
8. I ask you out. How awkward did I just make things?
9. I offer a card trade, despite it being against the rules of the mixer. Do you break the rules or follow them?
10. I reveal some feelings I had been trying to keep secret about another player here to you. Do you hold it against me or let it chill?
11. I talk about our shared past, reminiscing with you. Which of us feels positive and which of us feels negative about these memories?
12. I make plans with you for something to do after this. What is it?

### *Closing Scene:*

Once the mixer has ended, you each return to your dorm rooms and contemplate on the night you all just experienced.

## ***A Tag-Team Duel***

### *Set-Up:*

This game takes up to four members of the group.

In the event of five players, whomever is not involved forms the sole commentary/exposition team. They also gain the ability to ask a question from the lists of a team, but only after every other in-dule player has gone that round.

You each decide the reasons/nature of the teamup occurring.

Ask your teammate: Are we pairing out of affection? Convenience? A weird form of rivalry?

Ask your opponents: Do we desire to beat you as single players or as a team? Why?

**OPTIONAL RULE:** In the event of five players, you may optionally turn this into a 3 Vs 2 Match. Why did the 2-team agree to go against such a disadvantage? Does the third member feel as the gamechanger or a hanger on?

The rules of conversation remain the same, with it rotating between each member of the team.

### *Conducting The Duel:*

Decide your relationship and tone with the teammate: Begrudging respect? Best friendship? Tension going to a boiling point? This will dictate the conversation between you and your teammate.

The game begins with the team who has the highest Skill Tokens initiating the conversation and asking the first question. The team decides which person asks the question, but both players duel select one.

After asking this question, it switches to the opposing team under the same rules. When one of them asks a question, it switches to the player who did not ask a question on the original team.

### *Closing The Conversation:*

Once every player involved has asked a question, you may end the duel at any group agreed upon point.

Once the duel is agreed to end, whichever team has the most **Skill Tokens** wins, with the single player with the most being the known powerhouse of the team. All **Skill Tokens/Heart Tokens** gained are divided equally between the two players, with the event of uneven earned being given to whomever has the least **Heart Tokens**.

### *Leading Questions:*

Questions in this game are divided into “Single Player Questions” and “Team Questions.”

Single player questions are asked of one player to another and are the same as the One On One Duel questions.

Team questions are asked from one player to the team and their relationship as a whole. The team asked may have conflicting answers, which result in different outcomes.

The single and team questions are equal in terms of amount needed to end the duel. They work in symmetry with one another.

For ease of reference, the Single Player questions will be re-referenced here:

### *Single Player Questions:*

- I throw a jab at someone dear to you. What do I say about the person you care about? If you choose to rise at it, gain a **Heart Token**
- I reveal a monster that you had previously thrown away is now mine. How does it strike fear into you? If you destroy it, gain a **Skill Token** but lose a **Heart Token**.
- I reveal a well-kept secret of yours. What is it? If you show hurt from it being revealed, gain a **Heart Token** but lose a **Skill Token**.
- I destroy your favorite card with a sneaky move. How did I accomplish this? If your connection to the card is kept secret, gain a **Skill Token** but lose a **Heart Token**.
- I begin monologuing, rambling about my own inner turmoil and your relationship to it. What part of it gets you to start listening? If you persevere through this blow, gain a **Skill Token**.
- I reveal a pain that I have been keeping secret. What is it? If you hold off your attack to help me, gain a **Heart Token** but lose a **Skill Token**.
- A weakness, obviously caused by my emotional weak point becomes obvious. Do you take advantage? If yes, gain a **Skill Token** but lose a **Heart Token**.
- I reveal something relating to you I had been keeping secret. How does it affect you? If it rattles you, take a **Heart Token** but loose **Skill Token**.
- A card I draw or see you play gives me memories of my transition. What does it look like? If you temporarily halt the duel to give me time, gain a **Heart Token**. If you press on the attack, you're the biggest dick in the world. Gain a **Skill Token**.

- I begin showing my true feelings that I'm not as good as you. How do you react? If you reassure me of my skill, gain a **Heart Token**. If you ignore or rub it in, gain a **Skill Token**.

*Team Questions:*

1. I reveal a division in your team you had not realized. What is it? If you get angry at this, gain a **Heart Token**. If you suppress the betrayal, gain a **Skill Token**.
2. I state a strength our team possesses but you do not. How do you feel about that? If it weakens you, lose a **Skill Token** but gain a **Heart Token**.
3. I unveil jealousy towards the teamwork and bond your team has. What would I be jealous about? If you reassure me that we're equals, gain a **Heart Token**. If you press on the insult, gain a **Skill Token**.
4. I draw a card that would screw over my teammate but benefit me. What is it? If I use it, I gain a **Skill Token** but lose a **Heart Token**.
5. We all reveal a part of our gender identity we envy in the other. If all of you indulge in this, everyone gains a **Heart Token**. If anyone refuses to indulge, they gain a **Skill Token**.
6. You reveal that your two ace cards can fuse into a combination form, turning the tide of the duel. How does this display of power affect the opposing team? If the opposing team powers through and manages to handle it, they gain a **Skill Token**. If the opposing team teams up and creates their own combination form from their ace cards, they gain a **Heart Token**.

*Closing Scene:*

As stated above, whomever has achieved the most **Skill Tokens** dictates the end of the duel, with the player on that team with the most tokens adding a flourish on top. Whichever team has the most **Heart Tokens** dictates the mood and tone of the end, with the player on that team who has the most getting a small internal monologue to reflect on the end and how it affected all of them.

## **A Moment Of Separate Introspection:**

### *Set-Up*

The group all finds themselves in separate areas, contemplating over the events and relationships with their fellow players, along with who they are as people.

Two players take part in this.

You each describe your separate location that this is occurring. Is it your dorm room? A walk by the lake? Laying down in the yard and staring at the stars?

How are you feeling: Tumultuous? Angsty? Angry? Content?

You each pass around in the group, asking a question that is answered by another player. You, as players, know the answers, but your characters do not.

Once both players have asked and answered at least two questions, you may end this game at any point.

Whomever has the most **Heart Tokens** goes first in asking a question.

### *Conducting The Conversation:*

When you ask a question, you must visualize how the character asks this through body language or mental state. Do they allow their body to fall down limp on whatever surface? Do they get lost, fixating on something within their sight? Do they ball their fists up unknowingly?

Likewise, the player who answers must decide their reaction of answering. Do they visualize the person in their mind, shaking their head dismissively? Do they find a picture of them the player stares at longingly? Do break something that represents the asker?

Important to stress once more: While the players of the other characters will know the answer to the question that the answering player gives, the character will not. For now, at least.

### *Conceding The Conversation:*

Once the game has come to an agreed upon end, one player will meet up with the other, signifying the end to the solitude.

### *Introspective Questions:*

1. You come to realize why you're doing this path of dueling. What is it and who has already known it of you?
2. A new development in your gender identity occurs. What is it and which player you feel has already achieved in this area?
3. You come to the conclusion of feelings for another player. What are they and how does the player in question feelings conflict?
4. You think about the relationship between you and your cards. What are they and which player resents it?
5. You consider a possible advancement in dueling you have been offered What is it and which player turned it down?

*Relationship Questions:*

1. You are considering asking another player to become your tag partner. Who is it and why wouldn't it work out?
2. You believe your career will never advance until you defeat a player. Who are they and how wrong are you?
3. You are planning to admit your feelings to another player. What are they and why will it not mesh with this player?
4. You're going to reveal a step you took in your transition to another player. Who are they and what similar fact will they reveal about themselves?
5. You doubt you could ever beat a player. Why and how do they feel the same towards you?

*Event Questions:*

1. During your last duel, you feel an error occurred from your opponent. Who is it and how do they see the same in you?
2. During a tag team duel, you remember a blunder both on your team made. What was it and how does the teammate see the opposite?
3. During the last mixer, you chickened out of admitting something to another player. How did this happen and how do they already know?
4. When your cards spoke to you, someone else outside saw it. Who was it and what do they believe they saw?
5. A fellow player allowed you to buy a card at the store they really wanted. What card was it and why did they let it go?
6. During an exam, a player withheld a flaw they saw in your game. What was it and why don't they tell you?

*Closing Scene:*

You are interrupted from your introspection by the other player. How do you react? What stirred them to wander over to you?

You have the optional rule of having each player involved in the game to be interrupted by another player who was not involved.

It's important that the things you have contemplated and considered in this game are brought to bear in the next game, or one soon to come.

## ***THE CARDS ARE TALKING!?***

### *Set-Up*

One of you together is suddenly confronted by the spirits of your dueling cards. They know things about you that you wished were kept to your heart and heart alone. And they're not going to be quiet about it.

How do you monsters appear: Are they like ethereal spirits? A form on the nearest TV or Mirror? Or do they come in the form of people you know but *something* just isn't right about them.....

Unlike other games, you answer the questions about yourself. The other players, however, take the form and voice of your monsters and therefore get to ask the questions.

### *Conducting The Conversation*

How do the monsters communicate. Are they slow and robotic like a speak-and-spell? Do they only lowley whisper? Or do they generate images in your mind? Use this to help mold and flesh out the tone of the game.

How are you reacting to such an incident. Are you panicked and terrified? Intimidated and wary? Or have you always known that such a thing could happen? Keep this in mind when answering.

Remember: The other players are playing the Monsters and therefore get to voice and ask the question when it is their turn. However, they must only use cards you would have in your deck. If this is not clear, the answering player should mention (Or steal a few from properties) their cards to them.

### *Ending The Conversation*

Once you have answered at least three questions, feel free to end the game at any point

Once the agreed upon amount of questions have been answered, the players must decide what to do with this newfound wisdom from their cards before ending.

### *Questions:*

1. The Cards can tell your heart belongs with one who does not know. Who is it and why can't you tell them?
2. The Cards convey that your body and soul are not in sync. What part of your gender transition has been giving you angst?

3. The Cards tell of your reason for a past dueling loss. What was it and why didn't you realize?
4. The Cards refuse to let you ignore the pain inside any longer. What is it and why do you not want to accept it?
5. The Cards want you to make amends with another. Who is it and what was your failure?
6. The Cards desire that you acknowledge that another hurt you. Who was it and why have you been denying how they wronged you?
7. The Cards want you to stop running from the past you deny. Why do you not want to face the past?
8. The Cards hope you can leave the past behind. Why are you so hesitant to do so?
9. The Cards want you to acknowledge how far you've come in your transition. What point of pride should you be accepting?
10. The Cards tell of how your rivalry with another will be your downfall. Who is it and why would it be?
11. The Cards reveal that the pain inside can be healed. What pain is it and why have you held on?
12. The Cards wish you would take pride in your wins. What are they and why do you feel so hesitant to accept the pride that comes with?

*Closing Scene:*

Having gone through the weird and profound experience, you must decide going forward how what you have learned will change you, if at all.

## **New Cards At The Shop!**

### *Set-Up*

It's the most wonderful time of the month!

The local card shop has the new line of duelist cards in stock today. And you have gotten the weekly stipend from the dueling academy to buy them.

Everyone takes part in this game, each of you choosing a person to ask and answer a question with. There is no pairing for this game, with each next question being able to switch and swap between each other after it is finished.

What is the card shop. Is it sponsored by the school? An independent darling? A series in a chain conglomerate?

What stands out about it. The smile of the owner? The assortment of pride flags on the wall? The tables displaying every new card that month?

Ask each other player what card they are hoping to find here. One to finish a set? A new hot ace? A card that hasn't been reprinted in years?

### *Conducting The Conversation.*

Take turns asking questions, with whomever has last been to a card game store going first. Any store that sells any card game counts.

### *Ending The Conversation*

You each go round, picking a question to ask another player. Once everyone has asked and answered one question, you may end the game at any point after.

### *Shop Topic*

1. You and another player both lay hands on the same card at the same time. What is it and why are you both willing to fight for it? Whoever gives up the card will earn a **Heart Token** but lose a **Skill Token**.
2. You open a pack to discover it's a dud. How disappointed do you feel and how does the other player comfort you? The comforting player earns a **Heart Token**.
3. You spy an argument between two fellow customers over cards. What's it about and why does the other PC take the opposing side to you? Both of you will earn a **Heart Token** for intervening.

4. You notice a teacher is at the shop, scoping out potential proteges. Who are they and why would you and another player want to impress them? Both players involved earn a **Skill Token**.
5. You spent most of your stipend for cards on something else, leaving you penniless in the store. How do you feel and who gives you a card to comfort? Whomever gave you a card earns a **Heart Token**.
6. You see a fellow player got a card you wanted in their pack. Why do you want and are you willing to argue for it? Whomever gains the card earns a **Skill Token**.
7. You see a reprinted deck from your childhood. What does it mean to you and why does it make another player feel the opposite? Both players who tell the story earn a **Heart Token**.
8. You spy someone from your time before the academy who didn't get in. How does it make you feel and what other player notices the effect it has on you? If you feel you have left this person in the past, earn a **Skill Token** but lose a **Heart Token**.
9. A fight breaks out about something other than cards. Why are you fighting and who with?
10. A card, symbolic of your gender identity, is available. What is it and which PC buys it for you?
11. In a pack you bought, you find a card that reminds you of your pre-transition self. How does it make you feel and how does another player reassure you?
12. A local dueling celebrity is doing a signing in the shop. Which of you hates them and which of you loves them?

*Ending Scene:*

After at least the minimum amount of questions have been answered, you all leave the shop together, comparing cards. Feel free to add as much flourish and detail as you wish to this scene.

## ***Wait? EXAMS ARE TODAY!?***

It's not all high stakes card games and angsty gender identity. There's school in the middle too.

### *Set-Up*

Two players takes part.

Decide the style of the class. Are groups divided depending on year or status? Is there a mandatory uniform? What do you bring to class?

The teacher of this class is also up to you. Are they a hardass? Calm and chill? Enigmatic with an odd flair for teaching?

Much like in real life school, you are paired off into duos to ask questions for this round. You can only ask questions of the person you're paired with. The remaining players may occasionally supply commentary in the form of background noise of the class, but are not the focus.

Ask your partner how they feel about class. Eager to learn? Skating by? Goofing and messing around?

### *Conducting The Conversation*

Take turns asking questions. The player to begin is the one who has the amount of highest **Skill Tokens**. In the event of a tie, whomever has taught the most amount of people how to play card games goes first.

### *Ending The Conversation*

Once everyone has asked and answered at least one question, you may choose to end the game at any time.

### *Learning Questions:*

1. The teacher asks your partner a question you know the answer to. What is it and do you tell them?
2. You are caught passing notes to another student by your partner. To which student and does the partner rat you out?
3. The teacher makes a huge blunder in their lesson. What is it and do you let your partner know?
4. You spy a group across the room muttering about your partner. What are they muttering and is it a surprise to your partner?

5. You spy a new student of the same gender identity as you in the class. Who are they and does your partner acknowledge you noticing?
6. Your partner is secretly copying off another student. What are they copying and do you narc?
7. A card is brought up you know was banned. What is it and how do you and your partner differ on it being banned?
8. A new student who knew you before you transitioned enters.. What do you feel and how does your partner react?
9. You didn't do your assignment. Why didn't you and does your partner let you steal theirs?
10. You feel a precious card leave your pocket. Who just pickpocketed you and how could your partner have stopped it?
11. You're chewed out for a mistake by the teacher. What was it and does your partner defend you?
12. You are heralded as a top student. How are you described and why does it reflect badly on your partner?

*Closing Scene:*

Once at least the minimum questions have been answered and you feel the game has come to a satisfactory end, you may choose to leave and compare notes in the ending scene with the rest of the players.

## **Epilogue:**

Once you all agree it is time to end the game, we fast forward to your dueling academy graduation.

The Epilogue is not essential to the game. Depending on the narrative and flow of the game, it may perfectly suit to end the game after a particularly potent minigame.

Each player gets to narrate how they feel about graduation and where they go on from this point separately. You may also choose to go about some freeform scenes with one another or the group as a whole if you wish.

While you have free form to describe this, the tone and mood is dictated by your comparison of **Heart Tokens** and **Skill Tokens**.

- If you have more **Skill Tokens** than **Heart Tokens**, your career is put first in your life. While you may have relationships, your ideals and goals as a duelist comes ahead.
- If you have more Heart Tokens than Skill Tokens, you port forward your social relationships first. Your career and passion may suffer for it, but you find those around to be worth more.

Neither of these are bad or good endings. They are simply the path you took.

You do, however, have complete control over how your path as a trans person progresses. No-one, not me or the rules, gets to decide how you transition. Just you and you alone.