

# GRAVE LIAISONS

## INTRODUCTION

You're rolling in your grave. Youngsters these days are just too flippin shy and it's up to you to get them together!

## THINGS TO BRING

6 heart-shaped chocolates for each player. These are your ♥s (If you don't have heart shaped ones, boring ones will do.)

## LIST OF THE LIVING

Each player creates a Descendant. Note down their NAME, their LOOK, an ATTRACTIVE QUALITY and a FLAW. Write this on an index card and share it.



**DIRECTORY OF THE DEAD**  
Each player the creates their Spirit. Note down their NAME, their LOOK and their SPOOKY POWER. Share this.

## LIASONS

The oldest player at the table starts.

Pick a player who is not adjacent to you. They will be playing your RIVAL, a Spirit who opposes your matchmaking. The player to their left will play their Descendant.

Look the player to your left. They will be playing your Descendant. Your job is to get them in a liaison with your RIVAL's Descendant.

If there are only 3 players at the table, the player to your left will take your index card and play both Descendants. Sorry, but that's how the rules go.

Set the scene in which the Descendants meet. The Descendants will tell you what they are doing there and their previous relationship to one another. Play out the scene as normal.

## SPOOKY POWERS

At any time, you or your RIVAL may choose to use the SPOOKY POWER of any Spirit at the table to influence events. Pass a ♥ to the owner of that SPOOKY POWER. If you used your own, pass a ♥ to your RIVAL.

At any point, a Descendant may declare that the scene is over. Both Descendants then decide whether this chance encounter developed into a liaison.

If it did, unwrap one of your ♥ and eat it. If it did not, your RIVAL unwraps one of their ♥ and eats it.

## RUNNING OUTTA ♥

If you ever run out of ♥s, you may beg one off another player. You may also steal one from them. If you are physically holding their ♥ and say the words "I've stolen your heart!" in the most romantic voice you can muster, you get to keep it!

## ENDING THE GAME

Pass play to your left once a scene is over. Once everyone has had a turn, anyone may declare the game to be over at the start of their turn.

Decide together the fate of your Descendants. Tell us who they are with, what their relationship is like and what they went on to accomplish.

The player who ate the most ♥ wins. In event of a tie, the player with the most ♥s wins. If you're still tied, all players who aren't tied wins



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