



# slash

## ROMANCE WITHOUT BOUNDARIES

All is fair in love and war and card based party games.

Everyone has a soulmate, a partner that completes them. Someone who supports them in the thickest of thick and the thinnest of thin, who loves them unconditionally and electrifies them with a glance, a smirk or a touch. slash is about finding that **One True Pairing**. Whether it is a relationship that crosses centuries, continents or literary continuities a true match cannot be constrained by the dictates of logic, propriety or canon.

### The How to "Print" slash portion

You could print the following 39 pages on standard paper but that would be a shame for a game as elegant and dignified as slash. GPD recommends purchasing a pack of heavy stock linen paper and using that for your base material. Alternately you can take the file to any retail print shop and simply request a card stock or cover stock paper of sufficient weight. Cover stocks of 110lbs (or higher!) or cardstock of 11pt or better will have a similar snap and feel to regular playing cards and will stand up to the wear and tear of repeated shuffling and handling fairly well. If you can't have the deck trimmed along the dotted lines provided hit a craft store and pick up a razor bladed paper/photo trimmer. The embedded ruler will make all the difference in accurate cutting.

### The How To "& Play" slash portion

Each player draws ten cards from the slash deck. The person who last suffered a breakup is the first **matchmaker** for the round and she chooses which mode to play.

#### Casual Fling:

The **matchmaker** selects a character from their hand and plays it face up in the center of the table. The remaining players select a character from their hand that they believe pairs best with the chosen character of the **matchmaker**'s. These cards are placed face down around the **matchmakers** selection. Once all players have made their selection the **matchmaker** reveals the submissions and chooses the **One True Pairing** among them.

or

#### Hardcore:

The **matchmaker** selects a character and plays it face up in the center of the table. She then provides a story prompt to the rest of the table such as "Tell me about their meet-cute" or "Describe their first date." The remaining players select a character from their hand that they believe pairs best with the chosen character. These cards are placed face up in turn and each player is given a chance to narrate the story as prompted by the matchmaker. Once all players have made their pitches the **matchmaker** chooses the **One True Pairing** among them.

The player who submitted the chosen character receives both cards while the remaining character cards are shuffled back into the deck. Players may also challenge the **One True Pairing** selection of the **matchmaker** by betting a card from their score pile. Once challenged, the betting player must narrate a scene between two of the revealed characters. If, within a reasonable amount of time, the majority of the players at the table like the story then the challenger receives the score cards and their bet card. If the table remains unimpressed by the challenger's **OTP** story then the challenger forfeits their bet card to the discard pile and the **matchmaker**'s choice stands. Don't be a brat; if somebody spins an entertaining tale, give them the points.

All players replenish their hand of cards back to ten and the **matchmaker** role moves clockwise to the next player.

Play continues until one person has scored 20 points worth of characters! Yay! That person is the winner!

### The slash FAQ

*What if I don't know who this card is?*

Don't freak. If you are unfamiliar just discard unknown characters between rounds and draw replacement cards. Try not to cheat; if you recognize somebody even a little, stick with them.

*What if we end the game and the score is tied!?!*

The tied players then select a pair of characters from their hands and place them face down on the table. Then reveal them to the group. Players then vote on which pair is the truest **OTP** played and that person is the winner.

*What if somebody is being a big jerk or a creepy weirdo?*

Stop playing games with them. Also tell them that I think they are a jerk/creep.

*How do I decide what an OTP is?*

That is up to you. While slash is a game inspired by the "romantic" fanfiction that seethes through the internets and fan culture, this is by no means a binding contract. Remember that the most canonical pair of characters is rarely the most interesting, though. Choose the pairing that feels right to you, no judgments (ok, well, maybe some judgments).

*What are these point values? How can we take this game to a dark place?*

slash is fully equipped for whatever relationship scenario can imagine, but you will be expected to put your money where your mouth is. In **Hardcore** play the point values of various characters are tallied at the end of the game rather than the total number of cards the player collects.

*How can I add my favorite characters to this horrible game?*

Lucky for you we've included ten blank cards for players to fill out with their favorite characters or friends! Assign point values between one (popular) and three (obscure) based on the prominence of the character chosen. Or, if you are lazy, you wait until we release a few expansions!

Have fun,  
- Glenn, Meg & Dan



Games by Play Date  
v0.7 Sept 2013  
gamesbyplaydate.com



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