RE IM AG IN ED

FANFIC ROLE PLAYING GAME

REIMAGINED
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About the author:

KATARZYNA KUCZYŃSKA

 Living and breathing games since the early '90s. She worked as a game designer in CD Project Red on the Witcher and the Witcher 2. Co-author of two Polish pen-and-paper role-playing games, "Poza Czasem" ("Beyond Time") and "Armie Apokalipsy" ("Armies of Apocalypse"). She published articles in Poland's biggest RPG magazine, "Magia i Miecz" ("Sword and Sorcery") and a few short stories in Polish "Science Fiction" magazine. She was a judge in the 2017 Polish edition of Game Chef. She's a gamer, a game master and a game designer, who loves creative work, sharing her ideas and learning new things.

Reimagined uses simplified **X-Card rules** created by **John Stavropoulos**.

REIMAGINED is a game for two players, where you get to design and play out a fanfic TV series, based on your favorite book, movie, comic book, video game or TV show. You will take the roles of screenwriters, directors, and actors, tasked with creating a compelling story.

As **SCREENWRITERS** and **DIRECTORS**, you will be designing the plot for the series. The fate of your favorite characters will be entirely up to you! You will get to see them in relationships you knew they were always meant to be in, making different choices than in the canon fiction, or you will get to explore the continuation of their stories after the events you know from the canon. As **ACTORS**, you will take the roles of these characters and will get to experience all the action firsthand.

PREPARATION

To play the game, you will need **this book**, a **piece of paper**, a **pencil** and **two six-sided dice** (called "d6" throughout this rulebook). To make the experience smoother, you may additionally print out the gaming aids, but they are not necessary.

Reimagined lets you play the game set in any fandom you fancy, and with as much mature content as you like (including a lack thereof). You also get to choose a fanfic type and flavor that suits you best. Because of that, preparation is an essential part of the game. Both players need to agree on what their story is going to be about, who the main characters are, what relationships do they want to explore, etc.

Imagine that you are at the production meeting, where you both decide what your new, hot TV series is going to be about. Go through the steps below.

Choose a **fandom** in which the TV series is going to take place. It can be a book, a movie, a comic book, a video game, a TV series or even a real-life person or group. It's best for both players to be familiar with the fandom.

Talk about the **mature content** in your TV series. You should agree on how much sexual content you want in your story: will it be the main focus of your game or do you prefer to keep it minimal. Use the fanfic ratings below. You may also check out the optional **rules for couples** and decide whether to use them. Keep in mind that the rating serves as a way to state your intentions and expectations for the upcoming game. Later in the preparation phase, you can decide what sort of sexual or romantic topics you want to focus on.

GEN

Your story won't revolve around romance or sex. It can happen off-screen, but it won't be relevant to the plot. Choose Gen if you're not interested in exploring romantic or sexual relationships between characters.

LIME

Your story will contain erotic tension and romantic moments, but you won't go to any details during sex scenes, or you can 'fade to black' when they occur. Choose Lime if you want to explore romantic relationships, but you don't want strictly erotic scenes.

LEMON

Sex and romance will play an important part in your TV series. The characters will participate in erotic scenes, and if you want to, you will describe them in detail. Choose Lemon if you want to make a story that is spicy, but also diverse.

SMUT

Your story will focus on and revolve around sex and kinky stuff. Choose Smut if you want to explore your erotic fantasies and are ok with sexual content having the most screen time.

Now you should make a **Yes and No list**. Both players should discuss and write down all the topics they don't want to be mentioned during the game (the No list) and the topics they are interested in exploring (the Yes list). The **No list** serves as a way to ban the issues that make you uncomfortable and would make the game less fun for you or ruin it completely. When writing a **Yes list**, focus on the topics that by default are not a part of the chosen fandom (like "robots" in the fantasy fandom).

It's crucial to consult the No list during the whole game and respect the other player's boundaries. You should keep an eye on the Yes list as well, especially if you need inspiration for the upcoming scene. In general, the "Noes" overrule the "Yeses", meaning that if one player wishes to explore a topic, and the other feels uncomfortable with it, the issue is banned from the game.
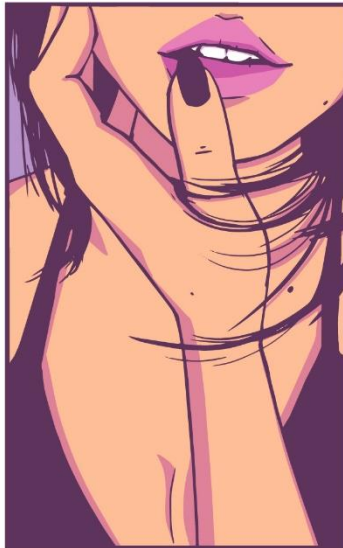
There are many **types of fanfics**, exploring different versions of the original story, different relationships, speculating on the later or earlier events. In this game, you can **choose between five fanfic types**: Alternate Universe, Continuation, Fix-it, Crossover, and Expanded Universe.

ALTERNATE UNIVERSE

means that the canon world is changed in some way, minor or significant. Discuss what do you want to change and how it impacts the world and the characters. You can begin with "What if…?" and see where it leads you.

CONTINUATION

means the events that follow the end of a canon story. You can choose to continue the canon story that has an ending or pick an interesting point in the original plot and pick up from there.

FIX-IT

is a fanfic that fixes all the wrong things that happened in the canon. You should discuss what you didn't like in the original story and how would you like the events to happen differently. It may concern the relationships between certain characters, their choices, deaths, betrayals, outcomes of conflicts or whatever bothers you – it's your chance to fix it.

CROSSOVER

gives you a chance to see your favorite characters from two different fandoms meet and interact. Choose two fandoms that you want to explore and decide on the world in which the action will take place, as well as how the characters from the other fandom fit there.

EXPANDED UNIVERSE

means that your story will take place in a chosen fandom, but it won't concern the main characters or storylines of the canon. Instead, it will explore different places, people and events, existing and happening parallel to the main storylines.
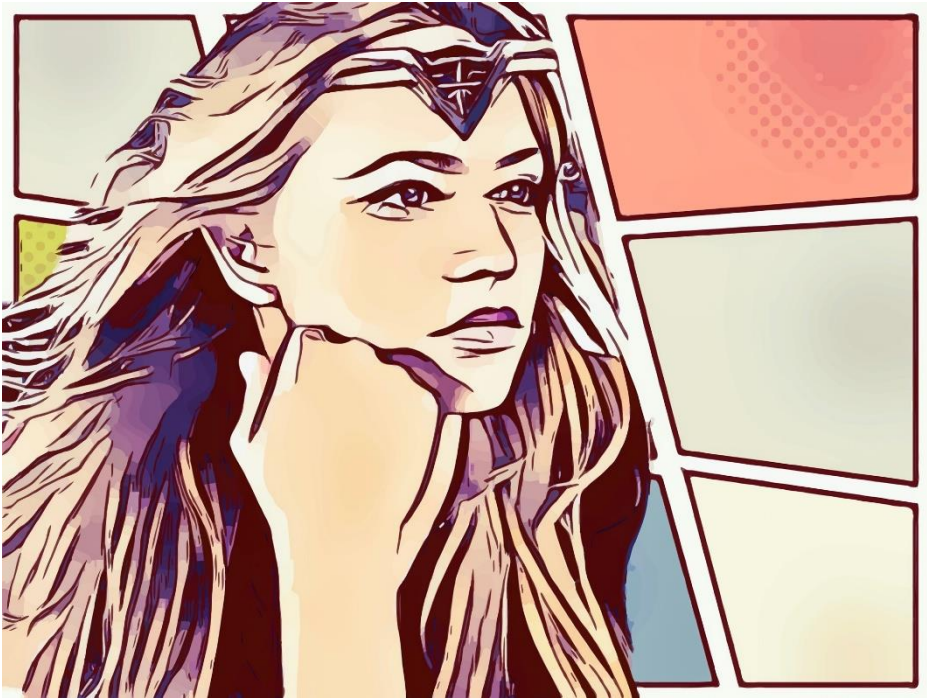
There are many different **flavors** or styles in which you can tell your story. In Reimagined you may **choose from four different flavors**: Canon-typical, Fluff, Angst and Dark. Remember to use an appropriate Flavor table during the game.

CANON-TYPICAL flavor means that you will try to capture the atmosphere and style of the original work.

FLUFF means a pleasant, nice story with feel-good moments, everyday life, positive interactions, and affection.

ANGST is the opposite of fluff. It focuses on difficult emotions and relationships, inner demons and internal struggle.

DARK story is serious and wicked, with a punch, focusing on desires, pain, and power.

Now choose **two main characters**. These will be the characters you role-play, so think about who you would like to portray during the game and whose story and interactions would be the most interesting.

Discuss if the main characters are in any relationships (with one another or with other people). Decide what the **nature of these relationships** (for example lovers, friends, enemies, family) is, what orientations and genders are involved, where the relationship is heading, etc.

It's time to make the story your own. Each player writes down three main Themes of the series. Those 6 Themes make a **Themes table**. Those are the six things that you want to see the most during the game. It's totally up to you what are they going to be, as long as it doesn't go against the "No" list. Remember that the Themes will affect the game. Before every scene, you will roll in the Themes table, and you will have to include the rolled element in the scene.

THEMES LIST

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

At this point, you should have a pretty good idea about your show. Discuss the **main storyline** broadly and describe it in one or two sentences. It should inform your audience what your TV series is about.

The last thing to do is to write a big X on a piece of paper and put it on the table, within reach of both players. It's called the **X-card**. It's effortless to use. Whenever a player feels uncomfortable with whatever is happening during the game, they may tap the X-card. The game immediately stops, and the player asks for an element of the game to be changed or erased. They don't have to explain why they feel uncomfortable, just what you should change to help them feel ok again. The X-card helps run a safe and friendly game, especially if it involves mature themes.
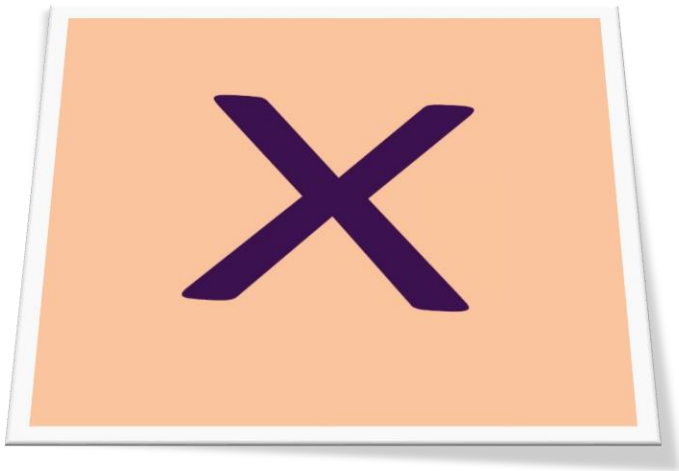
PREPARATION SUMMARY

1. CHOOSE A FANDOM

2. DECIDE ON THE RATING

3. CREATE A YES AND NO LIST

4. CHOOSE A FANFIC TYPE

5. PICK A FLAVOR

6. DECIDE ON THE MAIN CHARACTERS

7. ESTABLISH RELATIONSHIPS

8. CREATE THE THEMES TABLE

9. DISCUSS MAIN STORYLINE

10. PREPARE THE X-CARD

GAMEPLAY

Now you are ready to begin the game. Have the **Themes table**, the appropriate **Flavor table**, and the **Plot table** ready, as you will be using them before each scene.

The game consists of a series of successive **scenes** that you design and roleplay together. Those scenes make for an **episode** of your TV show. Each episode consists of 4 scenes, and each season consists of 5 episodes.

Whenever the rules mention **d6**, it means a regular, **six-sided dice**.

SCENES

During each scene, one of you will take on the role of the **Screenwriter**, while the other one acts as the **Director**. The Screenwriter decides what the scene is going to be about and controls the scene's protagonist. The Director controls all the other characters, describes outcomes of their actions, the world around them and the events they witness. The players switch roles after each scene.

SETTING UP THE SCENE

At the beginning of the scene as the **Screenwriter** you:

Roll d6 for the Flavor table. Remember to use the Flavor table appropriate to the flavor you chose during preparation (Canon-typical, Fluff, Angst or Dark). You must include the element indicated by the roll in the upcoming scene (i.e., if you rolled 3 in the Fluff table, your scene should contain comforting or/and cheering someone up). If you've already used that item in the current episode, take the next one from the table. After the roll, put a tick next to the element to indicate you've already used it during the episode.

Roll d6 for the Themes table. This is the table you've created together during preparation. You must include the element indicated by the roll in the upcoming scene. If you've already used that item in the current episode, take the next one from the table. After the roll, put a tick next to the element to indicate you've already used it during the episode.

Set up the scene. Tell the other player what you would like the scene to be about and which characters will be the most important. Be as broad or as specific as you want. Remember to include the elements from the Flavor table and the Themes table.

Then the other player acts as the **Director** and:

Rolls 2d6s, adds them together and consults the Plot Table. In the upcoming scene, you need to include the plot element indicated by the table. The Plot table is designed to make the story more interesting and dramatic, but interpreting the result is up to the Director.

Plans out the general set-up of the scene. Knowing the information provided to you by the Screenwriter, think about how the scene should begin and what details you would like to describe.

ROLE-PLAYING THE SCENE

During the scene, the Screenwriter describes what the main character is doing and saying. You may describe their actions in first person ("I look him in the eyes and smile.") or in the third person ("Dean shrugs and turns away, but he's hiding tears in his eyes."). You may decide the outcome of their actions or leave it to the Director. If you disagree on the outcome, use the rules for settling the disputes between players (below).

The Director describes the situation, what all the characters (except the main character, role-played by the Screenwriter) are doing and saying. You may describe the scene in detail if you like or focus only on critical elements. You can address the Screenwriter in the first person ("What do you do?") or in the third person "What does Harry do?"), depending on their preference.

Some players like to role-play different characters with distinct voices and theatrics, while others prefer a more relaxed or subtle approach. You may play out long dialogs or put more focus on the action scenes. Try to find your way of telling a compelling story and showing what the characters are all about. Experiment with different styles to find what suits you best.

ENDING THE SCENE

There's no fixed length of the scene. It may take from a few minutes to an hour - it's up to you. The Director may suggest they want to end the scene, but the Screenwriter has the final say.

After the scene ends, the Screenwriter describes the outcome of the scene and what happens before the next scene begins. The Director may give suggestions.
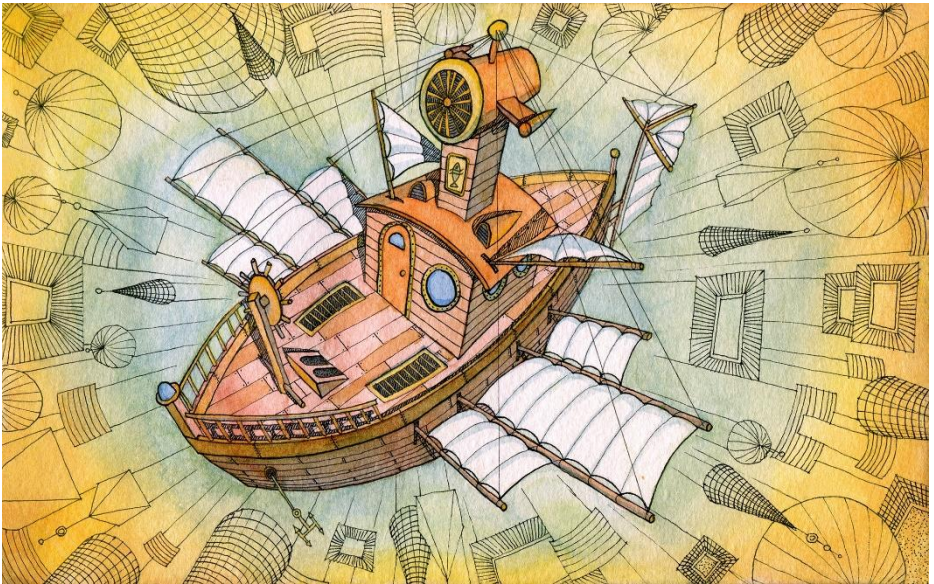
SETTLING DISPUTES BETWEEN THE PLAYERS

Whenever there is a dispute between the players about an element of the scene, **each player declares their desired outcome** of the situation and **rolls a six-sided dice** (d6). A player with a **higher outcome decides what happens** and describes the scene. In case of a draw, the Director decides what happens.

However, the **losing player can add or change something** in the scene. To do so, they compare their losing roll to the Dispute table (below). The players should discuss how the winning player could incorporate the new or changed element into the scene.

DISPUTE TABLE

1. Change or add an element of the scenery.
2. Change or add a feature of a character.
3. Add a new character to the scene.
4. Choose an element from the Flavor table and add it to the scene.
5. Choose an element from the Themes table and add it to the scene.
6. Add any element that you like to the scene.

OPTIONAL RULES FOR COUPLES

If you want to play a game in a more intimate mode and explore topics that you and your partner find exciting, you can use optional rules for couples. During preparation, when you make a Themes table, you should consider coming up with more spicy ideas. You should also prepare three tokens that will represent **Influence Points** (glass beads, coins, matches, whatever you like). The player that is a Screenwriter in the first scene gets 2 Influence Points, and the other player gets 1.

USING INFLUENCE POINTS

During a scene whenever you want the other player to change something they've just roleplayed, or you want them to roleplay a specific thing, you can give them an Influence Point as an incentive.

You may also buy an Influence Point from the other player. However, they set the price. It can be something in the game - i.e., the outcome they desire or a specific action they want to see, or something in real life they want you to do. Feel free to be as prone to bribes as you fancy.

INFLUENCE POINTS IN DISPUTES

Whenever there is a dispute between the players, resulting in rolling dice, the losing player may, instead of consulting the Dispute table, give the other player an Influence Point to make the scene more erotic.

FANFIC TABLES
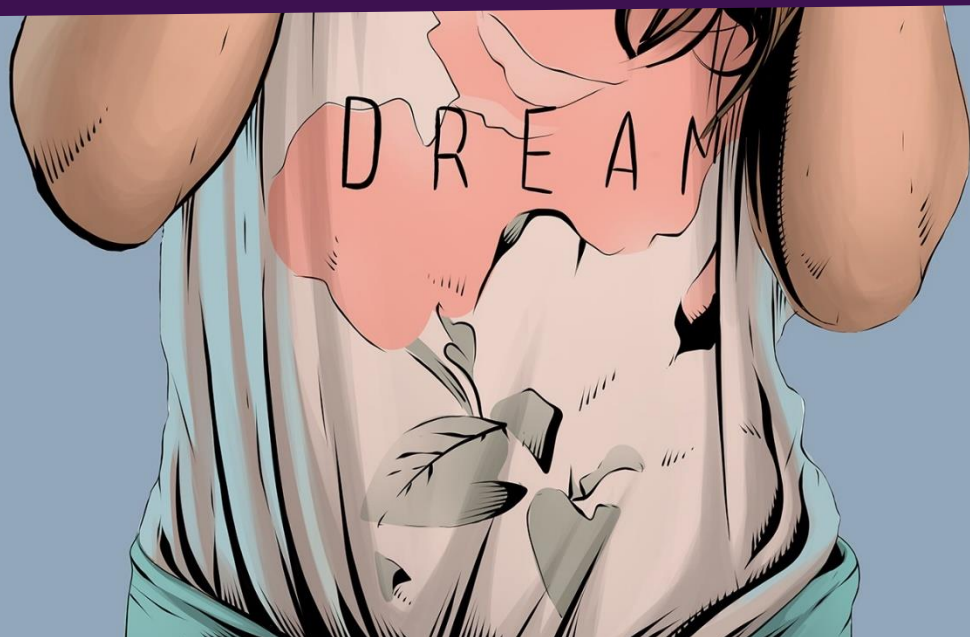
FLAVOR TABLE: CANON-TYPICAL (ROLL D6)

1. **The iconic character participates in the scene**
2. **The iconic object plays an important role**
3. **The action takes place in an iconic location**
4. **The iconic conflict or threat influences the situation**
5. **The iconic faction takes part in the situation**
6. **The iconic event impacts the situation**

FLAVOR TABLE: FLUFF (ROLL D6)

1. **Doing chores together**
2. **Snuggling, hugging, caressing**
3. **Comforting, cheering up**
4. **A mutual understanding, precious moment**
5. **Going out, a trip, a date**
6. **Everyday problem**

FLAVOR TABLE: ANGST (ROLL D6)

1. **Emotional suffering, sadness**

2. **Quarrel, misunderstanding**

3. **An obstacle or disadvantage arises**

4. **Struggle, internal conflict**

5. **Surrendering, lack of hope, capitulation**

6. **Inner demons raise their heads**

FLAVOR TABLE: DARK (ROLL D6)

1. **Fear, distress, terror**

2. **Abuse of power**

3. **Desire, lust, urges**

4. **Pain, violence, blood**

5. **Conflict of egos**

6. **Past sins**

PLOT TABLE (ROLL 2D6)

2. **Something goes terribly wrong**

3. **New conflict emerges**

4. **New threat arises**

5. **A conflict worsens**

6. **Someone gets hurt**

7. **Everything goes according to plan**

8. **An unexpected problem occurs**

9. **A secret is revealed**

10. **A change in relationship**

11. **A new ally arrives**

12. **A reward or price is gained**

EXAMPLE OF PLAY

*Ann and Peter play **Reimagined** for the first time. They read the rules, print out the gaming aids and prepare two six-sided dice and a pencil.*

*Ann and Peter are superhero fans; they've been reading comic books and watching superhero movies all their lives. Naturally, they choose to play **Reimagined** in their favorite superhero fandom. They both want to see a steamy romance between the main characters, so they select Lemon as a level of mature content.*

Ann thinks for a moment about Yes and No list. In No list, she writes "hurting children". In Yes list she writes "dragons". Peter writes "torture" and "alcohol" in the No list and nothing in Yes list. They talk for a minute about their choices and explain what exactly they meant by those phrases.

Now it's time for our players to choose the fanfic type. They discuss different options for a minute and decide on Continuation. They want to continue the story after the last, epic movie they've seen in the cinema. The plot of their TV series will take place after Ann's and Peter's favorite group of superheroes defeated an enemy who killed half of the Earth's population by merely snapping his fingers.

As for the flavor, the players decide to go with Canon-typical. Ann wants to see romance, but also epic fights between the superheroes and Peter has lots of ideas after watching the movie and wants to capture the same vibe. They take a printed-out card with Canon-typical and Plot table.

Then the players discuss the main characters for the TV series. Since it's a Continuation, they have to choose from the characters that are available after the latest movie has ended or introduce an original character instead. Ann loves Carol, brave and powerful superheroine, who was a fighter pilot and received her powers by absorbing energy from an alien engine. Ann wants to make her one of the main characters. Peter also likes Carol, and he thinks it would be great to see a Nordic god by her side. Ann is thrilled with the idea, so the God of Thunders becomes the other main character.

Ann wants to see some romantic moments involving male superheroes and Peter wants to explore an "opposites attract" type of story. They

decide Carol and Thunder God are attracted to each other, and they will end up in a passionate romance. Also, the Thunder God will meet his former lover, a charismatic magician, wielding the power of the time stone. The superhero will have a hard time choosing between his two love interests.

Ann and Peter go on to make a Themes table. Ann writes *"superheroes showing off"*, Peter writes *"saving innocents"*. Ann adds *"passionate foreplay"* and Peter adds *"beautiful body"*. Finally, Ann writes *"teasing and banter"* and Peter finishes the table with *"space battle"*.

Ann and Peter are excited about their upcoming TV show. The only thing left to do is come up with the main storyline. They sum up all the things they've established so far and talk for a minute. They decide the story will be about Carol and God of Thunder teaming up to save a planet of innocent aliens by using their incredible powers and a spaceship. There is a lot of tension between them, resulting in a steamy romance.

The players are happy with the setup. They put an X-card on the table and begin to play.

REIMAGINED
FANFIC ROLE-PLAYING GAME

Fandom: _Superhero_

Mature content: ☐ Gen ☐ Lime ☑ Lemon ☐ Smut

Fanfic type: ☐ Alternate Universe ☑ Continuation ☐ Fix-it
☐ Crossover ☐ Expanded Universe

Flavor: ☑ Canon-typical ☐ Fluff ☐ Angst ☐ Dark

Main characters: _Carol the Captain and the God of Thunder_

Relationships: _Carol and God of Thunder: attraction, then passionate romance; GoT former lover, strange magician_

Main storyline: _Heroes team up to save an alien planet by using their powers and a spaceship. Tension, steamy romance._

THEMES LIST

Before setting up a scene the Screenwriter rolls d6.

☐ 1. superheroes showing off
☐ 2. saving innocents
☐ 3. passionate foreplay
☐ 4. beautiful body
☐ 5. teasing and banter
☐ 6. space battle

YES

dragons

NO

children being hurt
torture
alcohol

For the first scene, Ann is a Screenwriter, and Peter is a Director. Ann rolls d6 in the Canon-typical Flavor table, and she rolls a 1: The iconic character takes part in the scene. She puts a tick next to the "1" in the Flavor table. Ann then rolls d6 in the Themes table and ends up with a 2: saving innocents. She puts a tick next to the "2" in the Themes table. Ann thinks for a moment and comes up with an idea for the scene. She wants the scene to be about an iconic raccoon hero from the fandom receiving a distress call from his friends. Their spaceship is under attack from pirates, and they need help. Ann wants Carol and Thunder God to be competitive about who has a better plan and saves more people. She thinks it would be fun to watch the tension between them rising. Ann decides she would play Carol in this scene.

Peter is the Director. He rolls 2d6 in Plot table and gets a 4: a new threat arises. He considers what turn of events would be the most interesting, consults the main storyline of the show and decides that the pirates work for an evil and powerful entity. The storyline is to be about saving a planet of innocent aliens – by introducing an evil entity, Peter sets up a potential villain, who could be a threat to the planet. Peter doesn't tell Ann about his plans; he simply begins the scene.

"You are on your spaceship. You could be flying solo, but you've decided you'll give this team thing a shot. After all, you've felt awfully lonely recently. Tell me what you are up to?" Ann decides her character wants to talk to Thunder God. Ann and Peter role-play the dialogue. After a while, Peters chooses to move on with the scene. "You hear Racoon talking with someone over the radio. Looks like a distress call from his friends." Ann describes how her character finds out what the problem is and leads her team to help the ship, attacked by pirates. Peter describes the actions of all the other characters, plays out dialogues and portrays the events as they happen. When the heroes engage in battle, Peter describes how the ships exchange fire, Racoon shouting and cursing and people asking for help on the radio.

Ann wants Carol to be the one to save the day. "Ok, I exit the ship, charge my powers, and I want to destroy the main pirate ship." Peter remembers that Ann wanted the competition between Carol and Thunder God, so he immediately adds "Sure, but someone grabs your arm and stops you. It's the Thunder God. He thinks he's got a better plan." Ann grins. "I'm stronger than him. I pull away from him and punch him in the face. He's unconscious." Peter doesn't want the Thunder God to look weak. He'd rather both characters would wrestle for a while and then the God of Thunder would end up on top of Carol. The tension between the two would skyrocket! Since there's a dispute between the players, each of them rolls d6. Ann gets a 4 and Peter gets a 6, so Peter

decides the outcome of the scene. Ann wants to add or change something in the scene, so she consults the Dispute table. A "4" means she can add an element of the Flavor table to the scene. She decides she wants to see the iconic object play an important role. Ann and Peter discuss the possibilities, and they come up with the idea that after winning a wrestling match God of Thunder would try to impress Carol with his hammer and she will catch it with ease, showing that she's not a weakling. Peter goes on describing the scene. However, one of the things he describes is Thunder God calling Carol "just a woman". Ann taps the X-card. "Can we refrain from sexist jokes, please?". Peter nods "No problem. He says: 'You're younger than me, you should do what I say.' instead. Is that ok?" Ann smiles "Yes, that's perfect".

The scene continues. Heroes easily fight off the pirates and capture their leader. He laughs in their faces and reveals that he works for a powerful being that will now hunt the heroes down for interfering in his matters. "Let him come", says Ann. "I'm not afraid of anything." That concludes the scene.

Ann describes the fallout of the scene. She decides the heroes want to know more about their new enemy and they need information. They go to a planet Xanallos, where they can gather some intel. There are rumors of dragons living on the planet… Now the Peter will be the Screenwriter and Ann will act as a Director. Peter will roll the dice and set up the scene for her to describe.

GAME AIDS

REIMAGINED
FANFIC ROLE-PLAYING GAME

Fandom: --

Mature content: ☐ Gen ☐ Lime ☐ Lemon ☐ Smut

Fanfic type: ☐ Alternate Universe ☐ Continuation ☐ Fix-it
☐ Crossover ☐ Expanded Universe

Flavor: ☐ Canon-typical ☐ Fluff ☐ Angst ☐ Dark

Main characters: --

Relationships: --

Main storyline: --

THEMES LIST

Before setting up a scene the Screenwriter rolls d6.

☐ 1. --

☐ 2. --

☐ 3. --

☐ 4. --

☐ 5. --

☐ 6. --

YES

NO

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CANON-TYPICAL

Flavor table. Before setting up a scene the Screenwriter rolls d6.

- ☐ 1. The iconic character participates in the scene
- ☐ 2. The iconic object plays an important role
- ☐ 3. The action takes place in an iconic location
- ☐ 4. The iconic conflict or threat influences the situation
- ☐ 5. The iconic faction takes part in the situation
- ☐ 6. The iconic event impacts the situation

Plot table. Before setting up a scene the Director rolls 2d6.

2. Something goes terribly wrong
3. New conflict emerges
4. New threat arises
5. A conflict worsens
6. Someone gets hurt
7. Everything goes according to plan
8. An unexpected problem occurs
9. A secret is revealed
10. A change in relationship
11. A new ally arrives
12. A reward or price is gained

Dispute: both players roll d6. The winning player describes the scene. The losing player compares their roll to Dispute table and changes/ adds something to the scene.

Dispute table

1. Element of the scenery
2. Feature of a character
3. New character
4. Element from the Flavor table
5. Element from the Theme table
6. Any element that you like

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FLUFF

Flavor table. Before setting up a scene the Screenwriter rolls d6.

- ☐ 1. Doing chores together
- ☐ 2. Snuggling, hugging, caressing
- ☐ 3. Comforting, cheering up
- ☐ 4. A mutual understanding, precious moment
- ☐ 5. Going out, a trip, a date
- ☐ 6. Everyday problem

Plot table. Before setting up a scene the Director rolls 2d6.

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12. A reward or price is gained

Dispute: both players roll d6. The winning player describes the scene. The losing player compares their roll to Dispute table and changes/adds something to the scene.

Dispute table

1. Element of the scenery
2. Feature of a character
3. New character
4. Element from the Flavor table
5. Element from the Theme table
6. Any element that you like

REIMAGINED
FANFIC ROLE-PLAYING GAME

ANGST

Flavor table. Before setting up a scene the Screenwriter rolls d6.

- ☐ 1. Emotional suffering, sadness
- ☐ 2. Quarrel, misunderstanding
- ☐ 3. An obstacle or disadvantage arises
- ☐ 4. Struggle, internal conflict
- ☐ 5. Surrendering, lack of hope, capitulation
- ☐ 6. Inner demons raise their heads

Plot table. Before setting up a scene the Director rolls 2d6.

2. Something goes terribly wrong
3. New conflict emerges
4. New threat arises
5. A conflict worsens
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Dispute table

1. Element of the scenery
2. Feature of a character
3. New character
4. Element from the Flavor table
5. Element from the Theme table
6. Any element that you like

REIMAGINED
FANFIC ROLE-PLAYING GAME

DARK

Flavor table. Before setting up a scene the Screenwriter rolls d6.

- ☐ 1. Fear, distress, terror
- ☐ 2. Abuse of power
- ☐ 3. Desire, lust, urges
- ☐ 4. Pain, violence, blood
- ☐ 5. Conflict of egos
- ☐ 6. Past sins

Plot table. Before setting up a scene the Director rolls 2d6.

2. Something goes terribly wrong
3. New conflict emerges
4. New threat arises
5. A conflict worsens
6. Someone gets hurt
7. Everything goes according to plan
8. An unexpected problem occurs
9. A secret is revealed
10. A change in relationship
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Dispute: both players roll d6. The winning player describes the scene. The losing player compares their roll to Dispute table and changes/ adds something to the scene.

Dispute table

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4. Element from the Flavor table
5. Element from the Theme table
6. Any element that you like