

ROOM/ MATES

ルームメイト

INTRODUCTION

Room/Mates is a GM-less hack of John Harper's *Lasers & Feelings* based on the Japanese reality television series *Terrace House*. Players take the role of strangers from different walks of life who move into a furnished luxury home together. Now, this isn't a game specifically about dating. This is a game about the beauty in the mundane interactions that take place between strangers-turned-roommates.

PLAYERS: CREATE YOUR ROOMMATE

Choose a name for your character:

Choose your character's personality: ex. pure, mature, brash, cool, lazy, dramatic, honest, scheming

Choose a day job for your character: ex. musician, student, model, professional athlete, chef, retail employee, undecided

Choose an aspiration for your character: ex. "I want to break free of family expectations and start my own business"

As a group, select the setting: ex. beach home in Hawaii, modernistic house in Shonan, luxury cabin in Karuizawa

PLAYERS: STORYLINES

On the reality show that this game is based on, there is little to no producer intervention, and members of the house may come and go as they please. There are no winners and losers. Then how does drama arise? The answer lies in what happens when roommates with different hopes, dreams, personalities, and morals share their lives with each other. Romances will blossom, but so will rivalries and hatred.

Members of the house keep their day jobs and are free to go about their daily lives. The house will not be the only place for roleplay, as the cameras (or in the case of this game, the spotlight) will also follow them to other locations. Since this is a GM-less game, other players can volunteer to play the roles of friends, acquaintances, exes, or family members of other roommates.

Game master (GM) authority is shared equally among the players at the table when others are currently in a scene. Players start each scene with five tokens (coins, beads, etc.) and spend them to influence facts about the scene - tokens may be spent to create drama, context, or even a change of setting. The player who has the spotlight gets first pick at establishing the scene by spending tokens, with the others following by reacting. When you have the spotlight, pick someone you'd like to have a scene with and roll from the table for a Scene and a potential source of drama. Players outside of the scene may choose to join, but this will set the stage for their time in the spotlight. Establishing a fact (drama, context, setting, etc.), entangling other characters in the drama, or threatening someone with an escalation of emotion costs one token.

Note: While many reality shows highlight scenes of sex and heavy drinking, the Japanese series that serves as the inspiration for Room/Mates focuses on how relationships change (or don't) as a result of these events.

CREDIT

ROOM/MATES (v1.0) is a game designed and written by Daniel H. Kwan (@danielhkwan)
danielhkwan.com

DESIGN

The text of **ROOM/MATES** is set in Interstate by Tobias Frere-Jones and Archivo Narrow by Omnibus Type.

SUPPORTERS

This game was made possible by the generous support of the following people on Patreon!

Will Jobst, Marty Chodorek, Morgan Gate-Leven, & Toni Kraja

DRAMA

[Hopeless Suitor], [Messy Roommate], [Betrayal], [Brutal Honesty], [New Relationship], [Breakup]

SCENES

[Slice of Life], [House Meeting], [Courtship], [Group Outing], [Heart to Heart], [Heartbreak]

SESSION END: REFLECTION

At the end of the session, the group will reflect on the drama (or lack thereof) that transpired during the session and speculate as to what might happen during the next "episode".