

ROOM/ MATES

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CREDIT

ROOM/MATES (v1.0) is a game designed by Daniel H. Kwan (@danielhkwan) and edited by Angus MacPherson.

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

SUPPORTERS

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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 can reflect on the drama (or lack-there-of) that transpired during the session, and speculate on what might happen during their next 'episode'.

INTRODUCTION

ROOM/MATES is a GM-less roleplaying game inspired by John Harper's *Lasers & Feelings*. Based on the Japanese reality television series Terrace House, players take on the role of strangers from different walks of life who move into a furnished luxury home together. This isn't a game specifically about dating, this is a game about finding beauty in the mundane interactions that take place in the day-to-day 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

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

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.

The role of Game Master (GM) is shared equally among other players at the table when certain players are in a scene. Each player begins the scene with five tokens, beads or other counters. These are spent to influence and alter facts about the scene- tokens may be spent to create drama, context, or even change the setting. The player in the spotlight gets first pick at establishing the scene by spending their tokens, while other players follow by reacting. When you have the spotlight, pick someone you'd like to share the scene with, and roll from the table for a scene and 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, ect.) entangling other characters in the drama, or threatening to escalate emotions or tension costs one token.

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