

COME OUT
& PLAY

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Come Out and Play (CO&P) is a one-shot, tabletop roleplaying game for 3-5 players about coming out. It takes about 90 to 120 minutes to play.

You will need:

Setting modules
Positive personality traits deck
Negative personality traits deck
Vague personality traits deck

Physical traits deck
Reactions deck
Come out! card
One six-sided die (optional)

Shuffle all the decks.

The game has four phases:

1. Setup & Character Creation
2. Playing Together
3. Coming Out
4. Epilogues

Play through them together as follows:



SETUP & CHARACTER CREATION

As a group, decide with setting module you'd like to use, or make one up yourselves. This will determine where your characters are, and in what context the game takes place. If you can't decide, roll a dice and pick that number setting module.

Come up with a name for yourself, and if you'd like, a gender. Share that information with each other.

Hand out two positive personality traits, one negative personality trait, and one vague personality trait facedown to each player. You will give three of these to other players to help define their characters, and one of them to yourself to contribute to your own.

Take turns playing personality traits (regardless of what type) on each other. When you assign a trait to someone, you must tell them why you perceive this trait in them - it can be a memory, an anecdote, an impression, etc. Some characters may wind up with more than others depending on how this process goes. That's OK. Remember these traits are not related to the players themselves, only to the characters you are creating for this game.

Hand out three physical trait cards facedown to each player. Each player then takes turns describing which one of these traits is something their character is proud of and why, which of them is something they're self-conscious of and why, and discards the third.

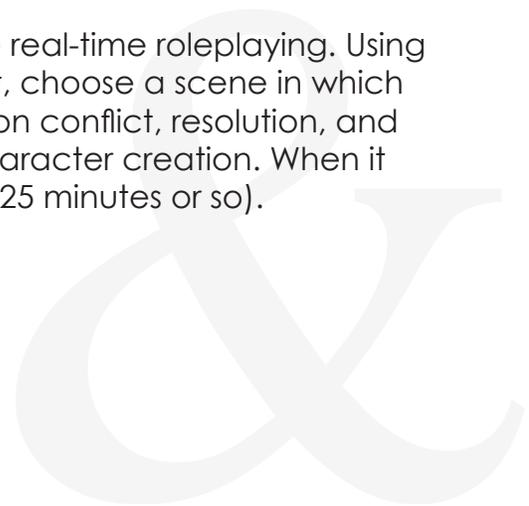
Now take a look at the roles on your setting module. Each player chooses a role they think would be interesting with their new traits. If you're having trouble or this takes longer than three minutes, roll for roles.

Take a look at the scenes on your setting module and decide on one to provide the context of your first roleplaying scene. Again, if you're having trouble deciding, roll.

You're now ready for the next phase.

PLAYING TOGETHER

It's now time to fully immerse yourself in your character for some real-time roleplaying. Using the decisions you made around your setting module for context, choose a scene in which your characters interact together. Avoid separating and focus on conflict, resolution, and the touchpoints you established between each other during character creation. When it feels like the scene has ended, it has (or you can set a timer for 25 minutes or so).



COMING OUT

Decide on another scene you'd like to play out together from the setting module. You decide how much time has passed between this and the previous scene.

Prepare the coming out deck by taking the Come Out card and adding a reaction deck card until there are double as many cards as there are players (eg. if there are four players, the deck is comprised of the coming out card and seven random reaction deck cards).

Reaction cards describe how a player should roleplay their character's reaction to one member of the group's coming out. The come out card requires a player to come out to the group. This can mean a lot of things - identity, sexuality, a painful or exhilarating secret - but whatever it is, it should serve to illuminate a particular personality trait of the character.

Shuffle the deck and hand two cards facedown to each player. Whomever received the Come Out card must keep it secretly and discard their other reaction card. Everyone else selects one reaction to keep secret and discards the other.

Play out the scene. The character who's coming out decides when and how. They also decide when the scene is over.

EPILOGUES

Once the Coming Out phase is over, each player, starting with the one whose character came out, spends a few minutes narrating what happened to their character after the last scene. Think of this phase as the end of a teen movie when the camera freezes on each character and some text pops up telling the audience what they did after graduation. It should be played with a "yes, and" mentality, allowing each player to create their epilogue without players that have yet to contribute contradicting their play.



CONTEXT MODULES

SETTINGS

Choose, or roll a six-sided die, to select your setting

1. OFFICE

As flashy LA tech startup Tikit, your company is eager to prove its worth to investors and competition alike in an already crowded market. A mid-size corporation moving just beyond infancy, you're established enough to feel less like a mom and pop operation, but still small enough to be open to radical shifts in either the market or policy- including buyouts from larger companies *wink wink, nudge nudge*. It takes a lot of villagers to raise this baby, so you'll find everything from IT to HR to lawyers here. What could be laying underneath the friendly visages of all these different types of people, and what drew them to help make Tikit's dreams a reality?

2. YOUTH GROUP

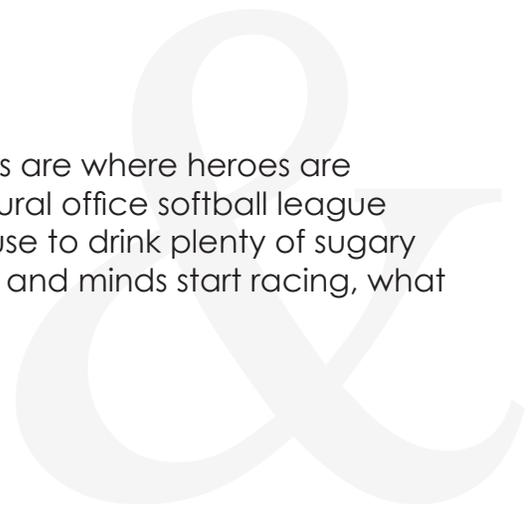
Small town Montana doesn't have a lot to do on Saturday nights. That's why, for good or ill, many of the local teens whittle away their precious few free evening hours at one of the local church's youth groups. Movie nights, board games, 3 hour lectures about why this particular denomination is the one they should dedicate the rest of their lives to- at least it's something to do. But captive audiences don't always make for loyal ones. When you put this many teenagers with different interests and reasons to be in a room together with someone just out of seminary, what kind of sacrilege can go down?

3. FUNERAL

Losing someone isn't easy. Or maybe it is, secretly, if you didn't know the person that well, or if they always treated you like garbage behind closed doors. Either way, you're now expected to either break out or buy black formalwear, and expose (or perform) your sadness to a crowd of loved ones and acquaintances alike. You'll encounter different coping mechanisms along the way- humor, reminiscing, maybe even a little anger, and it'll be your job to decide whether they help or hurt. A legacy lies in your hands.

4. SPORTS TEAM

Endorphins, sweat, heat, and hours of skin-to-skin contact. Sports are where heroes are made and lifelong bonds are forged. Or, just where your intramural office softball league likes to blow off steam on the weekends. Either way, it's an excuse to drink plenty of sugary drinks and pretend they're healthy. When blood starts pumping and minds start racing, what secrets will be shared later, in the steam of the locker room?



5. SCHOOL

Most high schools in the United States start at 7:30 am. The teenage mind is programmed not to start getting sleepy until around 11 pm. Mix that in with buses that pick students up starting at 6 am, and the result is anywhere from 100 - 2000 sleepy, half-educated teenagers from different backgrounds being forced into a single building together and graded on how well they can pay attention to underpaid government employees. It's a breeding ground for secrets. What's yours?

6. THANKSGIVING DINNER

Blood is thicker than water. Gross! Thanksgiving is when groups of people who only know each other because of the coincidence of their births (and, granted, decades of time spent being raised by/raising others together) gather and celebrate that coincidence by eating three times the daily recommended amount of meat...each. Football, bad family recipes you have to pretend are good, differing politics, and someone you hardly otherwise see drinking more than they should, it's a holiday as famous for arguments as it is for a giant Pikachu balloon working its way down Central Park West. What, or who, will you fight for?

ROLES

Choose, or roll a six-sided die, to select your role in your setting

OFFICE

1. **Ceo:** The head of Tikit, and the final say on all decisions.
2. **Vice-President:** An up-and-comer, with more fingers in more pies than perhaps even the CEO.
3. **HR Manager:** In charge of sensitivity training, formal warnings, and complaints, the HR manager has the unenviable role of balancing the company's wide staff of different personalities against each other so that as many people are happy as can be.
4. **IT Manager:** Not often seen by the average worker, the IT Manager is like an arcane wizard that you summon for their eldritch knowledge, before dismissing them back to their dungeon.
5. **Secretary:** This worker has access to all of the higher-ups' schedules, as well as their personal information. It's best not to underestimate them.
6. **New hire:** When you first read about Tikit in that glowing Forbes profile from last year, you made it your goal to work for this company. Their mission statement made you feel seen in a way no other job on the market did. Now you're there, and still working your way up. What now?



YOUTH GROUP

1. **Youth Pastor:** You're fresh out of seminary, and excited to spread God's word to the believers of tomorrow. Worship doesn't need to be all dry hymnals and call-and-response. You can work it into memes, and Fortnite, too! After all, Jesus was just another kid.
2. **Actual Pastor:** You're excited about the new Youth Pastor your church just hired, so much so that you thought you'd sit in the most recent meeting. You hear they have some new ideas for how to engage kids in the word- how do you feel about them?
3. **Believer:** You always woke up at 7 am sharp on Sundays growing up to put on your best outfit and get to church before all the good seats were taken. Your family's donations basically paid for your pastor's house. Now it's your turn to take the courses that will finally get you confirmed. How will you introduce yourself to your fellow students?
4. **Agnostic Kid:** This whole...God thing...seems a little...unlikely, doesn't it? You're here because your family wants you to go, if only to make some new friends, but you're not sure you're picking up what everyone else is putting down.
5. **Recent Convert:** Your family didn't take you to church growing up. Maybe they didn't believe, maybe they had to work on Sundays, maybe it just wasn't a high priority for them. But you've been talking to some of the other kids at school lately, and this place sounds like it might be kinda fun. How do you adjust?
6. **Sinner:** You don't always follow the pastor's advice. You do things they say not to, you think things they say not to. Do you not believe? Do you have a different kind of belief? Or can you not just help yourself? Are you proud or ashamed. Some churches forgive, and some judge. How do you figure out your place here?

FUNERAL

1. **Spouse of the Deceased:** This is a big day for you. You were closer to the deceased than anyone. But you're also the de facto "guest of honor" here. How do you deal with these emotions and that pressure at the same time?
2. **Parent of the Deceased:** No parent should have to deal with their child going before they do. You've seen this person's whole life, from conception to its end. Not many people can say that about anyone. What do you even say?
3. **Best friend of the Deceased:** You saw the deceased when they were young, and at their most unrestrained. Maybe they've told you things nobody else has. And now you're the only one who knows. Or maybe you feel like you two had a story together that was cut short. You're not family, but sometimes, it felt like it.
4. **Old Acquaintance:** You were shocked when you saw your old friend from a decade ago's name in the obituaries from last Sunday's paper. You should go, right? To the funeral? At least the viewing. You're not sure you remember everyone's names, and that's a little awkward, but you feel it's better to deal with that than not to go.
5. **Funeral Director:** For many, funerals are rare and somber affairs. For you, it's just Tuesday. That kind of comfort with death can put a lot of pressure on a person, or lead people to assume things of you. How do you deal with that?
6. **Enemy of the Deceased:** Oh, so this person finally passed, hmm? They were always a thorn in your side. Did they know how you felt? Or was it a one-sided rivalry? Are you happy, or do you almost miss their challenges? Either way, this person meant a lot to you. You need to be here.

SPORTS TEAM

1. **Coach:** Being a coach puts you in a strange position. You're never on the field, and your glory is nebulous, but when things go wrong, it's not uncommon for you to get all the blame. If things go right, though, then that's also your pride. That's leadership.
2. **The All-Star:** Whenever a play goes right, you're there. Whenever the crowd jumps in excitement, you're there. Whenever the announcer's voice blows out the speakers, it's you they're shouting about. Glory or pressure, the emotions this kind of attention riles up are intense.
3. **The Benchwarmer:** Maybe the coach had much higher hopes for you when you signed on. Maybe a bribe got you onto the team. Either way, you rarely need to wash your jersey after game night, what with all the sweat you're NOT working up. Is this what you expected?
4. **The Injured:** Were you a former all-star? Were you set for state? Or were you just hoping to get to college on a scholarship? One trip up at the wrong time, and now you're sitting in the bleachers like a benchwarmer. Is this your life now, or can you reclaim what you once had?
5. **The New Transfer:** Up until this season, you were playing for a different team. Lots of things could have brought you to this new one- traded because you were too bad, traded because you were that good, or moved to where the new team plays. But now you have to establish yourself again. How will you make yourself known?
6. **The Cheerleader:** You may not be playing on the field, but cheerleading is a sport of its own. Whether you're part of an official squad, an over-enthusiastic fan, or a mascot, you have your own unique choreography and talents to show off tonight. Maybe it's to support the team, maybe it's just to flaunt your stuff. But you will be seen.

SCHOOL

1. **Teacher:** These kids are your responsibility. Are you underappreciated, embittered? Or passionate and waiting for your moment to stand and deliver? Maybe you're jaded at this point. Whatever the case, you're the one in the room with the most power...at least, technically.
2. **Vice-Principal:** While the principal's busy arguing with the administration over bus fleets or whatever, you're in charge of discipline. Is this exciting for you, or a burden on a kind heart?
3. **Nerd:** Really, a nerd is just anyone who's really passionate about one or a few particular things. Where does that passion lie for you? Your studies? Anime? Video games? And do you express it in a healthy, welcoming way, or an inclusionary one? Do you attract bullies, or has your passion drawn people to you?
4. **Jock:** A flipside of a nerd, a jock is really passionate as well, but about physical activity. Historically, this has been rewarded with popularity and local fame, but there's also a stereotype of being a bully. How do you respond to the expectations others put on you, and how do you express your interests?
5. **Artist:** You're young, but you have a VISION. In your whole...umpteens...years of living on this planet, you've realized something you're sure nobody else before you has. And now it's your duty to express it. Writing, theatre, painting- what's your medium? And how open are you to criticism?
6. **Goth:** You're young, but you're already OVER it. In your whole...umpteens...years of living on this planet, you think you have about everyone pegged out. It's exhausting. Now you have to deal with everyone else's presence as you just try to get through it all.

THANKSGIVING DINNER

1. **Grandparent:** As the elder of your family, people look to you for advice and tonesetting. You've invented and furthered too many traditions to count. Thanksgiving is your day.
2. **Grandparent's Favorite Child:** You were the grandparent's favorite child growing up. Expected to be the star, you were given plenty of praise and leeway, but also plenty of expectations. Did you meet them? Or did you fall short? And how does the grandparent feel about that?
3. **Grandparent's Shunned Child:** You were the black sheep of the grandparent's children. Maybe some arbitrary factor, like order of birth or gender, lead you to being labeled a disappointment, or maybe it was something you did. Now, do you lash out, or do you try extra hard to win approval?
4. **Family Member You Never See Otherwise:** This family member is an enigma. You barely see them except for Thanksgiving, but they show up every year with the second cheapest bottle of wine from the grocery store and a whole year's worth of stories built up. Who invited them, again?
5. **Just Came Back From College:** You're in your late-teens, early-twenties, you've just come back from your private, liberal arts college, and everything you thought you knew has just been thrown into stark contrast with this diverse, new world you're seeing. You have to share what (you think) are your radical new ideas with everyone, now!
6. **Kid:** Booooooooooooooring. I want to go play video games. Or watch Youtube. Grandparent's pie is good, though. Except for that one, that's yucky. Aww, why do I have to sit at the kid's table? I'm smarter than I look, y'know.

SCENES

Choose, or roll a six-sided die, to select a scene to play in your setting

OFFICE

1. It's the annual holiday party, but someone forgot to bring the alcohol.
2. You all have an important deadline coming up tomorrow.
3. Work is over! Time to go to happy hour, maybe even sing a little karaoke.
4. It's time for a conference call with your most important client.
5. Someone posted a scandalous tweet! Image is so important at a startup.
6. Someone's been stealing from the lost-and-found.

YOUTH GROUP

1. It's movie night! How will the youth pastor connect the latest hot new release to Jesus?
2. Turnout is higher than usual, because the church promised pizza! But it turns out the only shop in town is closed right now.
3. Some recent drama over funding is causing the church to splinter. Who's gonna stay after the split?
4. Time to practice for first communion! But, uh, turns out the bottle of sacrament wine is empty? How...or who?
5. It's a weekend lakehouse retreat! But last night, someone found a positive pregnancy test in the bathroom trash.
6. It's a weekend camping retreat! But the van runs out of gas halfway there, leaving you stranded on the side of the road.

FUNERAL

1. There's no will for the deceased. How will you divvy up their belongings?
2. Everyone disagrees about how the deceased should have been dressed, and what they should have been buried with.
3. The deceased's will left behind strange instructions for a wake. How will you adapt?
4. Someone's drunk at the reception.
5. The check for the funeral bounced. Who's going to pay for all of this?
6. Someone delivers an unexpected speech at the funeral.

SPORTS TEAM

1. You're all on your way to the big away game when you realize someone left behind an important piece of equipment.
2. The big hometown game is 10 minutes from starting, and a key player is MIA.
3. It's halftime during the finals, against your team's biggest rivals.
4. Someone was caught cheating, and now a past trophy is being taken away.
5. A scout is watching the game, and can only recruit one player.
6. You're on the way to an away game, the favorite players got the best bus seats, and everyone else is upset.

SCHOOL

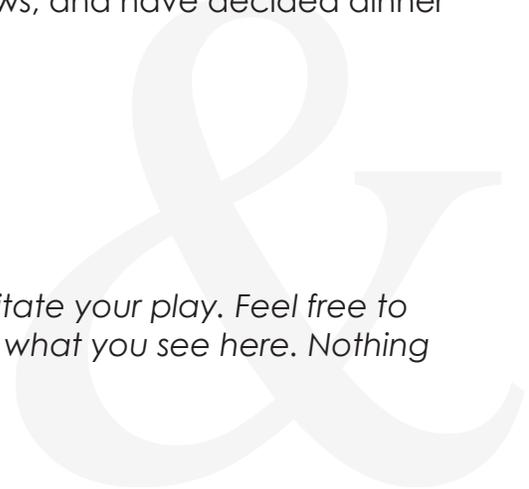
1. You somehow all landed in detention together. Explain how you got there. Hopefully, you won't have to write an essay.
2. You all just tried out for the school play. Maybe to woo someone, maybe to express your craft. The director just posted the cast list. Who's in, and who got which part?
3. Someone pulls the fire alarm during the big pep rally!
4. Someone's parents were gone last weekend and they threw a big party. Their house got trashed and now they're mad.
5. It's Q&A time during a sex ed lecture.
6. A food fight breaks out during lunch!

THANKSGIVING DINNER

1. Someone burnt the turkey/dropped it on the floor/otherwise ruined dinner.
2. It's dessert, and we all have to lie about how good the old family recipe is.
3. It's board game time, and someone gets too competitive.
4. The cable's gone out, and now we can't watch the game.
5. A celebrity just had a "wardrobe malfunction" during the halftime show/parade. How do you all react?
6. One or more people have picked up brand new political views, and have decided dinner is the perfect time to tell everyone else about them.

CLOSING NOTE

These scenes and roles exist to get your mind going and to facilitate your play. Feel free to abandon them for your own ideas, or to add your own ideas to what you see here. Nothing here is written in stone.



COME OUT	REACTION
	You did it better Overshadow them with stories of when you came out
REACTION	REACTION
That hurts You are wounded they didn't feel like they could trust you to tell you sooner	You knew it! Brag about the indicators you spotted before they even were aware themselves
REACTION	REACTION
Protect them This will make their life harder because other people will hurt them, so they should keep it secret	Lash out You thought you knew then but turns out you didn't know them at all
REACTION	REACTION
Test Them This is probably just a phase they are going through	Interrogate them How can they be so sure?

REACTION	REACTION
<p data-bbox="289 310 571 344">Walk on eggshells</p> <p data-bbox="142 348 714 407">You don't know what will offend them so be overly cautious</p>	<p data-bbox="1003 310 1195 344">Advise them</p> <p data-bbox="841 348 1357 407">Give them tips on what they should and shouldn't do</p>
REACTION	REACTION
<p data-bbox="315 789 545 823">Reveal nothing</p> <p data-bbox="142 827 721 886">You're not sure how to feel so you try to show as little reaction as possible</p>	<p data-bbox="990 789 1208 823">Smother them</p> <p data-bbox="834 827 1364 886">Let them know you are their number one super-supporter and ally</p>
REACTION	REACTION
<p data-bbox="324 1268 535 1302">Shut them out</p> <p data-bbox="133 1306 727 1365">You don't trust anyone who keeps big secrets. What else aren't they telling you?</p>	<p data-bbox="932 1281 1263 1314">Nudge them for more</p> <p data-bbox="876 1318 1321 1352">Get them to spill some juicy details</p>
REACTION	REACTION
<p data-bbox="308 1726 552 1759">Evade the topic</p> <p data-bbox="152 1764 708 1822">You'd rather not know. Keep changing the subject to avoid talking about it</p>	<p data-bbox="961 1709 1237 1743">You are their rock</p> <p data-bbox="812 1747 1390 1848">You are 100% there for them, whatever they need. Let them determine how you can best support them</p>

REACTION	REACTION
<p>Follow their lead Their honesty in coming out inspires you to reveal something you've been keeping secret</p>	<p>(Probably) Disgusting You've never personally known someone like that before, but you've heard horrible things</p>
REACTION	REACTION
<p>You're dying of curiosity You have a million questions for them</p>	<p>Nurture them Comfort them and make them feel loved</p>
REACTION	REACTION
REACTION	REACTION