

# PUMPKIN SPICE CHEER

You and your friends are teenage girls on a trip to the local international chain coffee store. Can you and your friends reach pumpkin spice heaven without having your Joy suppressed?

## WHAT SPARKS JOY?

Take turns rolling 1d6 for a Love. If two players roll the same Love, agree between you who will re-roll. Every player should have a different Love.

1. FASHION. Ugg boots in summer? Check. Hello Kitty backpack? Unironically yes. Throwback, retro, whatever. Your fashion shows the world who you really are. Start with 3 Joy and 3 Cheer.
2. BOY BANDS. Especially THAT one. It's WAY better than that OTHER one. Name them both. Also, name your favorite member. Start with 4 Joy and 2 Cheer.
3. YAOI FANFICTION. Choose a favorite trope. Enemies to Lovers? It's Enemies to Lovers, isn't it? It's okay, you can admit it, this is a safe space. Start with 2 Joy and 4 Cheer.
4. SUPERNATURAL ROMANCE. Choose a Team. Team Vampire. Team Werewolf. Team Ghost. Team Minotaur. I could go on. Team Zombie. Team Frankenstein. See? If your ship is canon, start with 4 Joy and 2 Cheer. Otherwise, start with 2 Joy and 4 Cheer.
5. AGGRIEVED POP STAR. She's left a trail of ex-boyfriends in her wake, has a song or three to sing about each one of them, and every song speaks directly to your heart. Why is love so hard? Start with 2 Joy and 4 Cheer.
6. ATHLETICS. Choose a sport from the following list: Tennis. You have trouble standing still, or sitting still, or sitting, just, in general. You can list by heart the nutritional facts of all thirty-seven varieties of milk the cafe serves. Start with 3 Joy and 3 Cheer.

## JOY

Anytime you roll for Joy, roll 1d6. If your roll is lower than or equal to your Joy, you succeed. If you fail, you lose a point of Joy unless another player spends 1 Cheer. If at any point you have 0 Joy and must lose Joy, you have a Breakdown.

## CHEER

You can spend 1 Cheer to erase the penalty of a friend's failed Joy roll. Sometimes you have to spend 1 Cheer before you roll Joy. If you are out of Cheer, you automatically fail the Joy roll. This failure can still be counteracted by another friend's Cheer.

## BREAKDOWN

You have a Breakdown when you lose all Joy. All friends must spend 1 Cheer. Gain 1 Joy for each Cheer spent in this way. If any of your friends are out of Cheer, you all decide to give up on the quest to the café. It's not worth the hassle.

## THE JOURNEY

Each player takes turns rolling 1d6. Roll 2d6 each for a two-player game. The number you roll is how many Perils you face on your Journey.

## PERILS

Each player takes turns rolling 2d6 to determine which Peril they face.

2) COP. An adult male police officer "accidentally" bumps into you. Immediately lose 1 Joy, and all friends lose 1 Cheer. Reroll all future rolls of "2".

3-4) FRIEND FIGHT. You say something about another friend's Love that is a little too mean or condescending. Choose one friend. They roll Joy. On a failure, you both lose 1 Joy. On a success, you can give them 1 Joy or 1 Cheer, and the BOY BANDS friend gain 1 Cheer.

5-6) CONSTRUCTION WORKERS. They cat-call you. Do they know you're like a third their age, or do they just don't care? In either case, ew. Lose 1 Cheer and Roll Joy. On a success, the YAOI FANFICTION friend gains 1 Cheer.

7) TEENAGE BOYS. The most common peril. Roll a d6. On a 6 they share a kind word that picks you up. Gain 1 Joy. On a 4-5 they are still pretty friendly. On a 1-3 they try to tear you down. Roll Joy. On a success the ATHLETICS friend gains 1 Joy. On a failure their words cut deep.

8-9) HATERS. A group of older teenagers or young adults mock and insult your fit. Flip a coin. On a heads, they insult you for dressing like prudes. On a tails, they insult you for dressing like sluts. Roll Joy. On a success, the FASHION friend gains 1 Joy.

10-11) CRUSH. The cutest boy/girl/enby in school, according to everyone that matters, which is you. Immediately gain 1 Joy, and then roll Joy. On a success, you talk to them, and it goes well! On a failure, one Friend can spend 1 Cheer to allow you to reroll Joy. On a second failure, you do talk to them, but you make a fool of yourself. Lose 1 Joy; no Cheer may be spent to prevent this loss. If you had a success, the SUPERNATURAL ROMANCE friend gains 1 Cheer. If you had a failure, the AGGRIEVED POP STAR friend gains 1 Joy.

12) MEAN GIRL. They have a LOT to say about your Love and how "cringe" it makes you. Roll Joy Twice. On a double-failure, only a single Cheer can be spent to reduce the loss of Joy. On a mixed success, lose 1 Joy, but gain 1 Cheer. On a double-success, it turns out she also loves Pumpkin Spice Lattes and will join you on your Journey. She cannot gain or lose Joy but comes with three Cheer. Regardless of the outcome, reroll all future rolls of "12".

## SUCCESS

Once you complete every Peril required, you reach the Cafe! Enjoy your Pumpkin Spice Lattes!