

made for  
**Mote.**



# Soul Spectres: Gotta Love 'Em All

**A first-date battle game**

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 2 players

 1 hour

# First dates are awkward.

What do you say? Are some questions more intrusive than others? Should it be a simple dinner or a more involved activity? How dressed up should you get?

Luckily, there's a better way. Gladiatorial monster-fights between your Soul Spectres, of course!

## **The Story**

You are two Lovers on a first date, hoping to see sparks fly by way of battle between your personal, magical Soul Spectres. In between bouts of combat, you exchange flirty banter. Ultimately, you'll learn more about each other, share a kiss, and plan your next date!

# Tone & Content

The suggested tone of this game is cute and flirty, with cartoon violence. There is no real drama between the Lovers, and they will absolutely go on a 2nd date, regardless of the outcome of the date-battles, which are not considered especially competitive.

The point is to hang out, flirt, and stretch your Soul Spectres' muscles; it's not about winning or losing. Losers rarely feel "bad" about it, and winners rarely brag. To do so would be considered very odd and pretty gauche.

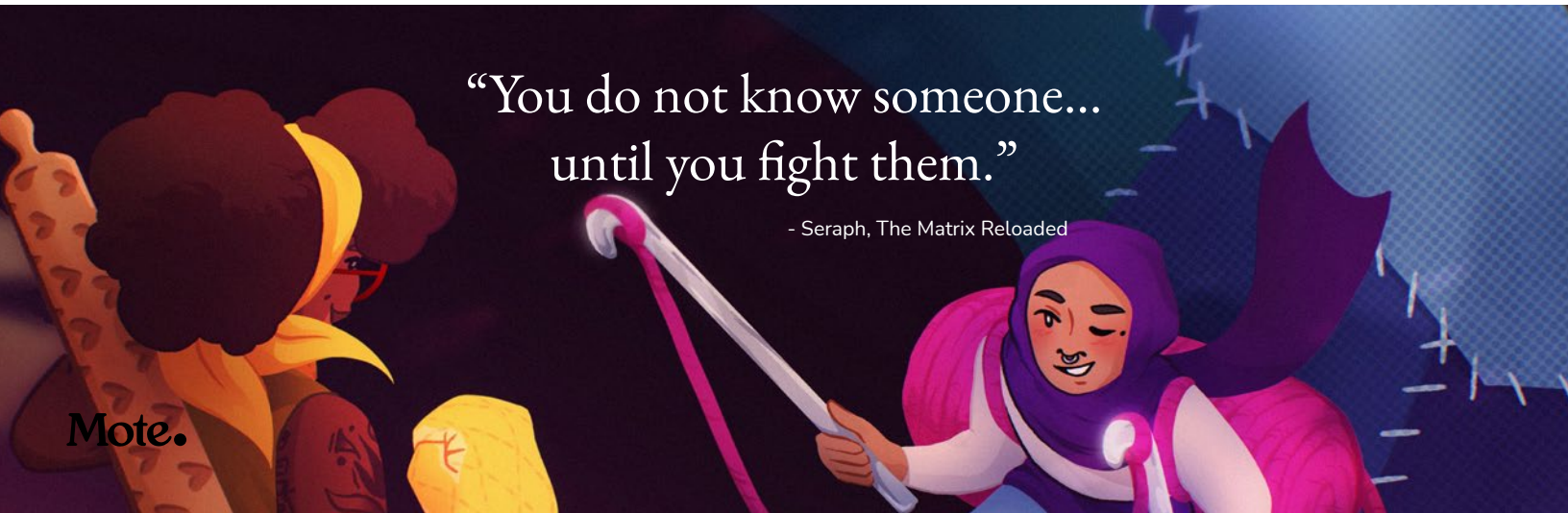
## **Content note:**

This game focuses on dating and romance. The two Lovers kiss at the end. Keep that in mind when choosing to play this game, and feel free to eliminate or adapt any elements you like. It might also be a good idea to establish beforehand how "explicit" you want the flirting portions of the game to get!

## **Awkward!**

This game is meant to elicit the cute awkwardness of early dates. If you're feeling awkward during the flirting portions, lean into it.

Your character is definitely feeling more awkward than you.



“You do not know someone...  
until you fight them.”

- Seraph, The Matrix Reloaded

**Note.**

## Prep

# Create your Lover

### Determine one signature aspect of your appearance

Use this signature aspect when you introduce your character's dramatic pose, and to add color to your flirting and bantering scenes. You're trying to impress your date, after all

### Answer the following questions...

What's one hobby I have?

How do I like to be kissed?

Where do I want the next date to take place?

Later, you'll bring your hobby into your flirting and discussion: your lover wants to date a well-rounded person! Answers to the latter two questions will be used at the end of the game

### Choose a name

e.g. Anu, Chad the Impaler, Princess X, Barry, Annette.  
Whatever you want!

#### Signature aspect inspiration

electric blue hair	a billowing overcoat
a scar on your left cheek	always carries a boombox
always chewing bubble gum	sometimes yodels instead of talks
has a signature dance move	a triple-braided beard
silver, mirrored eyes	back-length red hair
an outfit made of leather straps	runes inked in your nails
rainbow lipstick	a top hat and coattails

#### Hobby inspiration

knitting with exotic yarn	handmade paper
barbecue festivals	poetry in dead languages
figure-skating in hidden locations	underwater gardening
fossil hunting	cooking
rock-climbing	Soul Spectre cataloguing

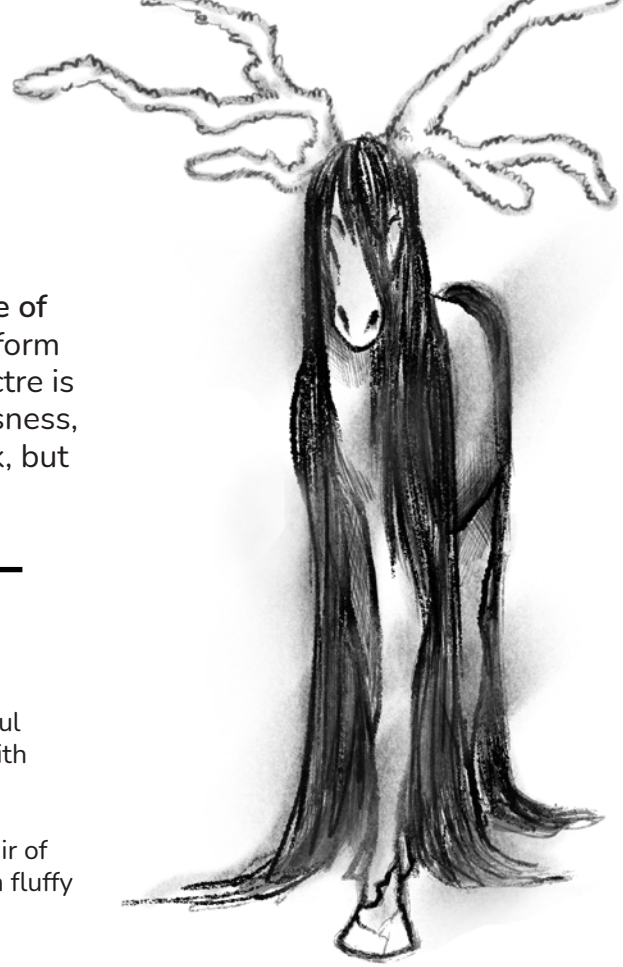
#### Kiss inspiration

with many, tiny, kisses	like they're starving for a taste
assertively, taking control of your mouth	with teeth
like they've wanted to kiss you forever	with hands roving all over you
teasingly	

## Prep

# Create your Soul Spectre

A Soul Spectre is a magical creature tied to the core of every person's being. Each is unique, and takes the form of a monster with supernatural powers. A Soul Spectre is simultaneously part of you and a separate consciousness, with its own thoughts and emotions. It cannot speak, but knows how to kick butt!



## The Organ Table

Use the tables below and a d20 to determine your Soul Spectre's three primary combat organs, or come up with your own.

Feel free to creatively 'interpret' your results, too: a pair of icy wings that crackle with frost, a glittery tentacle, a fluffy weapon in the shape of a big, furry hammer, etc.

### ADJECTIVE

<b>1</b> glittering	<b>11</b> smooth
<b>2</b> vibrating	<b>12</b> pulsating
<b>3</b> sticky	<b>13</b> ponderous
<b>4</b> chittering	<b>14</b> durable
<b>5</b> glowering	<b>15</b> translucent
<b>6</b> icy	<b>16</b> musical
<b>7</b> crackling	<b>17</b> transforming
<b>8</b> moist	<b>18</b> fluffy
<b>9</b> dilating	<b>19</b> elegant
<b>10</b> dark	<b>20</b> squishy

### ORGAN

<b>1</b> teeth	<b>11</b> beak
<b>2</b> eyes	<b>12</b> leaves
<b>3</b> nodules	<b>13</b> wings
<b>4</b> fruit	<b>14</b> fur
<b>5</b> limb	<b>15</b> flowers
<b>6</b> membrane	<b>16</b> belly
<b>7</b> weapon	<b>17</b> hooves
<b>8</b> tongue	<b>18</b> horns
<b>9</b> offspring	<b>19</b> antennae
<b>10</b> tentacle	<b>20</b> nails

## Name your Soul Spectre

e.g. Mouthgaggle, Cryarak the Burper, Bilzamerion, etc.

## Prep

# Before You Start Your Battle...

### Share your character information

Tell each other about your Lovers and Soul Spectres. Pay particular attention to how each Lover likes to be kissed.

Decide who will be player 1 and who will be player 2 (for the purposes of turn order).

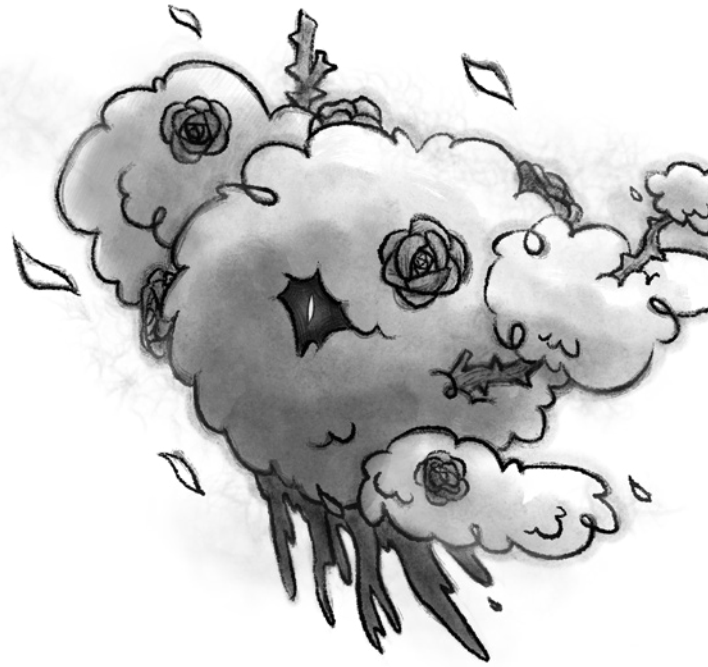
### On Mote, start your story and then...

- ♥ Make your Lover your persona
- ★ Create a Pet for your Soul Spectre  
Click on "as yourself" below the input line to create a pet

### Set the stage

Together, decide where the date takes place. Either make a location up, or choose from this list:

- ▶ A desert piled with soft dunes of rich, red sand
- ▶ A lonely moor with wind groaning through tall standing stones
- ▶ An open lake teeming with stepping stones, caked in fragrant lichen
- ▶ An abandoned fishing village, fragrant with salt-sea air
- ▶ Rolling hills bathed in moonlight, with the hooting of owls in the distance
- ▶ A snowy plateau dotted with ancient, rusty machines
- ▶ A ruined castle studded with shadowy corners and secret passages
- ▶ A hot, rocky crater erupting with periodic jets of lava
- ▶ A verdant forest dense with the sounds of birds and insects
- ▶ A flowery meadow with a chorus of baaing sheep



#### Remember!

Your location can serve as inspiration for adding color to your battle. For example, make the environment richer using custom emotes:

/a lonely owl: can be heard hooting from a distant tree

/the wind through the stones: sounds like a chorus of monks carrying water back from the river

#### Tip

Make the location you choose your first chapter name

## The Date!

# Overview of Play

The date occurs in the following phases.

- ∞ Each phase ends with one of the players using the **End Phrase**. End Phrases signal to the other player to introduce a new chapter heading and start the next phase.
- 👁 When you begin each phase, **start a new chapter with the phase name as the chapter title**. NOTE: the first section, Introduce the Characters, is named after your location.

### Tip

Once you've played through the game and are familiar with the rules and structure, you can use this page as an always-up guide to the different chapter headings and end phrases.

## PHASES OVERVIEW

### Introduce Characters

END PHRASE: "Shall we?"



### Round 1: First Moves!

END PHRASE: "Good shot!"

### Banter 1: Chit Chat!

END PHRASE: "Let's get back to the battle!"



### Round 2: Retaliation!

END PHRASE: "A solid hit!"

### Banter 2: Flirtation!

END PHRASE: "Let's keep battling!"



### Round 3: Showdown!

END PHRASE: "Your Soul Spectre is awesome!"

### Banter 3: Romance!

Will the losing Lover receive a kiss from the winner?

# Player 1 VS Player 2

CHAPTER TITLE:

**[The location you've selected]**

AS THE LOVER

**LOVER 1**

Dramatic pose, using signature aspect

/flip my electric blue hair  
/do a double backflip, landing perfectly

**Tip**

Look for examples written in Mote script underneath each action item

AS YOUR SOUL SPECTRE

**SOUL SPECTRE 1**

Make a show of power

/roar menacingly  
/glittery wings: flap rapidly

AS THE LOVER

**LOVER 1**

Greets lover 2

e.g. "I'm glad we're finally getting to hang out alone!"

**LOVER 2**

Responds

e.g. "I'm really looking forward to this!"

**LOVER 2**

Dramatic pose, using signature aspect

AS YOUR SOUL SPECTRE

**SOUL SPECTRE 2**

Make a show of power

AS THE LOVER

**LOVER 2**

"Shall we?"

**LOVER 1**

Start next chapter

Next Chapter...

**Round 1: First Moves!**

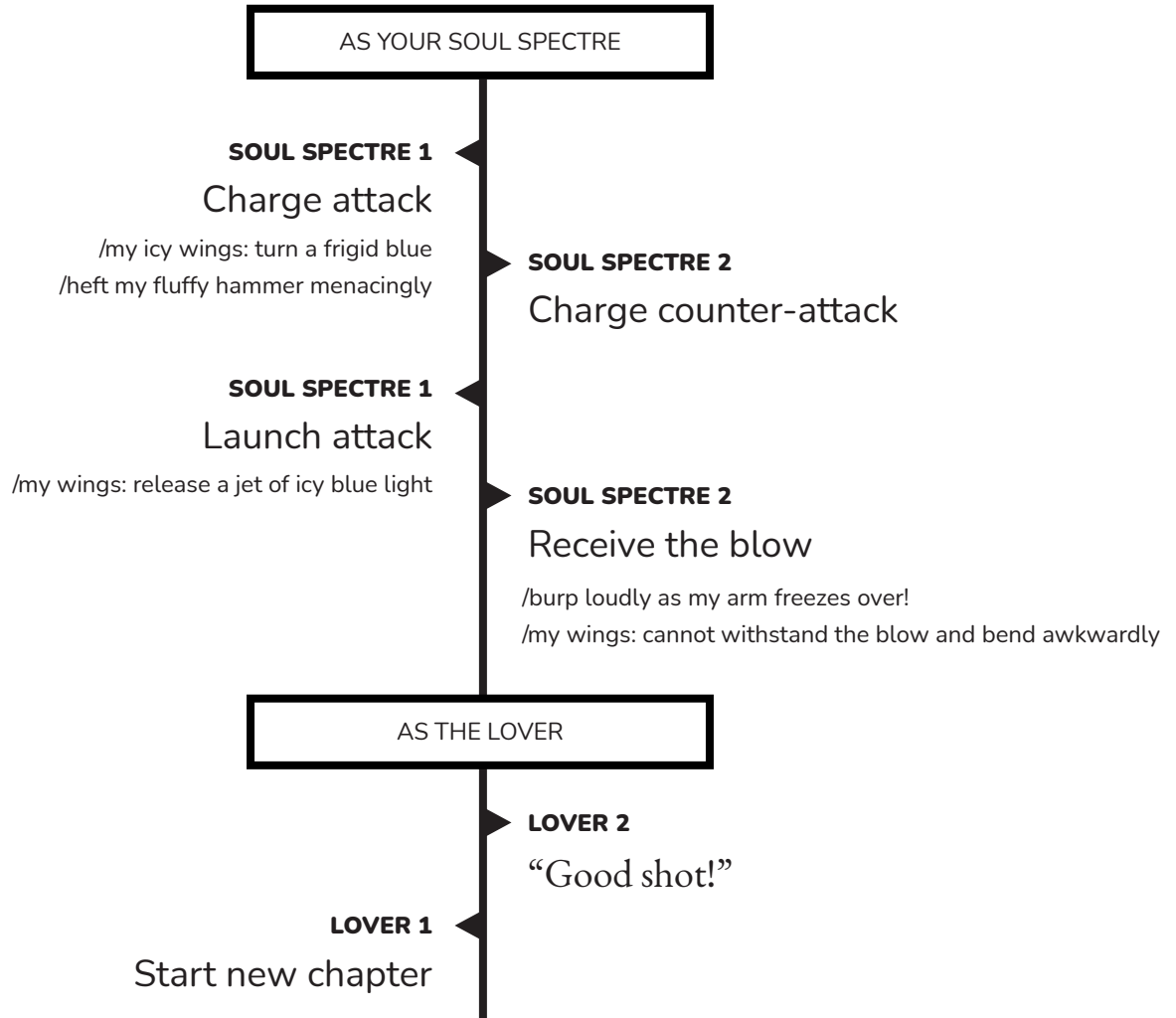
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👤 **Player 1** VS **Player 2** 👤

CHAPTER TITLE:

**Round 1: First Moves!**



CHAPTER TITLE:

**Banter 1: Chit chat!**

This is a chance for the Lovers to exchange flirty banter. Lover 1 initiates the conversation. A good place to start is to complement your opponent’s Soul Spectre, and to ask about your date’s hobbies.

Lover 2 ends this phase of banter when they feel flirting has gone on for long enough, by saying or paraphrasing, “Let’s get back to the battle!” Lover 1 initiates the new chapter.

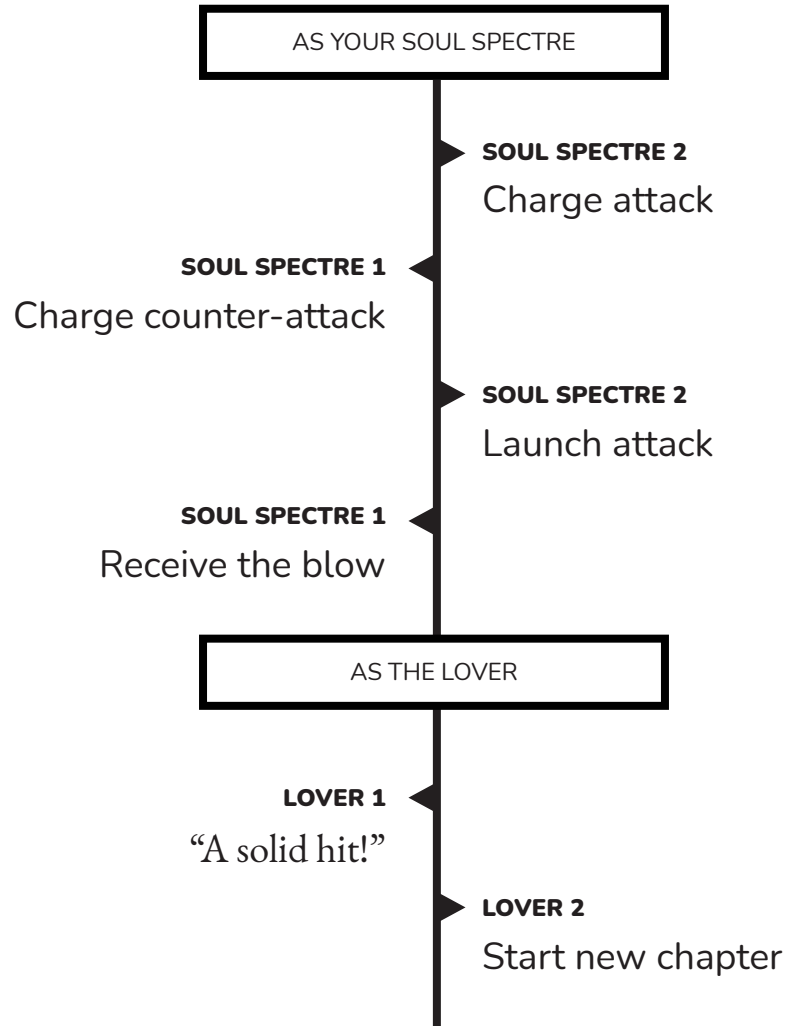
**Note**

While gentle teasing is perfectly acceptable on a date, outright insults and mocking are unlikely to win you romantic points!

Player 1 VS Player 2

CHAPTER TITLE:

**Round 2: Retaliation!**



CHAPTER TITLE:

**Banter 2: Flirtation!**

This is the same as Banter 1, except that Lover 2 initiates the conversation.

Lover 1 ends this phase of banter when they feel flirting has gone on for long enough, by saying or paraphrasing, "Let's keep battling!" Lover 2 initiates the new chapter.

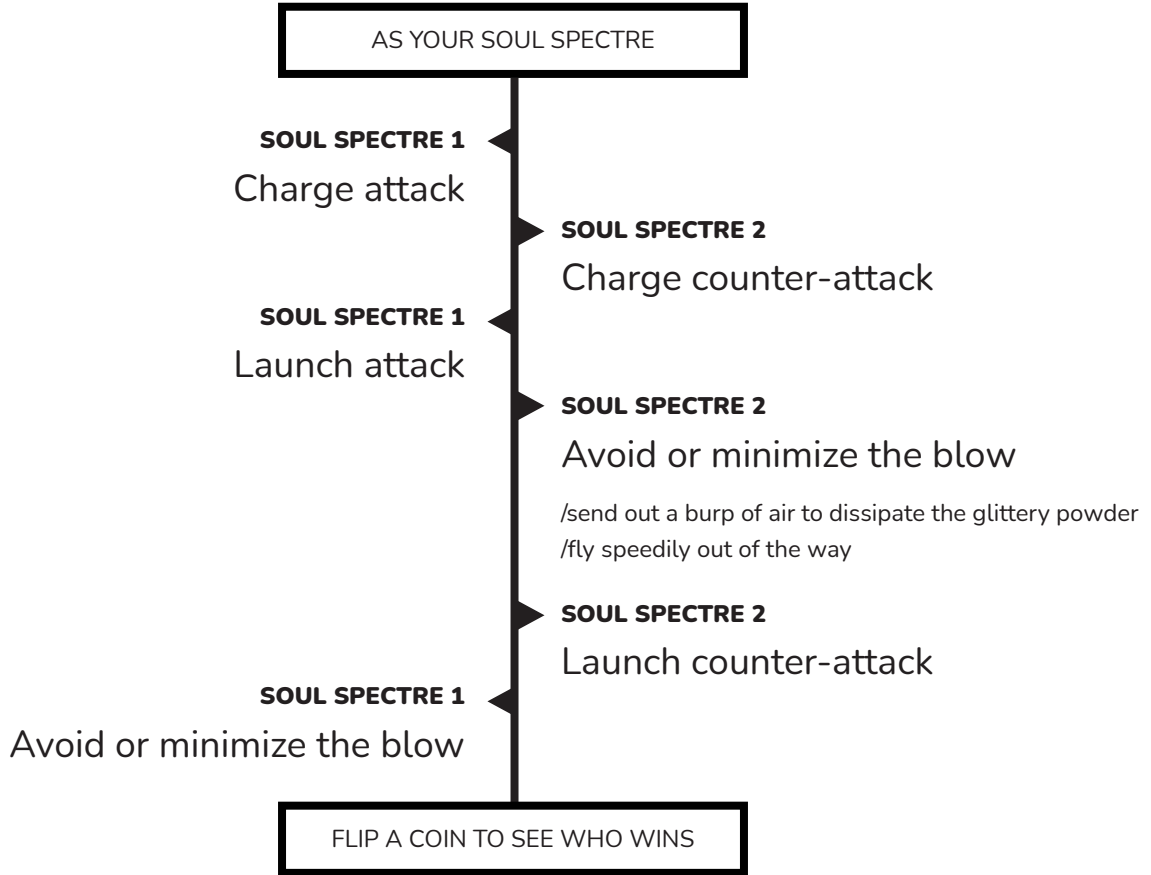
**Tip**

You can start the conversation right where you left off during the last Banter phase, if you like!

Player 1 VS Player 2

CHAPTER TITLE:

**Round 3: Showdown!**



**Note.**



Next Chapter...  
**Round 3: Endgame!**

CHAPTER TITLE:

### **Round 3: Endgame**

**WINNER'S SOUL SPECTRE**

Charge up extra-powerful attack

**LOSER'S SOUL SPECTRE**

Cower, freeze in awe, or be struck dumb

**WINNER'S SOUL SPECTRE**

Launch extra-powerful attack

**LOSER'S SOUL SPECTRE**

...is dramatically defeated!

**LOSER**

“Wow! Your Soul Spectre is awesome.”

**WINNER**

Start next chapter

CHAPTER TITLE:

### **Banter 3: Romance!**

This is similar to the other “Banter” chapters, with the Winner initiating the conversation.

At some point, the Winner asks if they can kiss the Loser. If the Loser agrees to be kissed, the Winner kisses them in the manner they most enjoy.

The Loser ends the Banter - and the game - by suggesting the location of their next date.

Thus ends a game of Soul Spectres: Gotta Love ‘Em All!

**Remember to keep the romance alive.**

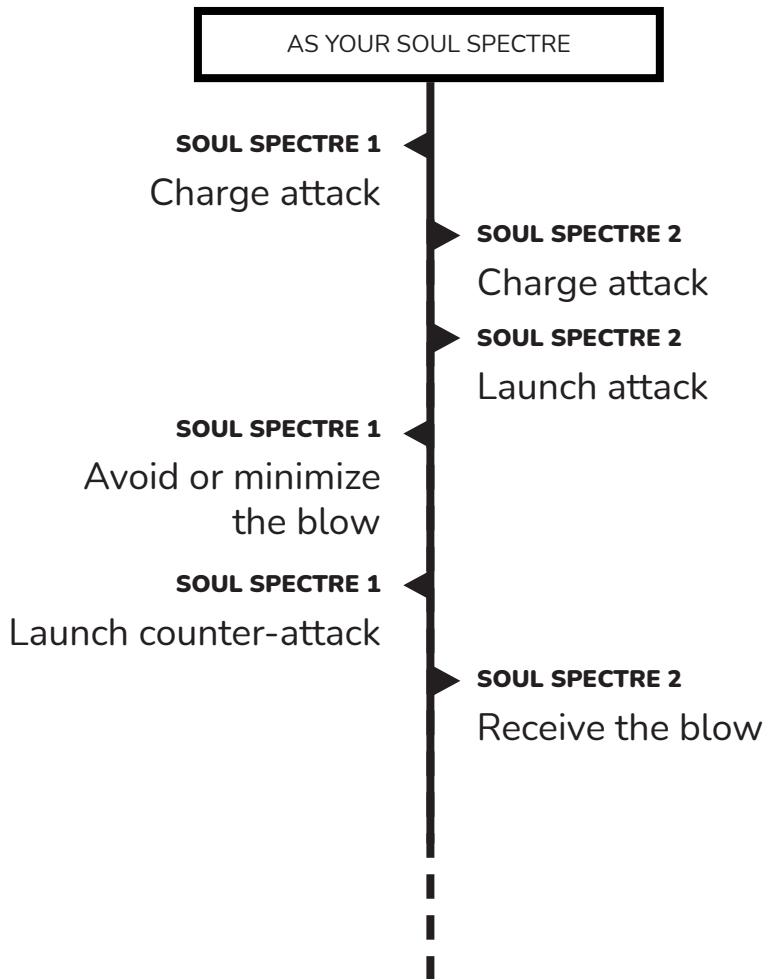
## Afterword

# How to adapt play

Feel free to play out multiple dates with the same characters if you're in the mood for a longer game.

After all, your Soul Spectres can evolve over time. Maybe they have some new attacks coming from different Combat Organs?!

Once you have the hang of the game, and a little experience playing Mote, you can lengthen battles by modifying Round 1 as such:



Round 2 can be modified the same way, but with Soul Spectres reversed.

**Mote.**