

**THE FIRST DAY**

Imagine the first day this very place was open. What was it like for the owner?

**LIZARD PEOPLE**

Imagine the people at another table are undercover aliens. What's their mission? What are each of their roles in the mission to study humanity?

**DREAD NUGGETS**

*If sharing two foods that come in lots of pieces*  
Start a mundane story (going to the post office). Take turns turns eating from one of the two foods while the other person adds to the story. If you pick one food, the other person must make something AWESOME happen. If the other, it's something TERRIBLE.

**BOUND TO THE FRIES**

The number of fries remaining is a character's life force as they are locked in an endless battle. When there are no more fries, they die. Every time you eat a fry, describe another chapter in this final battle (Who are they fighting? What do they do? What are the stakes?)

**BUREAU OF [REDACTED]**

The place you're at is a cover for a supernatural agency with good / evil plans. The staff are all in on it. What's their evil plot / the thing they are protecting us from?

**TELLTALE OBJECTS**

Pick 3 interesting objects from around the place you're in. Turns out they are:  
...*Private Loot!* Where from? Worth it?  
...*Estate Sale!* Who were the creepy owners?  
...*Magical Artifacts!* What powers do they grant?

**THE SACRED RITUAL**

One of the foods on this table is a delicacy that must be consumed in a certain way and for a certain reason. Today is that day where the ritual must be performed. Each add a detail to the ritual (How is it done? Why? How do you know it worked? Who officiates?)

**SPACE BAR**

Imagine this restaurant isn't wherever you are, but rather on the concourse of a space station way out in the furthest reaches of space. Where is it? What are people doing there (Mining? Science? Alien diplomacy?) Why was it one of the few, carefully chosen places built in this space station?

**FRIES DIVINATION**

Take a handful of fries (or other food that comes in a bunch of pieces), and drop them on a plate. Do a full divination of the other person's fate based on the way they have landed.

**THE UNLIKELY JOURNEY**

Pick a food on the table and imagine it comes from the most unlikely, magical place. Work backwards to describe an increasingly ludicrous set of obstacles that had to be overcome to get it to the table in front of you. Think Princess Bride.

**HAN SHOT FIRST**

Imagine that instead of on a date, you're in a tense interstellar negotiation, guns drawn under the table. What do you want? What are the stakes?

**EVIL GENUSES**

Imagine the opposite, totally evil versions of yourselves and describe them to each other. Follow up question: what are each of your evil plans for world domination?

**ABOUT THESE GAMES**

Storygames can be a bit hard to explain. Wouldn't it be great if you could simply play one, wherever you are?

- These games should:
- ...be playable in a couple minutes by anyone
- ...be easy to memorize and require no materials
- ...use the environment as a prompt

And of course  
...really impress your date (yeah right, hah)

Folding instructions can be found here:  
[laughingkaiju.com/games/first-dates](http://laughingkaiju.com/games/first-dates)

Have fun, and I'd love to hear any stories this causes! (@raphdamico on Twitter)

# The tiny book of storygames for first dates and small talk

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