

## Please Go to Bed!

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In this game players form two coupled teams: Parents and Kids. An unlimited number of players is possible. But there are only ever 4 players active. It is possible to play with different numbers, such as 3 parents or more kids. But it gets chaotic. During play, non-participating players watch from the sidelines and keep track of time as the audience.

The goal of the game is for the parents to subtly negotiate their desire for private, sexy times, while the kids try to resist without revealing that they understand their parents' true intentions. The kids each are trying to one up each other or get their own way somehow. The challenge is maintaining subtlety on both sides. If the parents become too obvious, or the kids become too unreasonable, the scene ends and one side loses. Play is quick and played in 15 minute scenes. *If there are enough players to have an audience, the audience may pause and stop the game to call out when the scene should end as well.*

The central idea is to have each side trying to get what they want. Ultimately everyone loves each other and are a family. So if someone has made a great argument or negotiated well, give them the scene.

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## Game Setup

1. **Roles:**
    - Two (recommended) or more players take on the roles of the **parents**.
    - Two (recommended) or more players take on the roles of the **kids**.
      - i. (ages: baby to teenager)
  2. **Scene Selection:**
    - Draw a scenario card from the stack (or a hat), which sets up a particular situation for the family (e.g., Christmas Eve, a camping trip, homework time).
    - The scene provides context for the interaction, but the focus is on how the parents navigate their clandestine motives and how the kids compete.
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## Rules for Play

### Parents' Role

- **Primary Directive:** The parents must negotiate with their kids to secure some private "sexy time" while remaining helpful, kind, and caring. They need to avoid making their true motives obvious. Parents must invent code words or use euphemisms and double entendres.
- **How to Play:**
  - Use gentle persuasion, distraction, or incentives to subtly direct the kids toward activities that will give the parents some alone time.
  - At all times, maintain a facade of being helpful, supportive parents with no ulterior motives.
  - If at any point the parents become too forceful, overt, or obvious in their attempts to secure alone time, **they lose** the scene.
    - (REMEMBER: YOU REALLY WANT THIS! YOU CAN LOSE YOUR PATIENCE. IT'S OK TO LOSE!)

## Kid's Role

- **Primary Directive:** The kids must resist the parents' suggestions and attempts at negotiation, but they must do so in a way that doesn't give away that they understand their parents' real motivations. Each kid is trying to get their own way. They are not working together, although they can make it look like they are a united front. This is sibling politics at its most selfish.
- **How to Play:**
  - Find ways to throw wrenches into the parents' plans without being unreasonable or descending into tantrums.
    - (BUT DO SO IF IT MAKES SENSE. IT'S OK TO LOSE!)
  - The goal is to resist subtly, throwing in distractions, additional tasks, or counter-arguments that make it harder for the parents to achieve their goal, all while remaining oblivious to their true intent.
  - If the kids become too unreasonable, overly obstinate, or break the facade of "not knowing what's going on," **they lose** the scene.

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## Ending the Scene

The scene will end under one of the following conditions:

Each scene should be no more than 15-20 minutes. Play hard. Drive the scene to a conclusion.

1. **Parents Fail:** The parents become too obvious or forceful in their romantic intentions. This breaks the subtlety of the negotiation and causes them to **lose**.
2. **Kids Fail:** The kids become too unreasonable in their resistance, either throwing a tantrum or making their awareness of the parents' motives too clear. This results in the kids **losing**.
3. **Mutual Pause:** At any point during play, either the parents or the kids (or audience) can call a **pause** to the game. This allows players to assess if either side has broken their primary directive (i.e., parents being too obvious, kids being too resistant or aware). The group can then agree to resume the scene or declare a winner.

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## Key Dynamics

- **Parents' Motivation:** The parents *really* want some alone time, but they must always be gentle, considerate, and never reveal their true desires outright.
  - **Kids's Strategy:** The kids want to get their way. The kids might suspect their parents' motives, but they must play along as though they are innocent and oblivious. They should focus on playful resistance rather than direct confrontation.
  - **Subtle Negotiation:** The heart of the game is in the subtle back-and-forth, where both parents and kids try to outwit each other without breaking the illusion. Tension should build naturally until one side gives in or makes a mistake.
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*Cut out each of the text boxes and stack them or put them in a hat to be pulled per round.*

**Camping Under the Stars:** The kids want to stay up till the fire embers fade but the parents want to have a reason to put the kids to bed early and enjoy time by the fire together.

**Too Vanilla:** You're at some theme resort and there's a moderately fun, not that cool, time-consuming activity for kids (eg. Commander Mezmo's Light-Wand Adventure) that you \*desperately\* want them to go do, but their current plan is to sit around the hotel room complaining. So you need to sell them on this thing if you want a couple of hours to yourselves.

**Scary Relations:** The parents desperately want to convince the kids that grandma's house is cool but the kids insist that grandma is a vampire who is going to turn them into vampires and they don't want to go. (Or aunt, uncle, etc.)

**A Quarrel:** An argument about what movie to watch between the kids must be resolved before the parents can do their "chores" upstairs. And after a movie is even chosen, they bicker about snacks, and then who has control of the remote, and who is making a weird noise...

**A Holiday Traditional Dilemma:** It's Christmas Eve (Or other cultural observance) and the parents are trying to get the kids to go to bed early. They're pretending that it's because of Santa but really it's because they want to put out the presents early and then have some romance.

**Goosebumps:** The family is on a tour of a supposedly haunted mansion. The kids are more interested in finding ghosts, but the parents want a few moments to sneak off together while the tour guide drones on.

**Games We Play:** During an intense game of Monopoly (or another family game), the parents are secretly trying to end the game early for some alone time, while the kids are still determined to win.

**The Wedding Crash:** The parents are deep in getting their wedding (Or wedding vows renewal, or commitment ceremony, whatever) up and running, but the thing is super stressful and they need some "stress relief." But the kids are hyperstimulated and want to help all they can with decorations, making decisions, who does what, etc.

**Moves on the Move:** The family is pulled over at a gas station due to "car trouble." While the parents claim they're waiting for the car to cool down, they're really hoping for a quick romantic interlude.

**Close Encounters:** Everyone is part of a family of aliens. The parents want to GOZORB. But the kids insist on ZABERING. Maybe the parents can get them to ZABER long enough for a quick GOZORB, except the kids never ZABERED by themselves before...

**Homework:** The kids have homework. They need help. Or one of them waited until the last moment to cry about a major project due tomorrow. But this is date night!!

**A Little Cosplay:** Get the costumes ready. Set the rules. Can the oldest take the youngest out by themselves? Who stays to dish out the candy? How can the parents break in the sexy nurse outfit? (or some other scary sexy thing)

**Fun Rides:** At an amusement park, the kids are obsessed with the roller coasters, but the parents want to get "lost" in the maze of the funhouse for some romantic time.

**A Snow Job:** Everyone is snowed in. How romantic! Go play outside! Is it too cold? Or you only will do it with help? Wow, the parents could really use some alone time...

**On the Beach:** At the community pool or the beach, the kids are engrossed in a game of volleyball and don't want to leave. The parents are trying to persuade them to head home by subtly suggesting other activities, while really hoping to get some time alone once they're back at the house. The challenge is to get the kids to agree to leave without revealing their true intentions.

**Preparing for the Holidays:** The family is out holiday shopping, and the kids are running around the mall with excitement. The parents are hoping to finish the shopping quickly and get home for a quiet evening together. They need to find a way to get the kids to wrap up their shopping spree and head home without showing their impatience or revealing their plans for a romantic evening.

**Doing it Yourself:** The family is working on a home DIY renovation, but the parents are using every "break" to sneak some time alone, while the kids are focused on the task at hand, except what can they do safely unsupervised?

**Love and War:** The kids are simply fighting before bedtime. It's all out war. Something serious has gone down. Can the parents resolve this before the mood is totally killed by the crossfire?

**The Night of the Big Storm:** There's a huge storm outside, and the power is out. The parents want to take advantage of the dark, cozy atmosphere, but the kids are nervous and insist on staying close.

**The "Big Announcement" Dinner:** The family is out to dinner because the parents have a big announcement to make (e.g., a move, a new job). The parents want a romantic escape after they break the news. The kids have other plans to celebrate...