



THE LOVE BALLOON



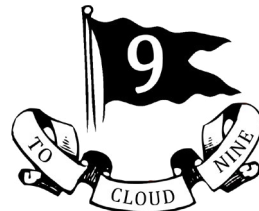
*a story game of... 
hijinks, humor & romance*

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INTERACTIVE CHARACTER SHEET PDF 

Mythopoeia™

Story RPG



BOARDING PASS

WELCOME ABOARD THE LOVE BALLOON

NAME: _____ PRONOUNS: _____

AGE: _____ WEIGHT: _____ HEIGHT: _____

BACKSTORY:

MOTIVATION:

DESCRIPTION:

I Should...

- ♥ *Lean into backstory or motivation.*
- ♥ *Connect or express feelings.*
- ♥ *Help others or ask for help.*
- ♥ *Try a zinger to make people laugh.*
- ♥ *Try to or resist change.*
- ♥ *Experience heartache or romance.*
- ♥ *Resolve or come to a revelation.*
- ♥ *Confess my true feelings.*

SETTING

The Love Balloon takes place in a world where airships have become the dominant means of transport, commerce, and war. Nevermind all that though! Come embark on the finest and most magical love balloon in all of Aventine!

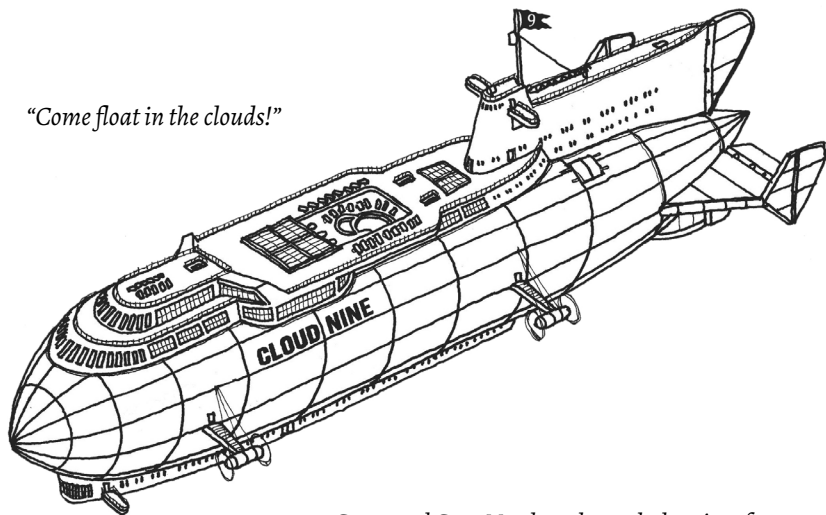
THE SHIP

No other airship has sailed the winds more than the magnificent *Cloud Nine*. Welcome at any port, its guests - from Kings and Presidents to Celebrities and Commoners - have attested to the ship's magical voyages of the heart.

LOCATIONS

**LOUNGE - CASINO - BAR - BALLROOM - POOL - DECK - QUARTERS - DINING ROOM
BUFFET - THEATER - HANGAR - GYM - LIBRARY - CABINS
HALLWAY - STAIRS - CARGO - PLANES**

"Come float in the clouds!"



Guests and Crew Members choose the location of a scene.

REFERENCE SHEET

Game Structure

- I. CASTING** - One Crew Member, 2 Guests in a relationship, 3 Strangers
- II. EMBARKMENT** - Crew Member welcomes all / Couple settles in / Strangers meet
- III. DAY IN THE CLOUDS** - Pairs: **Cycle of Play** on Ship.
- IV. PORT OF CALLS** - Pairs and others: **Cycle of Play** on Ship or Shore. Play as many cycles of play as needed to develop the story.
- V. NIGHT WITH THE STARS** - When Ready, Everyone: Confronts One Another.
- VI. UNDER THE MOONLIGHT** - Pairs: Confess Feelings to Revelations
- VII. DISEMBARKMENT** - Crew Member bids adieu to Guests: **Benny™** winner last.

The Cycle of Play

1. **PLAYER WITH THE BENNY...**
2. **PICKS ANOTHER CHARACTER** to enact a scene with. That player gets to...
3. **CHOOSE THE LOCATION.**
4. **ROLL FOR A STORY BEAT** to determine the premise of the scene.
5. **APPLY KARMA** to determine how it ends.
6. **PLAY THE SCENE** until it comes to a natural conclusion .
7. **PASS THE BENNY** to the next nearest player not in the scene.

Story Beats

1. **ROMANCE** - one character woos another.
2. **CROSSING** - two character's come into conflict over motivation or backgrounds.
3. **HELPING** - one character tries to help another with romance or motivations.
4. **MYSTERY** - two characters investigate something.
5. **BACKSTORY** - the backstory of the characters guides the scene.
6. **MOTIVATION** - one character's motivation guides the scene.