Perky 1

Bubble Medallion Necklace

Perky 2

Purchase & watch the Princess Mononoke DVD

Roll an extra die if Neil Gaiman does a book signing.

Perky 1

Pocky!

Perky 3

Stripey Stockings

Perky 2

Flashing LED Fairy Wand

Roll an extra die if you go to a rave.

Perky 3

Frilly Tutu

Perky 2

Complete your Ranma 1/2 Manga Collection

Perky 3

Dye your hair with Kool Aid

Perky
Pink!
Attach to any Goth noun to make it count as Goth and Perky

Perky or Goth

Flowers
If sunflowers, 2 Perky
If red roses, +2 Goth

Perky 4
Hello Kitty
Purse Ensemble

Perky -1
Head cold

Perky -1
Ingrown Toenail

Perky -2, Goth +1
Lost all your email & addresses in computer crash.

Perky -2,
Goth +1
Persistent Bad
Weather Front
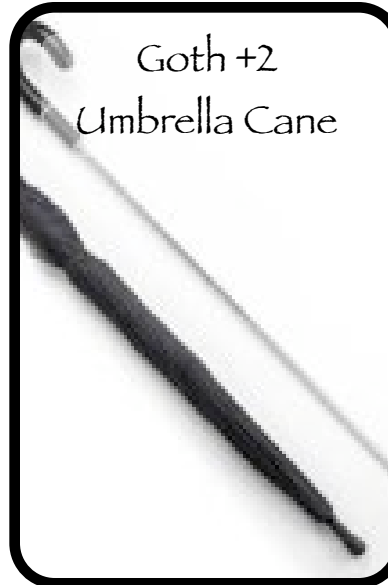
Perky -3, Goth +2
Dead Puppy

Goth +1
Ankh Necklace

Goth +1
Fingerless lace gloves

Goth +2
Read all of the Sandman trade paperbacks

Roll an extra die if Neil Gaiman does a book signing.
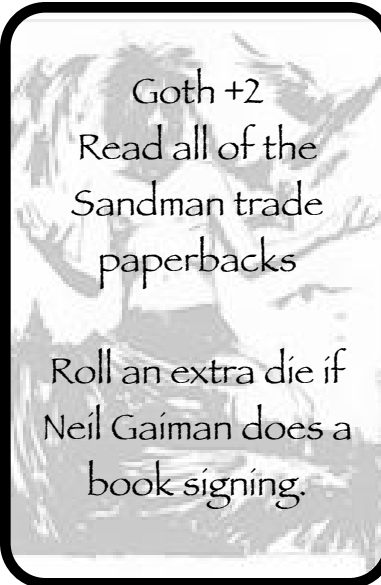
Goth +2
Umbrella Cane

Goth +2
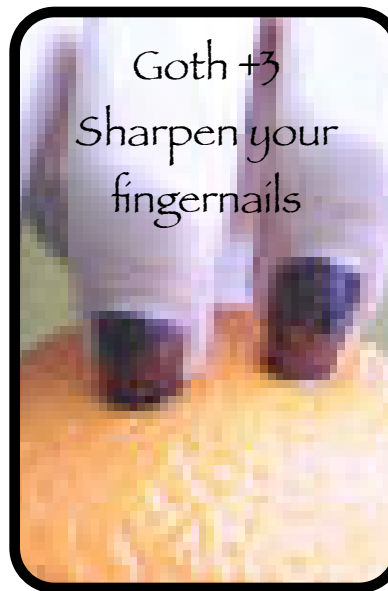Wear sunglasses at night
Roll an extra die if you go to a rave.

Goth +3
Custom-made Prosthetic Vampire Fangs

Goth +3
Velvet dress
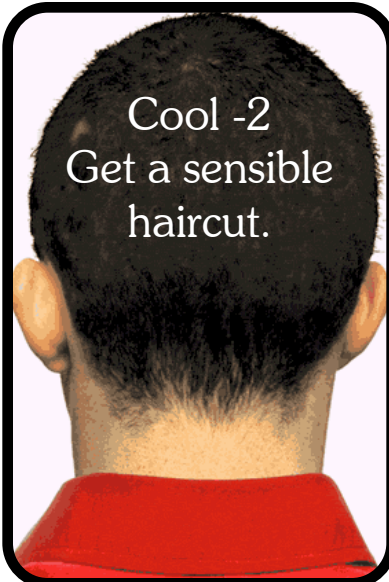
Goth +3
Sharpen your fingernails

Goth
black!
Attach to any Perky noun to make it count as Goth and Perky

Perky or Goth

Get a tattoo.

If it's a butterfly, 2 Perky

If it's an Eye of Ra, +2 Goth

Goth +4
Write a vampire novella

Goth -1
Accidental Suntan

Goth -1
Caught smiling in a non-ironic fashion.

Goth -2, Perky +1
Can't get Katrina & the Waves' "Walkin' On Sunshine" out of your head.

Goth -2, Perky +1
Antidepressant medication

Goth -3, Perky +2
Your sweetie organizes a lunch party in the park for your birthday.

Cool +2

Learn an uncommon foreign language

Worth +2 Perky if you have manga.

Worth +2 Goth if you write a novella.

Cool +2

Made it yourself
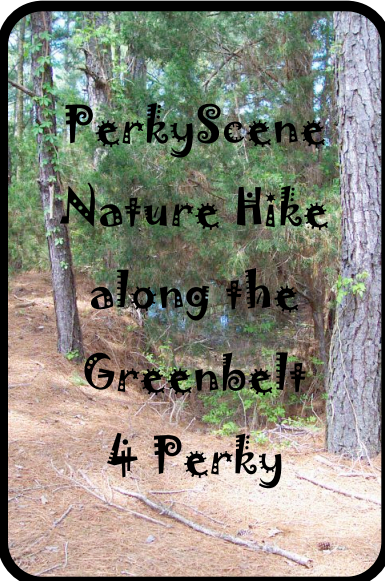
Attach to any noun that only adds points to get 2 Cool points.
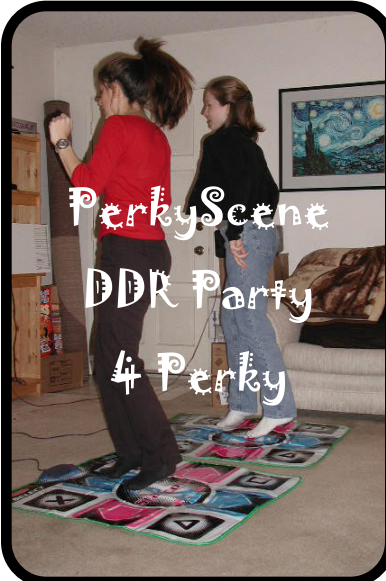

Cool +3
Ninja Training

Cool -2
Get a sensible haircut.

PerkyScene
Kitty Party!
1 Perky for every non-Scene "good" Perky card you have.
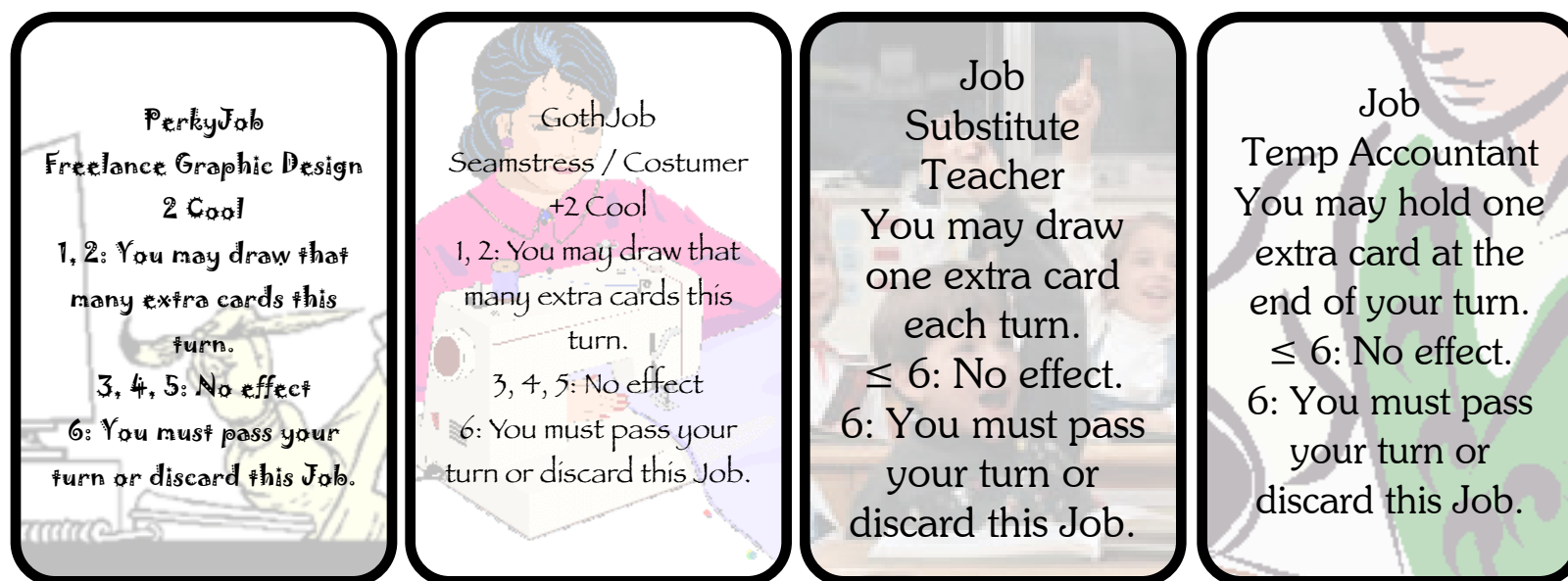

PerkyScene
Nature Hike along the Greenbelt
4 Perky

PerkyScene
DDR Party
4 Perky

PerkyScene
Rave
4 Perky

PerkyScene
Old-Fashioned
Radio Play (in
costume!)
4 Perky

GothScene
Neil Gaiman book
signing
+4 Goth

GothScene
Halloween Ball
+4 Goth

GothScene
LARP
+1 Goth for
every non-
Scene +Goth
card you have

GothScene
Tombstone
Rubbing
Expedition
+4 Goth

GothScene
"Haunted Austin"
Ghost Tour
+4 Goth

PerkyGothScene
Nightmare Before
Christmas sing along at
the Alamo Drafthouse

+2 Perky, +3 Goth

PerkyGothScene
Evening picnic to
watch the sunset
swarm at the
South Congress
bat bridge.

+3 Perky,
+2 Goth

PerkyJob
Freelance Graphic Design
2 Cool
1, 2: You may draw that many extra cards this turn.
3, 4, 5: No effect
6: You must pass your turn or discard this Job.

GothJob
Seamstress / Costumer
+2 Cool
1, 2: You may draw that many extra cards this turn.
3, 4, 5: No effect
6: You must pass your turn or discard this Job.

Job
Substitute Teacher
You may draw one extra card each turn.
≤ 6: No effect.
6: You must pass your turn or discard this Job.

Job
Temp Accountant
You may hold one extra card at the end of your turn.
≤ 6: No effect.
6: You must pass your turn or discard this Job.

PerkyGoth

a game of social balance for 2 to 4 players
by Jonathan Leistiko.

Goal

End the game with the highest average Perky and Goth rating and the smallest difference between the two.

You Need

A deck of PerkyGoth cards
About three six-sided dice

Set Up

Shuffle the PerkyGoth cards. Put them face-down in the middle of the table where everyone can reach them, along with the dice. The player who celebrated a birthday most recently goes first.

Play

Before you start your turn, roll a die for each Job you have. Follow the instructions on the Job.

On your turn, you may draw from one to four cards. Play cards from your hand one at a time until you have two cards or less in your hand. Before drawing, you can declare that you're being Perky or Goth. If you do, show everyone your cards as you draw them; discard cards of the opposite type (they still count as draws).

You may play Perky, Goth, Cool, and Job cards on any player (including yourself). When a Job is played on you, roll a die. If the roll is less than or equal to your Perky or Goth (specified by the job - if none is specified, you pick), you get the Job. Otherwise, each other player (going clockwise) gets to try or pass. If all players fail or pass, discard the Job.

You must play Scene cards in the middle of the table. When you play a scene, you (and all other players) sum up your Perky, Goth, or both, then roll two dice and add them to your sum. If you have the highest total, you get the Scene and its benefits. Ties go to the highest roller. Discarded cards go face-up in a discard pile. If you run out of cards, shuffle the discards and make a new draw pile.

Ending the Game and Winning

If there are four or more Scenes in play at the end of your turn, you may declare that the PerkyGoth contest is starting at the end of your next turn. At the end of your next turn, the game ends. You (and all other players) sum your Perky points. Sum your Goth points. Save these numbers. Subtract the smaller from the larger. This is your dissonance; save it. Take the average of your Perky and Goth points and subtract your dissonance. This is your score. If you have the highest score, you win the PerkyGoth contest. Note that you can use your Cool points to adjust your Perky and/or Goth up and down to bring them closer to each other before you average them and figure your dissonance.

Origin and Credits

On April 5th, Ben G. sent an email inviting Sharon and me to Natosha's birthday. I wanted to do something unusual. I figured that making up a game counted. I meant to make a storytelling game. I ended up making a game filled with "tribute cards" to Natosha and the cool stuff she does. That's neat, though, 'cause she's a great person!

<u>Happy Birthday, 'Toshi!</u>