

L.B.W: love before wickets

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A cricket based roleplaying game for 3 people (and perhaps some commentators)

You need: some index cards, and 2 d4s. Sit the 3 players around the end of a table, with the one player (THE BOWLER) sitting between the two BATSMEN (Batsman 1 and batsman 2.).

Note: I'm using batsman. Could be a batswoman, or a cricketer of whatever gender they choose. Explore something different to your usual.

Come up with appropriately Cricketty names. Decide which teams the batsmen and bowler play for

Any additional players or audience members provide the role of COMMENTATORS. They provide commentary and flavour, but can't interfere with the main action.

Scenario: it's the last innings in a 20/20 cricket game. After this game, the visiting team goes home to their home country, and this summer will be but a glorious memory.

The batting team is chasing 100.

One player takes the role of The Bowler. He is hopelessly in love with Batsman 1, the player that starts to his left, who may or may not reciprocate. Batsman 2 is tasked with winning the cricket game.

The game is played over 20 OVERS. Each over, each batting player will roll a d4 and adds the result to a running total which represents their RUN COUNT. The run count represents which end of the pitch the batsmen are at so represent who plays out a short exchange with the bowler- if after the over the count is ODD, batsman 1 interacts with the bowler. If even, batsman 2.

Each over, the interacting batsman will play a dialogue with the bowler. The dialogue will play off the following themes or events- cross the next one in the list out each over and write the current run count next to it, then act out a short dialogue on the topic. Bowler, stress your love. Batsman 1, do you reciprocate or deter? Batsman 2- how do you use the bowlers behaviour to your advantage to win the game? Will you stand in the way?

1. The first over, an overture is made
2. A strong opening
3. A crowd reaction causes angst
4. The umpire (played by the non active batsman) intervenes
5. Almost caught
6. A conference with the bowlers captain (played by non active batsman)
7. An incident on the pitch
8. A shot goes wild
9. A no ball causes controversy
10. Pace attack
11. The third umpire is called
12. A mid inning stretch and a cruel sledge
13. A fresh ball
14. In the chase
15. A hush on the crowd
16. The play of the game

17. On the back foot
18. The long partnership (a dialogue only between the batsmen)
19. The game is almost won
20. Run out

Once this list is complete, total up the runs.

If the batting team has scored 100, they have won the match. If not, they lose. Either way, based upon the dialogues and the conversation:

Batsman 1: has the bowler won your love?

Bowler: based upon the run performance, will your love be able to last?

Batsman 2: will you bless the partnership?

Narrate the outcome as a post match press conference. Do the bowler and batsman end up together?

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