

Fortune Cookies and **Nuclear War**

This is a game for two players, to be played while eating in a Chinese restaurant. One of you will take on the role of a American diplomat, while the other be the Russian envoy. The US and Russia have reached a political crisis moment. If no agreement is reached at this luncheon, a nuclear war appears inevitable.

Before play begins, each player writes down five demands they make of the other country. Once you write the demands, you secretly choose three which are issues that your country really cares about. The other two demands are diplomatic decoys, which you expect to give up in negotiation. Now you look at the list of demands from the other side and secretly choose three demands that you strongly oppose.

Once your priorities are all set, you have a freeform, open discussion, in which you try to negotiate with the other player.

At the end of the meal, negotiations are finished, regardless of whether agreement was reached or not. If no agreement was reached, a terrible war breaks out between the two countries. If some agreement is reached, then each side makes the appropriate concessions. Each player should open their fortune cookie, and interpret the fortune to narrate an epilogue for their homeland, either positively or negatively depending on whether an agreement was reached. Whichever diplomat conceded more demands loses overall, and has to pay for the meal (in case of a tie, split the check evenly). If no agreement is reached, one of you pays the full bill and the other pays the waitress a tip equal to the bill.

A roleplaying game by Nick Wedig

<http://creativecommons.org/licenses/by-sa/3.0/>