

A stylized, textured illustration of a smartphone. The phone is oriented vertically and has a dark, mottled blue and purple body. The screen is a bright white rectangle in the center, displaying the text "one missed call" in a bold, black, sans-serif font. Below the screen is a circular white area representing a home button. The overall style is grainy and artistic, with a white background.

one missed call

ONE MISSED CALL-SECRET HITS EDITION

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OVERVIEW

One Missed Call is a story game for 2 players about loved ones separated by space, drifting apart or coming together.

Two people, playing characters, sit back-to-back during play. The game takes thirty minutes to an hour to learn and play. Do your best to play in a quiet space, away from any noise that would make telephoning someone unpleasant.

Make sure both players have a **character sheet** and a list of the **key phrases**.

CREATE CHARACTERS

Our characters are in a long-distance romantic, platonic, or familial relationship, trying to stay connected despite their distance.

We'll collaborate when creating our relationship, biggest difference, and the distance between us. We'll have different answers for our biggest difference, but we should collaborate to make differences that seem appropriate to both of us.

Work separately when deciding the reason you love the other character and whether you want to come together or drift apart.

EXAMPLES:

Relationship: *siblings, couple, friends, etc.*

Biggest Difference: *beliefs, wealth, fame, etc.*

The distance between us: *across the country, away at school, on different planets, etc.*

I love you because: *you're family, you respect me, you're so kind, etc.*

Share everything *except* whether you want to come together or drift apart.

CHARACTER SHEET

MY NAME

OUR RELATIONSHIP (Same answer)

OUR BIGGEST DIFFERENCE (Different answers)

THE DISTANCE BETWEEN US (Same answer)

I LOVE YOU BECAUSE (Different answers)

Secretly choose one:

I WANT US TO COME TOGETHER

I WANT US TO DRIFT APART

PLAY SEATED BACK-TO-BACK

KEY PHRASES

AS YOU SAY EACH PHRASE, CHECK THE BOX NEXT TO IT:

- I love you.
- Sorry I couldn't be there.
- I can't come.
- Remember that one time...?
- It's been too long.
- You should've been there.
- I've got another call.
- Sorry I missed you.
- It wasn't my fault.
- Goodbye, I guess.
- I'll talk to you soon.
- I wish you were here.

**CHECK A KEY PHRASE
WHEN YOU...**

- Use it in a conversation
- Use it in a voicemail
- Leave a missed call

**Don't tell the other player when you have said every phrase.*

CALLER

Make a Call → **RECEIVER**

Take the Call → Role-play

OR

Miss the Call → **CALLER**

Leave a Voicemail

OR

Leave a Missed Call → **RECEIVER**

Tell an anecdote

HOW TO PLAY

After creating characters, we'll explore their growing or disintegrating bond. Our characters won't interact in physical space—instead, their lives and relationships will be revealed through their phone conversations.

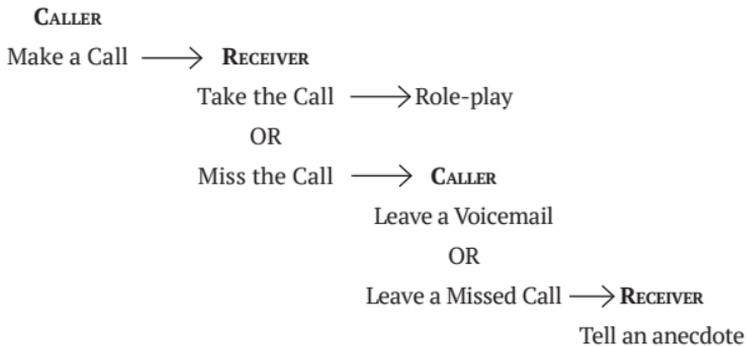
Each player has a list of **key phrases** that they should use during the game. As your character says each phrase, check the box next to it. You can use as many key phrases in one call as you wish. You may even repeat phrases, but this has no mechanical effect.

You can change the rhythm and tone of the phrases, but you must say the exact words in the given order.

The game may only end once a player has used all the key phrases (but does not necessarily end at this point). Do not reveal to the other player when you have said every phrase.

PHONE CALLS

Phone calls are fairly straightforward. One character makes a call, and the other either picks it up or doesn't. Here's a brief overview of what phone calls look like in One Missed Call.



The character initiating a phone call is the **Caller**, and the other character is the **Receiver**. These roles change, of course, from scene to scene.

MAKE A CALL

Once you're ready to start role-playing, sit back-to-back. Remain back-to-back for the rest of the game.

When you're ready to make a call, restate who your loved one is and describe why you're calling. Say “**ring, ring**” to start the call.

CALLER: “I’m calling my brother Tom because his favorite team just lost the game and I want to tease him about it. Ring ring...”

There is no discussion of who calls first or what the call order might be. There is always uncertainty about who will call next.

Remain sitting back-to-back. The responding player can choose to either **Answer the Call** or **Miss the Call**.

DO YOU ANSWER?

After a player makes a call, the other player can choose to Answer the Call **or** Miss the Call.

ANSWER THE CALL

Say “Hello” or whatever. Then begin role-playing the phone call as if you were on the phone with the other character.

Check off key phrases as you say them during role-play.

Role-play the phone call until someone hangs up.

MISS THE CALL

If you don’t answer the call, say, “It goes to voicemail.”

Don’t explain why you missed the call.

The Caller then chooses to either **Leave a Voicemail** or **Leave a Missed Call**.

IF YOU DON'T ANSWER...

If the other player did not answer your call, you must **Leave a Voicemail** or **Leave a Missed Call**.

LEAVE A VOICEMAIL

Role-play your character leaving a voicemail.

You can use key phrases in your voicemail. When you do, just check them off as usual.

End the call when your voicemail is complete.

LEAVE A MISSED CALL

You might choose not to leave a voicemail. If you don't, you leave a missed call. Say, "You have one missed call."

The character that did not answer the call then narrates an experience your characters shared.

Not leaving a voicemail represents your dissolving relationship.

Check off a key phrase each time you leave a missed call (you do not need to speak the phrase).

ENDING THE GAME

When one player has checked off all the key phrases, that player may no longer make or receive calls. The other player may still continue to call, but their calls will always go to voicemail or appear as missed calls. Missed call rules still apply—if you can't pick up the call, you have to recount an anecdote.

Play ends when no more calls are made for roughly 3 minutes or one player stands up and turns around. Waiting for the time limit can be a time for introspection. Standing up and facing the other player can represent closure. It's up to you to decide when and how to end the game.

EPILOGUE

Once the game has ended, each character gives a short epilogue showing their feelings about their long-distance relationship.

Each epilogue is delivered as a brief, face-to-face monologue. Within your epilogue, state whether you wanted to come together or drift apart. Whoever exhausted their key phrases first starts.