

Decorative flourish

Fanfic

**PARENTAL
ADVISORY
EXPLICIT CONTENT**



a bad storytelling game for bad people

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revised 2nd edition

game design

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border art

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special thanks

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<http://www.fanficgame.com/>

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introduction

Fanfic is a game for collaboratively creating erotic “fan fiction,” naughty fan-created stories inspired by existing works of fiction, and it aims to do it badly. You will explore the deepest sexual desires of characters from your favorite books, television shows, movies and video games. *Fanfic* strives to emulate everything that is quirky and ultimately endearing about fan fiction: bodice ripping, stilted dialogue, awkward turns of phrase, and improbable coupling. What better way to learn to do it right than to do it oh-so-wrong?

“Captain, did you ask for an away team or a gay team?”

what role do i play?

The players decide which characters are in the story, but it’s important to note that characters in the story are not assigned to any one player. Each player is free to direct the actions of any character when in control of the story. If anything, the players are collectively role-playing the frustrated writer of terrible erotic fan fiction.

overview

The game uses a storytelling system that is versatile enough to allow any genre. Decide on a fictional world, choose at least two characters and a starting location and you're ready to go.

Keeping the setting and characters in mind, each player writes secret story elements on note cards that are shuffled into the Deck of Sexy Things. Playing cards are used to determine the order of play. Players can seize control of the unfolding tale by playing high cards from their hand. When a face card is played, a story element must be drawn from the Deck of Sexy Things and incorporated into the narration.

The story follows the structure of "running the bases." The characters in the story start "at bat." Every time an ace is played, a base is run and the stakes escalate. The story runs from first to second to third until a character finally scores a "home run." Character actions in the story are constrained by the current base in play.

You can (and must!) award "awkward points" to other players for egregious crimes against good taste and the English language. We'll talk about those later.

All examples in the following sections are themed for Henry and Harriet, students at a fictional boarding school for wizards.

game pacing

You may be tempted to just jump into the story and get your freak on. Whoa! Slow down, tiger. You have to run all the bases first, and you'll need *awkward points* to unlock them.

running the bases

You probably remember the old sex/baseball analogy of “running the bases” from high school. In *Fanfic*, character actions are restricted to the current base in play. **Aces are bases!** Players can escalate the story and round the bases by playing an ace card, but an “awkward point” must be awarded before each base is passed.

The characters start out “at bat” when the game begins. Until the characters get to “first base”, they are limited to seduction, flirtation and internal monologues. First base is kissing or necking. Getting to “second base” generally involves groping under the shirt, maybe shirts off - nipple clamps in some circles. If it's upstairs, it's fair game. To get to “third base”, you have to go downtown. Fingering, hand jobs, oral and mild ass play are par for the course. As far as we know, “fourth base” is the final base, also known as “home base”, “home plate”, “hitting a home run” and “going all the way.”

Fourth base is where all the sweet, sweet action gets started. We're not talking about the missionary position followed by a cigarette. We're here to create over-the-top

erotic fiction. Unpack your oxidized trombone and put your Carl in the microwave. It's going to be a long night.

awkward points

Awkward points are awarded for puns, poor phrasing and other crimes committed against the English language. If you narrate something in a hilarious or outlandish manner, another player can nominate you for an *awkward point*. If at least one more player seconds the nomination by saying, "I second," knocking on the table or any other agreed upon signal, you win an *awkward point*. Take a counter to keep track of your points.

Awkward points have two uses. Firstly, they unlock bases. Between every base, at least one *awkward point* must be awarded before the story can be escalated with an ace card. Secondly, they are used for scoring. The player who accumulates the most *awkward points* is awarded the **Most Valuable Player** status and gets to start play in the next game.



scoring awkward points

The easiest way to score *awkward points* is with similes. Tack a comparison phrase starting with “like” or “as” to the end of a sentence. For example, consider the following sentence:

“Harriet’s head danced wildly over Henry’s loins.”

That’s certainly a clumsy sentence, but does it meet the high bar of the *awkward point*? Let’s add a “like” phrase to spice it up.

“Harriet’s head danced wildly over Henry’s loins like a rabid honey badger bobbing for apples.”

Without a doubt, this sentence now qualifies for an *awkward point*.

game rounds

Fanfic is divided into rounds of play. A round begins with the current starting player playing her lowest card and ends when an ace card is played (escalation) or no players wish to play a higher card on the pile. Once a round ends, a player can either draw back up to 5 cards or discard her entire hand and draw 5 new cards. The start marker is moved clockwise to the next player.

card precedence

The order of precedence of the playing cards is numbered cards 2 through 10, followed by the face cards: Jack, Queen, King, and then Ace. All suits are equal except for hearts because *love always wins*. A heart card can be played on a card with the same face value and it counts as if a card with a higher face value was played. For example, the 8 of hearts can be played on the 8 of clubs. However, a 9 card of any suit still beats the 8 of hearts.



game actions

There are two main actions in the game: **narrate** and **interrupt**. In the background, players should also always be looking for ways to **escalate** the story which requires awarding *awkward points*.

narrate

Play a higher card on the pile. You now have narrative control of the story. You and only you tell everyone what is happening in the story. The narrative is affected by the current base and sometimes the last card played.

interrupt

The interrupt action is used to seize control of the story. To interrupt, you place a card of higher precedence on the pile. The effect of the interrupt is determined by the card played.

- *If a numbered card is played*, the current narrator finishes her current sentence. Then, you become narrator.
- *If a face card is played*, the current narrator is immediately interrupted - even mid-sentence. You draw and read the top note card from the stack of story elements and place it face down. **You must use that story element in the next sentence or two.** During this time, you are uninterruptable. Flip the note card face up when the story element is used to signal to the other players that you can be interrupted again.

- *If an ace is played*, the current narrator is immediately interrupted - even mid-sentence - and the story is escalated to the next base. You draw and read the top note card from the stack of story elements. You get to decide who the narrator becomes. If it's not you, hand over the story element card face down. **The narrator must use that story element in the next sentence or two.** During this time the narrator is uninterruptable. Flip the note card face up when the story element is used to signal to the other players that the narrator can be interrupted again. Remember that aces can only be played after an awkward point was awarded at the last base. After the narrator is done, a new round starts.

escalate

Escalating the story is another term for getting on a new base. The story only escalates when an ace is played. Players can immediately exercise the characters' newly unrestrained actions. At least one awkward point must be awarded to any player at the table before the story can escalate again. For more details of what happens after escalation, refer to "If an ace is played" in the interrupt section above.



game preparation

To play the game, you will need:

- *3 - 5 players*
- *A stack of note cards*
- *A deck of playing cards (jokers removed)*
- *A pile of counters (coins, beads, etc.)*
- *Pencils or pens*

It may be helpful to print some existing fan fiction set in your chosen fictional universe for players to read. Ideally, find a short piece that you can read aloud before the game so all players have an idea of the type of story you want to model. The website, *adult-fanfiction.org*, is a treasure trove of inspiration.

starting the game

Jump to this section when you're ready to play game.

1. pick your fandom(s)

Before the game can begin, the players must agree on the fictional universe to explore. Use your favorite books, television shows, movies, and video games - lusty young wizards at boarding school, sparkling vampires in heat, starship officers exploring the cosmos and their sexuality. You can even crossover between fandoms. Write the answers to 1-3 on a note card for reference.

2. choose your characters

Decide on the characters in the story. You need a **minimum of two characters**. Once you master the game system, feel free to add as many characters as you like.

3. establish a setting

Decide on the setting and starting location. This is where the story begins, but it can move anywhere from there.

“The school sports field”

4. build a deck of sexy things

Every player at the table will contribute story elements that will go into the *Deck of Sexy Things*. Players should keep their story elements secret. Each player takes **5 note cards** and writes down each of the following:

- **2 descriptive phrases for genitals/orifices/body parts:** A flowery term for the parts everyone has. The phrase must contain at least one adjective. *“engorged flesh wand”, “quivering lovelock”, “well-lubed armpit”*
- **An uncommon term for a sex act:** There are only so many words for doing the nasty. As a writer of erotic fiction, you must get creative by necessity. *“blasting wizardly goo”, “bumping honey holes”, “butt-a-lingus”*
- **An object of sexual gratification/torment:** Almost anything works here, but try to tie it to the fiction. *“Wand of Cock Multiplying; Charges: 2”, “the headmaster’s paddle”, “a gurgling love potion”*
- **Player choice:** Add another of any of the above story elements.

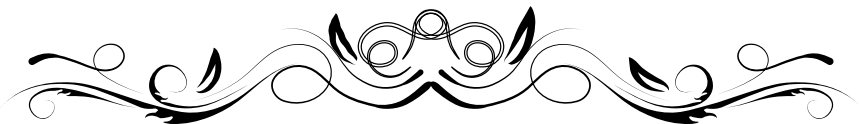
When everyone is done, collect and shuffle the note cards. These random elements should remain secret until they are drawn in play.

5. setup the play field

Shuffle the deck. Place the shuffled note cards, playing cards and counters within easy reach of the players. **Each player draws 5 playing cards** from the deck. A player should never have more than 5 playing cards in hand.

Fold a note card in half and write “start marker” on it. Place the start marker in front of the player who has most recently masturbated. The starting player must play the lowest card in her hand and begins narrating the story.

Proceed to the game play section with all characters “At bat.” Consult the “Libidinal Restraint” table (pg 15) for reference.



game play

Now that setup is complete, let the games begin!

- 1. start of round:** The player that current holds the “start marker” lays down the lowest card in her hand on the pile and begins narrating the story, respecting the current base in play. The first player decides whether to start a new scene or continue with the previous one.
- 2. story loop:** Players battle for control of the story using the interrupt action and playing ever higher cards on the pile. During this phase, players should look for chances to award awkward points and escalate the current base. When ace cards are played, place them in a row to the side of the discard pile. The first time an *awkward point* is awarded on a base, place an additional counter on the ace to let everyone knows it’s okay to escalate the story again. If the playing cards are ever exhausted, reshuffle.
- 3. end of round:** The round ends when either an ace is played (i.e. the story is escalated), or no player can or wishes to play a higher card on the pile. If the current game base is home base, proceed to the “ending the story” section. Otherwise, draw back up to 5 cards, move the “start marker” clockwise, and repeat the “start of round” section. A player may opt to discard entire hand before drawing up to 5 cards.

ending the story

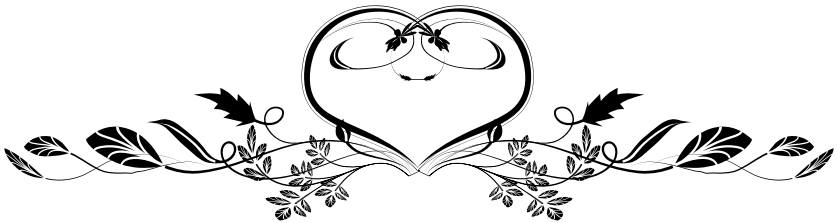
It's time to wrap up the story. If the color of the last ace card played is black, the story should end on a down note. At least one character is left angry, unfulfilled or disgruntled. If the last color played is red, the story ends with an upbeat tone. The characters are satisfied and look forward to creating beautiful music again in the future. Repeat steps 1-3 of the game play section until 4 more face cards have been played, the story element note cards are all used, or your lusty tales comes to a satisfying conclusion, whichever comes first.

house rules

Once you've mastered the game system, feel free switch up play with your own house rules. Here are a few examples of alternate rules to get your started:

- **fanfic against humanity:** Twist the game play in a wildly random direction. Instead of writing story elements on note cards, use the white answer cards from the popular card game, *Cards Against Humanity*. Do you have what it takes to weave totally random elements into your story and have it still make sense?
- **portrait of an artist:** In Fanfic, the players collectively role-play an incompetent writer. But what makes that writer tick? Before starting the game, decide on who the author is. What kinks are they obsessed with? Perhaps the writer is a bisexual Harlequin novelist who works at McDonald's to pay the rent, or a young col-

lege student obsessed with furies and polyamory? Write the details on a note card. Award extra awkward points to players whom successfully bring the imagined author's appetites and idiosyncrasies into the story.



Libidinal restraint table

| Base | Permissible character conduct* |
|-------------|---|
| At bat | Flirting, seduction, subtle innuendo, lingering touches, hugs, back rubs, sidelong glances, batting eyelashes |
| First base | Necking, open-mouth kissing, making out |
| Second base | Groping over clothes or under shirt, feeling up, no shirts at all, motor boating, boob squeezing, mummification |
| Third base | Contact with a sex organ, heavy petting, fingering, hand jobs, oral, mild ass play, fellatio, cunnilingus, pearl necklace, docking, chili dog, hot lunch, blumpkin, nyotaimori, ponyplay, mutual masturbation, sounding, gorilla mask |
| Home run | Intercourse, bumping uglies, fisting, anal, scissoring, all the above and anything goes |

* Google items in this column at your own risk

quickplay reference

introduction

Fanfic is a quick (10-30 min) storytelling game for creating terrible erotic fan fiction (3-5 players).

materials

Note cards, deck of playing cards (jokers removed), counters

setup

Perform these steps before you start narrating the story.

1.) **pick your fandom(s) (pg 10)**

Choose one or more fandoms.

2.) **choose your characters (pg 11)**

Pick at least 2 characters from the fandom(s).

3.) **establish a setting (pg 11)**

Agree on a general setting and starting location.

4.) **build a deck of sexy things (pg 11)**

Everyone contributes 5 elements to the Deck of Sexy Things.

5.) **setup the play field (pg 12)**

Shuffle the Deck of Sexy Things. Deal 5 playing cards to each player. Write "start marker" on a note card and place it in front of last player to masturbate or the MVP (pg 5). Set the current base to "At bat."

game play

Game proceeds in rounds during which players narrate (pg 8), interrupt (pg 8), escalate (pg 9), and award awkward points (pg 5).

1.) **start of round (pg 13)**

Decide whether to start a new scene. Starting player plays lowest card and begins narrating.

2.) **story loop (pg 13)**

Players play higher cards to interrupt narrator. Hearts trump same numbered cards. Jack, Queen King: interrupt, draw from Deck of Sexy Things, and narrate. Ace: Requires at least 1 awkward point awarded on current base; interrupt, escalate base, draw from Deck of Sexy Things, and choose narrator. Sexy things must be used in next 2-3 sentences.

3.) **end of round (pg 13)**

Round ends when base is escalated; or no one can or wants to play a higher card. Discard entire hand if desired. Draw back up to 5 cards.

ending the game

It's time to end the game (pg 14). The color of the last ace played determines the tone: black card, down note; red card, positive note. Continue game play, until 4 more face cards are played, the Deck of Sexy Things is empty, or everyone agrees the talegg has reached a satisfying conclusion.