

Humiliatrix - mature game based on emotions

In this game you go through life, an adventure, maybe a normal day, and see what goes on in your mind and your heart. This is a very detailed game, and doesn't need any system not listed here, but, you could take these rules over into other games. The object of this game is to use socialising to eliminate the other players in a world controlled by the game master. The best way to do this is to embarrass another character to leave the game, or to fight. If you decide to fight then the person that starts the fight gets eliminated. Eventually under pressure we all have at heart the fight or flight mechanism. If nobody leaves then it is like a dream where the game master decides what happens, acting as a director, and the other people act as actors in the 'skit'. The game master or director can use extras any way they want, and set scenes any way they want, and, has the final say in who is eliminated.

Humanity - the worse your humanity is, that you think of people and thinking things, the more they will be the way you think they are. If you are merciful, you will receive mercy. If you are cruel, you will be treated differently, more cruelly. If you want to help someone, they will become more dependant on the help of others, but if you treat someone badly, they will relieve their stress on someone else or something else, usually someone else. The higher your humanity the nicer person you will be and the less you will have to test your self control, being more human and less primal - as a beast.

Outcomes - If you were to have a memory list of victories or when you felt good, you may hang onto them and use them again and again. If you have a lot of losses or things that made you feel bad, you may use them to neutralise your good feelings, because the better you feel the more you become vulnerable to others, as they will see you going along and maybe interact with you. The last thing you want is to be high and in the middle of something, then come down and be left vulnerable with people!

Love - If you like what you see, or feel something nice for someone else, then you will be more into protecting them or spoiling them with attention. Then you will feel attached to them, and you better hope they love you back, or they will use you for things and you will be vulnerable to them!

Popularity - If you do things that make you look good to others, or do things that make you feel better off, you will feel better about yourself, and become more distant to people. The worse you feel about yourself, the more you will look for popularity and friendship and emotions with others. This makes you happier, but you will need it in the future. If you were to feel good as you do things for others, then you will not need to 'ass creep'. The less popularity you have or feel, you will need to accept that that is the way it is, relying on acceptance.

Rolling dice - When you take chances you feel better about yourself if you win or make you feel worse if you lose. This must be something that puts you in danger or might be out of the ordinary. If you take a chance and it fails, you might keep it going - getting dirty - and you need to let it go or get unhappy! When you are unhappy you take less chances...

Submission - If you were to give in to the bad things going on around you, especially in view of society, then you will be able to accept what others think of you. The more you accept the more they will like you, if you tell them they are wrong, they will not like you, if you tell them they are wrong they will dislike you and make a fool of you if they are feeling loved. If someone is feeling down they will try to accept it as they will want to get along with everyone else.

Self image - If you think you are popular, you will be able to do things better. If you think of yourself as unpopular, you will be able to do much less, so it is wise to think of yourself as being very accepted indeed. If you were to make yourself think you are powerful, you will always make excuses, but if you think of yourself as a joke, you will be able to deal with losses and carry on

with life!

Walls - A group is called, in my game, a wall. If you are in a group of like minded people there may be some people that will not like others because they want to be in command or do not do enough. If you were to be in a wall, you need to be some sort of sheep, due to style and stuff. Then you will follow or try new things. If you are a trend setter, you must have rolled the dice at some or other time, or done something by accident that looked good to others. To remain in the wall you need to 'follow the leader' and then you will stay 'in the mix'. Your wall will give you confidence wherever you go, as you will always think they are with you or something, or that they are out of 'posture', or that they are rejects or something. This will make it easier for you to talk to them, as they will have less ability to hurt your feelings. Make sure that you keep your wall in mind in everything that you do, and it could be an imaginary wall where you just play along...

Jealousy - When people want something they don't think they can have, then they really want it more, and then they might start to act falsely to get it, or, to impress someone.

Honesty - When someone lies they will try to make life easier for themselves, and then they will need to remember to lie in the future, and it will grow a lot to more lies, and you will be unhappy, unless, you would be so clever as to believe the lie, or have doubt it is a lie, or, wish the lie true. If you are honest you will not need to think, and then you will be able to say what you mean, and then the reality of one way of looking at things goes down with others, or you bump your head. "As your perspective changes, your world changes."

Tone - When someone has a tone choice, they may change it anytime they want. This tone will be defined by the game master as to where they may use this tone in their adventure as they will have to choose, or have chosen for them, a tone for dealing with others as the character feels it, depending on mood, happiness, and anything else the game master decides to include. This is to do with voices.

Happiness - if you feel good about yourself, you will be able to do more with your existence, and not get aggressive or bitter, and then you will be able to spread joy with others and do things for them, and they will appreciate you more. You will find it easier to submit too! This is out of twenty, and you need to receive comments or reactions for it to raise to another point. If you are on one point you will need one positive reaction of appreciation to raise it to the next level. If you were on ten points, you need ten points to raise it to the next level. If you test your happiness, or the game master tests it for you, thinking that you are being bad, then you lose a point. If you try to do things that really make you feel hated, you lose lots of points of humanity quickly, so keep them happy is the best suggestion.

Acceptance - It is not always what you see, but what is what you see others seeing that makes you feel vulnerable to them. If you were to accept something, you will see what others see. the more you accept, the easier it to accept more. Tests are rolled on twenty sided dice and then you see if you can accept it. It works the same way as happiness and then you will lose points the more you reject, rather quickly.

Guts - This is out of twenty, and the more you do that is new or out of the ordinary, the more guts you will have the game master will determine how difficult the thing is to do, and if you pass you will have your 'guts' increase, and it will affect your happiness too, depending on the game masters decisions.

Stress - If you were to have a value for how much stress you have, you will be able to test it out of twenty, as it builds up to twenty. Each time you fail to react, for some reason, and the game master thinks it is bad for your mind, you will add a point to your stress value. If you were to fake something, and you do it badly, you collect stress. If you were to get away with it, you will see your stress decrease, saying to yourself that you are more aware than others about reality, or such things. There are three ways out of stress, you react or walk away, you cry, or you pass out. If your stress reaches twenty, you need to react. Each time you accept the stress, also on a roll,

you do not have to add to your stress levels. If you were to react, you don't have to add another point to your stress value. To relieve stress you need to 'roll the dice' usually, but that is up to the game master, like reacting. You may also 'go with the flow' too, playing along with the things going around you, but it might also be eating poop, which will build up your stress levels.

Self control - You may keep your mind doing what you want it to, or snap out of a trance, by rolling self control. It raises the same as other things, and the more you test it the more it raises. If you were to have a lot of this, you will always be in control of your character. You may use self control to guide your reactions to stress and the like as the game master sees fit. This works on a twenty sided dice.

Habits - You may develop a habit by doing the same thing over and over again, drumming it into a automatic response if you like that idea, and then you will be able to go on 'auto pilot' to make yourself do things, at first maybe it will be difficult, but after you get used to it you will be able to do it again and again, each time feeling more comfortable with it.

Attitudes - If you like to be a good person, you will be able to develop a better attitude towards others. If you were to develop a spiteful attitude, you will be able to hurt others easily. If you write down an attitude down you may improve it by doing it again and again, each time raising it by a point like the other stats, and then reducing it each time you feel you have become a phoney and have been found out. If you were to find yourself phoney then you will maybe find it hard to accept that you are not what you think you are, and this can be overcome with an acceptance test.

Culture - If you have a characters culture in mind, then you will be able to follow it's strengths and weaknesses as well as you find it in the game. The player should write down each culture they have, if they use this rule, and develop it like other stats, starting at five of course. This never reduces unless you do something that is against that culture or interferes with it, unless you 'roll the dice' for it. Then you will be able to recover your spinal culture, the outline of it. Often you will be faced with a decision that will reduce one of your cultral stuff at one or another interval.

Social posture - When you meet people you might see that they will not like the other people you know, or not like you yourself. If you need them, or want to be with them, you might need to change your tastes and stuff to get into the wall. It might be easy to get into the wall, but it might interfere with some other of your friends. If you want to be in with some people, then you might need to stay away from other people. In certain worlds you might find it hard to fit in anywhere if you want to be superior, as you will need to get them to think of you as one of them, or like that person. You may set this at any given value but may only reduce it or raise it every hour or so so that people will see the change in you. If it is high you will only fit in with other high people, the higher it is the 'prouder' you are and the less 'submissive' people will like you.

Pride - Your pride score will make you do better in things, making it easier for you to succeed or carry on. The more pride you have the more you will be able to do things you don't want to do, or make you far beyond driven in certain things or others. Then you will be able to do more and, unfortunately, you will take criticism less easily, but, you will be able to talk your way out due to 'blindness' at your ability to lose. This is also out of twenty and raises the same way as others.

Hormones - When you will be turned on by something you will see your hormonal levels reduce and increase as it happens and then you will, if you are a male, become more aggressive when your hormones are at high levels. If you are a woman you will suffer from pms at the game masters discretion and be very irritated. It is easier to be males as that would mean you can releieve your hormones at any time, but women only suffer a great amount for a much shorter time.

Health - With this added to your character you will be able to see how healthy they are

physically, if they get hurt or a disease, they will lose their health score. All health starts on the value of twenty.

Mood - The mood of the character rises and falls quickly, but is completely under the control of the game master as to where it goes. If the mood is twenty, the character can handle basically anything, and if the mood is one, they can just go sleep and stuff.

Karma - The karma of the character may rise all the time as they do things that they said they would be like in their personality when they made their characters. It may rise and stuff, and then fall when the game master favours them or something, or, if they do things against their personality, it will also fail. You could call this luck!

Energy - The mental energy of the character is something that always changes. It starts at ten for the day, and as they do things that are in line with their character, they will see it increase, and if they eat healthy foods it will increase more too. As soon as they exercise their force on things, like opening a garage door, they will lose energy. If they were to see their mood drop two points, they would lose a point of energy. If they were to see their hormones drop two points, they will receive a point of energy.

Courtesy - If you were to treat someone else well, and have some sort of habit or attitude that you always use to make people like you more, because you are trying hard to make them like you, because then you feel accepted, usually, then you will be treated better by them, and they will like you more. If you act to make people feel more like wanting you, then they will be offended that they are not supposed to like you, but, if you are trying with all honesty to be nice to them, then they will either reject their image of you, or, say yes to you.

Exchange - If you were to give something, as it all starts with something moving somewhere else, then you are exchanging something with each other person. Life is about exchanging something or other with something or other, usually like a reaction, or, like a barter. Reactions are when people or carbons react naturally with each other, then they will see things making a change, like, for example, when you breathe in air. That is a reflex, but is an exchange from one carbon to another. In a barter you have to own something, or, think you own something to actually trade it off to another person. An exchange doesn't have to be with someone else, it could be with taking something off the floor, like a gained item, or object. Then people can 'own' it, as nobody owns anything, as it is not connected to your soul - it is not part of your being. Then you could also place it elsewhere, and 'disown' it, as you no longer feel it is 'yours' and then you want to replace it, usually with a trade of some sort.

Worth - When something is sought after, like it has value for others or yourself, you have incentive to get to 'own' it. The more it appeals to you, the less you can stop thinking of it, and need to think of it to feel happy about yourself. Then you will need to be with it emotionally, like money, or people, because if you value these things, you will think of them, and the more you think of them the more you want something to do with them, or, to see reactions from yourself onto them. If you are yourself worth something to other people, like making things for them, like goods or entertainment, or something else you can think of, then you want to have it if it is non-reacting, like 'dead' or something, like a bowl of food, then it is worth something to you, you want something to do with it. Worth comes on a few scales, beauty, popularity, need, emotional, and a few more. There is no need to write these down, as it is just an idea.

Aura - When a character has an aura they will emit a charge outwards that makes people react to them more, like the combination of a mood, popularity, and image. This aura makes people react to them differently, and they will have a number generated for them and other characters with the same sort of aura will like them more or dislike them more, it is like a natural 'glow' that makes them radiate an energy that makes other people think of them more as the aura they emit, but it could be false! If a character was to emit an aura of a number close to them, they will all think of them as being like that sort of person, but this only works on characters controlled by the game master, as player characters have their own opinions. This is rated on a scale of one to

twenty, and you should refer to them as aura level. Characters may change their aura by one point for each day in the game they try to do it.

Willpower - If you were to have a value for the amount of effort you can put in, then this should do it for you in terms of how much you can put into something with effort depending on how much you want to do it. It is closely related to self control and then you use mind over matter to get things done. If you were to try to pull out a tooth that is rotten, in dire circumstances, you will need a lot of willpower.

Maturity - This is rated out of twenty. If your maturity is high you will be able to gain points of happiness and mood and be offended less. If it is low then you will be able to gain points of popularity quickly as you will be less stiff in your approach to life. For each three points of culture, acceptance and humanity and self control you have you may add to your maturity, and this is the only way to raise your maturity. You may act as maturely as you wish to the level you have maturity, but may drop down at any time to seek 'raw popularity'.

Raw popularity - When you roll the dice you may roll a value for raw popularity. This will increase your popularity with others that are immature to a fading value of as much as your raw popularity roll is away from their maturity. That, in simple English and without numbers, means that you will have a boosted image with more easily influenced persons for a limited time as it fades away to reveal the real you, not the 'crazy' person that took a chance. You may 'flog a dead horse' but the game master will decide if still has appeal or not, and, whether your mood is high enough to seek it. Typically a forced stress reaction, where the character has too much stress and needs to relieve it will result in a raw popularity event where the character will try to boost their mood and relieve stress socially by making a immature raw rolling of the dice.

Flavour - When a character does what they really want to do then they should always do something new to them. When they want to do something, fitting their character profile they should add flavour points to their character. This is a 'change'. The more they change the more they keep their flavour as they do new things, but it will fade away for a while and then regenerate slowly. A flavour should be written down and then as they follow that style they will see it reduce as they get bored of what they see themselves as and then their composure will change and they will emit less flavour to others. If it is civil servant for example, simply pulling out their shirt over their belt will make them feel more 'tasty'. Maybe a change of hair colour would make you more tasty too? Think of getting a new item of clothing you like and getting bored of it, then hauling it out the closet a year later! For each point of flavour you have you may adjust your stats, any stats except culture and health, for as many points as you have flavour. For each week you keep your flavour the same you lose a point of flavour and a point of another stat, and in losing I mean it getting worse.

Hygiene - When a character has a hygiene that is low they will bond more with people that have a similar hygiene desire. If they look dirty then others that are dirty will like them more, and so forth. This is another adjustable statistic where they may choose their status due to hygiene. Typically most people do not have a high hygiene, so if you want to fit in you should be dirty too, but, it is desired to keep yourself clean as you will look more beautiful in a pretty way, as if you were a model or so, or, someone appealing to someone else due to primal instinctive health recognition. Many people have a desire for someone that fits into their culture, so natives from the jungle will look for someone fat and dirty as someone that fits in, and people that live on the river banks will like someone clean and tanned, reminding them of what is 'proper'.

Creativity - When someone has a high creativity they become more easily stressed. They want to create and then they will play with things, leading to stress in other in the form of irritation. You get a point of creativity for each point of culture you have, so it may go far beyond twenty! On the good side you may add points to your happiness when you are creative in some way, be it a hit or a dud.

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Players should use a paper sheet or a word document to keep records of what thier character is doing in the world. Thee character will develop the more it is played.

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You may mail me at brettor@telkomsa.net to ask questions or complain, but fan mail is also welcome!