

# SEDUCING NEW TARGETS

A supplement for Sexy Deadly  
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**PREVIOUS VERSION OBSOLETE**

## DEMO INSTRUCTIONS

So, you have *Sexy Deadly*, you've read it, and now you want to play. But how will you get your friends to play it with you? What if you want to demo it at a local gaming convention or similar get-together? This package takes care of most of the initial setup of the first two phases, so you can start playing the Infiltration Phase as soon as possible.

Just follow these simple instructions:

1. Print out the characters, get some pens or pencils and a pack of cards. You also need a copy of *Sexy Deadly*, so you can refer to the rules.
  2. Gather the other players around, and explain the game. Just read out as much of the game's introduction as they need to understand the premise. Ideally, you have all decided to play the game because it's about kick-ass chicks.
  3. Describe the Complex, and the mission. You can read out the description, or print copies and hand them out, but make sure everyone understands the mission.
  4. Hand out the character sheets, and let players choose which characters they want to play. Each character comes complete with a mission and win conditions.
  5. Draw a card for the Target, lay out the Complex, and distribute the rest of the cards evenly between all players.
  6. Now you are ready to play.
- If you are introducing the game to other players for the first time, you can play a character your-

self, and lead through example. Or, you may instead want to facilitate the game and not play a character. In this case, you will be responsible for keeping play moving forward, and making sure the other players understand the rules as they use them.

### THE COMPLEX: THE LATIUM GROUP'S GREEN ACRES CHEMICAL REFINERY



Along the banks of the turgid, muddy river, underneath the bridge, the chemical refinery sprawls like a beached whale. Vile and putrid, its bulk is still moist, not yet desiccated. Protected by a legion of lawyers and sympathetic state laws, the whale lies content, ever-spewing its effluence into the sky and water. A high-security perimeter fence separates the refinery's processing plants, parking lots, and office buildings from the surrounding communities. Locals are often upset with the refinery, but the Latium Group is not a corporation that tolerates protestors. Local police respond to disturbances



around the refinery faster than to any other location anywhere in the state.

## **THE TARGET: THE RHYTON OF MEMORIES**

The Rhyton of Memories is a drinking vessel from ancient Persia. Legend tells that it possesses the power to entrap memories: if a human teardrop falls into the contents of its cup, and those fluids are subsequently drank, the memories entrapped in that teardrop fall away from the minds of all men and women who share that memory. The Latium Group has shipped the Rhyton to their Green Acres plant, in order to conduct research on it, and find a way to make a profit.

## **THE LADIES: FIVE DEADLY VENOMS**

The Latium Group's acquisition of the Rhyton has not gone unnoticed. Five Ladies cast their covetous glances over the refinery's grimy grey bulk: the amnesiac Pastel Jones; the seductive Azar; Emily the demon-bound; the psychic Celine Ambrooke; and the secret agent known as Gemini Six. Lady descriptions and stats begin on page 3.

## **POSSIBLE LOCATIONS**

The Green Acres Chemical Refinery covers a large area. There are many different locations inside the security fence that you can use to set your scenes in. The following is a small selection to get your imaginations going.

### **DOCKAGE**

The plant does a good deal of traffic along the river, and maintains several different dockage areas. There is even space for the highest levels of management to park their yachts, when they are not upriver, enjoying the lake. Chemicals and raw materials arrive and depart, coming and going from far-off foreign locales. Shippers often complain of the dreadful state of the river, but the company does nothing.

### **OFFICES**

The refinery also contains offices for upper-level corporate managers, well separated from the less-than-spotless processing sections. This six-story re-

flective glass building, located up-river, enjoys a picturesque view in two directions, but few windows face the refinery stacks. This building is full of cubicles, corner offices, a plethora of computers and other electronic devices, and above all, paperwork. White-collar drones lurk around the water cooler at high noon, avoiding all hints of responsibility, stalked by predatory overseers sporting power suits. At night, the machines still hum, like bereaved and lonely children.

### **PARKING LOTS**

Most of the square footage inside the fence is taken up by several parking lots, all for different purposes. High-level executives have a three-level underground parking garage, while junior managers must leave their vehicles in the open air, like the proletariat doing the dirty work in the plant proper. Shipping and receiving have their own lots, full of flatbed semis and container trucks. Security constantly patrols these areas, overzealously harassing unrecognized employees who lock their keys in their cars.

### **REFINERY FLOORS**

Green Acres contains multiple buildings where toxic and non-toxic chemicals are processed, refined, created, and broken down. There are both high-tech laboratories and assembly-line refining works, fed by silos full of raw materials. Some of these areas require special protective suits, and security measures can be extensive and time-consuming. Some ex-employees have made claims that these security precautions are not as extensive as they should be, but the Latium Group maintains that all the necessary precautions are taken to ensure worker safety.

### **SECURITY PERIMETER**

The electrified fence that surrounds Green Acres is twenty feet high and topped with razor wire. The gates are manned by armed security guards 24 hours a day. There is a constant stream of traffic in and out and the plant never shuts down operation. Although most employees keep normal working hours, shipping and receiving is dealing with raw materials at all hours.

## PASTEL JONES

She doesn't remember what happened. Pastel used to be a fairly well-adjusted kid, dealing with the things that life throws at you. Now she's on the run from some kind of covert ops guys, just her and an unexplainable gift for telekinesis. How old she is, how many years she lost to this amnesiac gap, she can't tell you. All she knows is her name and the amount of trouble she's in. When an informant mentioned The Rhyton of Memories, something clicked on in Pastel's brain. Maybe this relic would hold the key to the missing years of her life.

### ARCHETYPE: FIRESTARTER

**Special Power:** Insanity and chance will conspire to push a Firestarter to feats of greatness. Once per game, instead of playing a card from your hand, you may randomly select a card from another player's hand, and play it without looking at it first. This card now belongs to you. If played in a Facedown, it is exchanged as usual.

**More Than A Woman:** Telekinesis (Spades). Once per scene, if you play Spades when Responding to a Challenge, or Defending against an Attack, you may introduce Pastel's telekinetic powers into the scene, and Upgrade your result.

**Less Than A Woman:** Abrupt, painful coughing fits (Diamonds). Once per scene, if you play Diamonds when Responding to a Challenge, or Defending against an Attack, your opponent may narrate a coughing fit, and Downgrade your result.

**Motif:** Intelligence agents are constantly tracking and pursuing her (Clubs). Once per scene, if you play Clubs when Responding to a Challenge, or Defending against an Attack, you may add those intelligence agents to the scene, and Upgrade your result.

**Win Conditions:** Pastel Jones is an Exploiter, and she must use the Rhyton in order to restore her memories, and win the game.

## AZAR

They knew what was coming when they first committed themselves to Azar. They knew that she would love them passionately and then mark them for death. The former outweighed the latter, for they all came to her in the dead of night. They all drew themselves inside her slight limbs. And now, she is waiting for the perfect moment to deliver them the price of her love. Except... this Rhyton of Memories threatens to ruin everything, for Azar knows that given the chance they would rather erase all memory of her than live another day in the shadow of what she once offered them. She needs to kill them before they forget. She needs them to die knowing that they let her in.

### ARCHETYPE: LIONESS

**Special Power:** Not even the self-preservation instinct is stronger than the sex appeal of the Lioness. Once per game, you may play any one card and consider it the Ace of Hearts for the duration of the scene. If played against another Ace, including the real Ace of Hearts, it counts as a higher card. If played in combination with other cards, it still has a numerical value of 15.

**More Than a Woman:** Unspeakable, preternatural beauty (Hearts). Once per scene, if you play Hearts when Responding to a Challenge, or Defending against an Attack, you may describe Azar's great beauty, and Upgrade your result.

**Less Than a Woman:** Psychotic and unstable (Clubs). Once per scene, if you play Clubs when Responding to a Challenge, or Defending against an Attack, your opponent may describe Azar's insanity, and Downgrade your result.

**Motif:** Whispered death threats (Spades). Once per scene, if you play Clubs when Responding to a Challenge, or Defending against an Attack, you may add whispered death threats to the scene, and Upgrade your result.

**Win Condition:** Azar is a Destroyer. If she does not ruin the Rhyton, it will always be a threat to her power.

## EMILY

Emily was once fully human—a friendly, hard-working legal assistant. Frustrations with a corrupt system led her to enter contracts with terrible forces—she did everything she could to gain the power necessary to see justice wrought. But something changed, slid away. She became obsessed with her new power, and quickly bartered away her soul for more. She is now monstrous, seeking only complete absolution of self as she gains more power. The Rhyton offers her a chance to wash herself clean of the final interference, the memories of who she once was.

### ARCHETYPE: GORGON

**Special Power:** The Gorgon is feared for assaulting her foes with a terrible, overwhelming power. Once per game, you may make an Attack with two cards at once. Add them together to determine the full Attack rating. Both cards must be of the same suit.

**More Than a Woman:** Summon forth tempests of fire or darkness (Spades). Once per scene, if you play Spades when Responding to a Challenge, or Defending against an Attack, you may narrate Emily's fire and darkness, and Upgrade your result. This Upgrade may be combined with Motif.

**Less Than a Woman:** Bound by abyssal contracts (Diamonds). Once per scene, if you play Diamonds when Responding to a Challenge, or Defending against an Attack, your opponent may introduce a problem based on an abyssal contract, and Downgrade your result.

**Motif:** Plants and animals wilt and die when she enters the room (Spades). Once per scene, if you play Spades when Responding to a Challenge, or Defending against an Attack, you may describe the effects of Emily's harmful presence, Upgrade your result. This may be combined with More Than a Woman.

**Win Condition:** Emily is an Exploiter. She must use the Rhyton to erase her memories in order to win the game.

## CELINE AMBROOKE

Celine comes from a line of astute mediums. Her mother taught her the art of divination shortly after she had mastered the art of speech. Her skills were discovered by a member of law enforcement and she quickly became the most sought-after outside consultant in her country. She traveled extensively, lending her talents to the hunt for dangerous criminals—sometimes even seeking them out personally. Last week, Celine woke up in cold sweat. She foresaw the Rhyton of Memories, and its seizure by a person who would wield it to a terrible end. That person, she recognized immediately, was an ex-lover.

### ARCHETYPE: ORACLE

**Special Power:** The Oracle is never short of friends. Once per game, you may narrate a Flashback scene with a Lady of your choice. This is a free action: it may be used during the Endgame Phase, and it may also interrupt another player's turn. This Flashback must be either a scene of Passion or Camaraderie.

**More Than a Woman:** The power of prophecy and extra-sensory perception (Diamonds). Once per scene, if you play Diamonds when Responding to a Challenge, or Defending against an Attack, you may describe Celine's psychic powers, and Upgrade your result. This Upgrade may be combined with Motif.

**Less Than a Woman:** Haunted by terrible visions (Clubs). Once per scene, if you play Clubs when Responding to a Challenge, or Defending against an Attack, your opponent may narrate these terrible visions, and Downgrade your result.

**Motif:** Small focus trinkets made of clay and bronze (Diamonds). Once per scene, if you play Diamonds when Responding to a Challenge, or Defending against an Attack, you may introduce one of these trinkets into the scene, and Upgrade your result. This may be combined with More Than a Woman.

**Win Condition:** Celine is a Rogue. She must steal the Rhyton away from the refinery in order to win the game.

## **GEMINI SIX**

Gemini Six is one of the deadliest weapons in the hands of Horoscope, a secret government-backed organization dedicated to the tracking and seizure of dangerous artifacts. When The Rhyton of Memories appeared on Horoscope's radar, it dispatched Gemini Five and Gemini Six immediately. Strangely, Gemini Five fell out of communication somewhere between the drop point and the complex. Gemini Six failed to report this to headquarters, instead pressing on alone. She knew herself to be fully capable of seizing the Rhyton on her own. Plus, for once, she had a personal agenda at stake.

### **ARCHETYPE: PERFECT**

**Special Power:** Not just the perfect woman, she has also become the perfect killing machine. Once per game, you may play any one card and consider it the Ace of Spades for the duration of the scene. If played against another Ace, including the real Ace of Spades, it counts as a higher card. If played in combination with other cards, it still has a numerical value of 15.

**More Than a Woman:** Genetically-adapted supersoldier (Spades). Once per scene, if you play Spades when Responding to a Challenge, or Defending against an Attack, you may describe how Gemini Six's superior genetics give her an advantage, and Upgrade your result.

**Less Than a Woman:** Requires constant stim-injections to maintain stable heart rate (Clubs). Once per scene, if you play Clubs when Responding to a Challenge, or Defending against an Attack, your opponent may narrate complications based on stim requirements, and Downgrade your result.

**Motif:** Astrological signs, stars (Hearts). Once per scene, if you play Hearts when Responding to a Challenge, or Defending against an Attack, you may add astrology to the scene, and Upgrade your result.

**Win Condition:** Gemini Six is a Rogue. She must steal the Rhyton away from the refinery in order to win the game.

## VENGEANCE IS MY NAME

Deathmatch-style alternate rules for Sexy Deadly.

*They met in the hallway, the dead scattered all around them, the compound on fire. Pale eyes looked down at the darker woman.*

*"I'm surprised at you Halima. I never would have thought Dr. Zvobgo's research into viral mutations would be of interest to you."*

*"Who?"*

*The Russian smiled. "Short fellow. Big afro."*

*"Everyone's short to you, Yelena. I'll deal with him later. I came here for you."*

*"Still nursing your grudges, Halima? And how many have you actually crossed off that list of yours, hmm?"*

*"Everyone but you..."*

*Yelena's eyes turned to stone.*

*"I know all about Cairo," Halima told her. "Time to pay for it."*

The Deathmatch version of Sexy Deadly puts more emphasis on the Infiltration Phase and fights between Ladies. Not all Ladies are expected to make it to Endgame, and some will be severely weakened.

These are the changes you will make in order to play the Deathwish version:

1. Map size. The Map in a 3-player Deathmatch has only 9 Spaces in it. Put your Goal cards aside so each player's hand is still 13 cards. Tuck them underneath the Target card so they don't get mixed up with discarded cards and wind up in somebody's hand. For a 4 or 5 player Deathmatch, use the normal 11-Space Map.
2. Action Sequences. Winning an Action Sequence does not allow you to flip a Space card face up. You may look at it, and you may trade one of your own cards for it, including one of your discarded cards, but you must place that card face down.
3. Flashbacks. Do not flip a Space card face down in the event of a Facedown tie during a Flashback. Once Space cards are flipped face up in a Deathmatch, they are never flipped

face down again.

4. Revelations. The only way a Space card is flipped face up in a Deathmatch is at the start of a Revelation scene. Every Space on the Map, except for one, must be the site of a Revelation scene before Endgame can begin.
5. Endgame. The Infiltration Phase is not over until all Space cards except for one have been flipped face up. The sole remaining face down Space card become the Exit. Because it is face down, the Target cannot be located on that Space when it is revealed. You may move your Lady onto and off of the Exit card as normal.

# COMMANDO SQUAD

VALOR



A  
WWII  
HACK  
FOR

*Sexy*  
*Deadly*

JOE McDONALD JOHNSTONE METZGER TONY DOWLER LANCE ALLEN

# COMMANDO SQUAD

An alternate setting for playing Sexy Deadly in the European theater of WWII.

It's late in the war. The tide could be turning soon. Or not. Your team of specially-trained commandos has been given their objective. The success or failure of this mission could have immense repercussions on the overall war effort.

The main difference in Commando Squad, in addition to the completely different flavor of narration, is how the first two phases are different.

## 1. Choose the Nationality of Your Commando Team

American. Yankees are sexy. They were totally getting laid in France. You get the Hearts suit. Once per game, you can play a card and consider it the Ace of Hearts.

German. Germans are violent. Blitzkrieg, panzer tanks, rocket technology, and machine pistols, even before you add in the ethnic cleansing! You get the Spades suit. Once per game, you can play a card and consider it the Ace of Spades.

British. The Brits are smart. Never seen The Man Who Never Was? Go rent it. You get the Diamonds suit. Once per game, you can play a card and consider it the Ace of Diamonds.

Russian. The Ruskies are the toughest sons-abitches in Europe, hands down. No more parachutes, comrade? Pack me in a crate and fly low over deep snow. I have Germans to kill! You get the Clubs suit. Once per game, you can play a card and consider it the Ace of Clubs.

Almost everybody else. You may also play commandos of a mostly insignificant nationality. Turkish or Italian soldiers, French or Greek resistance fighters, or even Poles or Jews if you want. You don't get a national suit but you can pick two additional Special Powers instead of one. But you can't just play anybody in this category: Canadians and Anzacs are considered British; all Soviet troops are considered Russian; and non-German SS units are considered German.

## 2. Choose Your Special Powers

All commando teams have special training. If your team is American, German, British, or Russian, you get to pick one of these Special Powers, to add to your national ability. If your team is some other group, you get to pick two, but you can't pick the same one twice.

Criminal Acumen: Once per game, instead of playing a card from your own hand, you may randomly select a card from an opponent's hand, and play it, without looking at it first.



SS Commandos prepare to assault the objective

This card is now yours, and goes in your hand along with your discarded cards.

**Fifth Column:** Once per game, you may make an Attack as if you were Betraying Trust.

**Hardened Veterans:** Once per game, you may narrate a additional Flashback scene. It must be a scene of Violence or Suffering.

**Highly Mobile:** Once per game, you may move your team to any Space in the European Theater.

**Special Weapons:** Once per game, you may play two cards for an Attack

**Supply Lines:** Once per game, you may return a discarded card to your hand, in order to play it again in the same scene.

**Triple Agents:** Once per game, you may narrate an additional Flashback scene. It must be a scene of Training or Intelligence.

**Vanish in the Night:** Once per game, you may Withdraw without a successful Defense.

### 3. Scenario Creation

Instead of a Target, Goals, and Roles, this hack has an Objective. Draw one card to determine the Objective. Match it's suit to the four nationalities.

If the suit matches your nationality, you define the nature of the Objective. Choose whether you are trying to capture or eliminate the Objective. Everybody else wants the opposite. Insignificant nationalities may choose either one, regardless of what the Great Powers want. If the Objective card does not match the nationality of any of the players, it may be anything foreign. In this case, all players choose individually whether they want to capture or eliminate the Objective. Obviously, if all four Great Power nationalities are being played, the Objective will always fall under one of their purviews.

The Complex is now The European Theater. Your Lady is now your Squad.

### 4. Infiltration and Endgame.

Play out the Infiltration and Endgame Phases as normal. Use the normal Sexy Deadly rules, or the new Deathmatch rules, and modify your narration to account for Second World War commando squads. Most rules in these phases is the same, except for a few changes to Flashbacks.

### 5. Flashbacks and Weaknesses.

Some Flashback types stay the same, some are different. Spades indicates a scene of Violence, and results in a Hate Weakness. Clubs indicates a scene of Suffering, and results in a Sympathy Weakness, which functions just like a Trust Weakness. Hearts indicates a Training Flashback, while Diamonds indicates an Information scene—these two types of Flashback scenes are described below:

**Hearts: Training:** Two commando teams trained together. Was it undercover, or were they in the French Foreign Legion together? Have they worked for the same intelligence agencies? The Russians leased their military bases to the Germans for training long ago, after all. This type of Flashback results in a Sympathy Weakness, which is identical to a Trust Weakness in all other respects.

**Diamonds: Intelligence:** Are their scouts just that good, or is there a traitor in the ranks? One or more commandos is working for the enemy, either by harboring national sympathies, or by actively spying. Are they feeding the enemy valuable information, or have they agreed to become a saboteur? Or perhaps the spymasters are being deceived themselves, deceived by an elaborate counterespionage operation? This type of Flashback results in an Information Weakness, which is otherwise the same as a Love Weakness. This is how a commando squad is able to steal the Objective away from their opponents.

# SEXY JARED

A "24-HOUR" ROLE-PLAYING GAME, AND AN OPEN LETTER TO DAVID BERG, ALEXANDER CHERRY, JASON PETRASKO, AND GUERRUNTZ, BY JOHNSTONE METZGER.

18 JANUARY, 2008.

Here are the rules for Sexy Jared:

To play, you'll need two or more six-sided dice,\* two or more players, gorgeous illustrations of kick-ass chicks, and the ability to make stuff up. This is also called lying. If you can remember what you made up, that's nice too, but if you want to play this drunk off your ass, go right ahead.

All players will now make a character (one each):

You are a Lady. You may choose your name and your sexiest body part.

You have a special seduction style: You may choose your special seduction style.

You have a gun.

[Insert gorgeous illustration of a kick-ass chick here.]

Here's a quick test: What is your Lady's sexiest body part? See, you're drunk already!

[Insert gorgeous illustration of a kick-ass chick here.]

One player is Jared. Decide who will take this role now. Trust me, you want to be Jared. He's a sexy motherfucker! If you don't believe me, look on the internet. Jared describes the routine of his daily life—work, groceries, laundry, and leisure time. After he finishes his description, he announces a number—from one to five—and simultaneously holds up that many fingers on one hand. If these numbers do not match, Lady players may ignore the larger number(s).

[Insert gorgeous illustration of a kick-ass chick here.]

All other players must then shout out what their Lady is doing to try and fuck Jared, as he has presented himself. Ladies may fuck literally or figuratively, presuming you are sober enough to know the difference. If Jared deems their shouted descriptions appropriate, they then each roll a six-sided die in turn. If a player rolls higher than the number displayed by either Jared's mouth or hand, she has fucked Jared. She may continue to loudly proclaim her fucking until Jared decides he wishes to speak again, at which point she must be silent and listen. Therefore, you can do anything in this game, as long as you want to fuck Jared.

[  
Insert gorgeous illustration of a kick-ass chick here.]

If a Lady player rolls equal to or less than Jared's number, she is in trouble. Jared says, "Ha, ha, no fucking for you—you're in trouble! Roll again." She must roll the die again (and don't lose it this time!). If she rolls higher than Jared's number, she avoids trouble but does not get to fuck Jared. She's drunk, lost, arrested, or something else that isn't inescapable. Jared decides. If she fails the second roll, she has succumbed to the heartbreak of modern life. Her Lady is caught by debt collectors, incarcerated, grown old, or otherwise ruined. Her sexiness is gone, her money is all spent. The player whose Lady was removed becomes Jared. The former Jared may introduce his Lady character to the other Ladies and join their team.

[Insert gorgeous illustration of a kick-ass chick here.]

Continue playing.

*\* You only need one to actually play, but if you just have one, you're going to lose it.*

# edad y sexo



Ally

# DEADLY SEX

**Deadly Sex: A game about playing hot girls with weapons trying to survive in the modern world.**

Here are the rules for the Deadly Sex RPG:

To play, you'll need one six-sided die, at least two players and the ability to both make stuff up and remember what you made up.

All players make a character now:

You are a hot girl: You may choose your name and hair color.

You have a bikini: You may choose your bikini's color.

You have a sword or a gun. You choose which.

You are on a team of hot girls with guns and swords. The other players consist of the rest of the team.

*[INSERT GORGEOUS ILLUSTRATION HERE]*

Here's a quick test: What is your hot girl's bikini color?

*[INSERT GORGEOUS ILLUSTRATION HERE]*

**CALLOUT:**  
*See, you're playing the game already.*



One player is the Girl Master (GM). Decide who will take this role now. Put the Girl Master's character aside for the moment. The Girl Master describes the horrors of the unfeeling modern world -- work, crime and men. After he finishes his description, he holds up one hand and displays a number of fingers—one to five.

*[INSERT GORGEOUS ILLUSTRATION HERE]*

All other players must then shout out what their hot girl is doing to confront the horrors of the modern world as presented by the GM. If the Girl Master deems their shouted description appropriate, then they each roll the six-sided die in turn. If a player rolls higher than the number of fingers, he has passed the test. He may continue to loudly proclaim his actions until the GM decides he wishes to speak again, at which point he must be silent and listen.\*

*[INSERT GORGEOUS ILLUSTRATION HERE]*

If a hot girl player rolls equal to or less than the number of fingers, he is trouble. The GM says, "Uh oh, you're in trouble. Roll again." He must roll the die again. If he rolls higher than the number of fingers, then he avoids trouble but does not overcome the hazard described. He's stuck, lost, unconscious, bikini ripped, sword broken, gun jammed or something else. The GM decides. If he fails the second roll, he has succumbed to the horrors of modern life. His hot girl is mangled, drowned, crushed or otherwise disposed of. Her sword is shattered, her bikini tattered rags. The player who's hot girl was killed becomes the Girl Master. The former Girl Master may introduce his hot girl character to the other girls and join their team. The new GM describes the horrors of modern life and begins the process again.

*[INSERT GORGEOUS ILLUSTRATION HERE]*

\*Author's Note: Therefore, you can do anything in this game.

