

BATTLE OF FANTASIES

Rules + an official list of Forbidden Abilities

Version: 5.5

About the Game:

This is a verbal game that requires attentiveness, ingenuity, and sometimes the ability to plan ahead. It was created by two bored slackers who loved to argue and hated losing. Despite that, the game offers players something unique—freedom of action.

Objective:

The goal is to ensure the survival of your character while creating conditions for the premature and definitive death of your opponent's character.

The methods to achieve these goals can vary but must comply with the game rules.

While the game allows for a vast range of actions, this freedom is limited by a set of mandatory rules.

These rules are intended to constrain potential scenarios and ensure competitive fairness.

Basic Rules:

1. **No Use of State Resources:** It is forbidden to have control over state resources, such as: government money, legal and regulatory power, military, social resources. This works only in a direct scenario like: "I became a president and ordered to nuke your house". To resolve every single reference to that specific rule during the game requires a third-party. It can not be solved without them.
2. **No Immortality:** Immortality cannot be achieved in any way.
3. **Clarifications:** During your turn, you may clarify your actions or unspoken details. Clarifications ensure other players understand your character's actions or unspoken earlier details properly. If important details are missing or descriptions are vague, other players can interpret them as they wish, potentially disrupting your plans. You may clarify
4. **Adherence to Physical Laws:** All actions and processes follow the laws of physics, with the exception of players' abilities. Abilities function

without conditions, simply because they exist, but their effects adhere to imaginary physical laws. For example, magical projectiles follow hypothetical laws that dictate their impact.

5. **Agreement on Abilities:** Both players must agree on each other's abilities before the game starts. Objections require detailed arguments showing why an ability is “impossible to deal with” rather than merely useful.

Valid criteria:

- Instantly ends the game without opponent interaction.
- Fundamentally breaks a core rule
- No reasonable counter play can be made without another specific ability.

6. **No Mid-Game Changes:** Once the game begins, changes to abilities, conditions, or any pre-agreed elements are prohibited. Yet if that is an unspoken detail, that everyone just took for granted - it can be changed on a player's move with a clarification, as it is said in rule №3.

7. **Character Awareness:** At the start of the game, characters are unaware of each other, the objective, or even the fact that they are in a game. Logical conclusions and simple actions must lead them to these realizations.

8. **Cheating Penalty:** Cheating, even after a victory, results in an automatic loss. If no cheating is detected, the game outcome stands.

9. **Probability Mechanics:**

All events in the game are subject to probability. The minimum probability required for an event to occur(except for characters "personal" actions) is 50%. When a player wishes to perform an action where the outcome is below a minimum probability threshold (e.g., a difficult shot, finding a rare resource, an enemy making a mistake), or when they want to make a very unlikely event happen, they can use a **Probability Roll**, or replicate a probability with a real life equivalent, e.g. - rolling a fair dice. Replication must be either perfectly equal, or smaller than an original probability.

- Each player has **three Probability Rolls** per game.
- To use a roll, the player states their desired outcome ("I want my sniper shot to hit despite the storm," or "I want the police car chasing me to get a flat tire").
- They then roll a six-sided die. A roll of 6 means the probability of an event is raised by 35%. A roll of 1-5 means it fails, and the turn proceeds based on a more likely outcome. This applies to any type of events, even outside of the game's narrative. It is

only applied to events inside a player's move scope, meaning events that have happened in previous moves can not be changed.

But there is another type of a cube roll:

Combat/Defense roll.

It is used to block or alter attacks in a direct interaction scenario. A successful block requires a roll of 5 or higher. Only one roll per attack is allowed.

- Using a Probability Roll is separate from Combat/Defense rolls. These rolls are a powerful, limited resource for shaping the narrative in your favor.

To figure out a probability of an event given, you'll need AI help. Explain the situation and an event (all players involved can participate in a prompt creation), and ask what is an estimated probability.

10. **Game Start Year:** By default, the game starts in the year players are living in. This can be changed by pre-game conditions.

11. **Logical Actions:** Character actions must have logical reasoning. Actions without it cannot occur. Also, if there is a logical reasoning for an event to happen, it can happen.

12. **Fixed Lifespan:** Characters have a fixed lifespan of 100 years. When a character's body reaches 100 years of age, they die permanently, if not stated otherwise with their ability. Yet, if there is a resurrection somehow set up, the game doesn't end, and is played until the resurrection happens. In that case, if a player manages to resurrect, he wins.

13. **Turns:** In this game, yet turns are told in a specific order, the first player to declare their ability takes the first turn, while the second player chooses the first condition. In "no conditions" mode, this is decided by mutual agreement. Next turn order is decided by the order the player named his power with. A player who makes a first turn has a special right: choose how long the move will be going for. The maximum value is 10 years. Turns occur simultaneously. In direct interactions, turns alternate, allowing defensive blocks with a die roll. Simultaneous turns, made by everyone else except for the player with a "Right of a First Turn" must be the exact same length as the turn made by a player with a "Right of a First Turn".

14. **Character Controller:** Only the character owner can specify their character's actions and traits.

Rules for Setting Conditions:

1. **No Direct Nullification of Abilities:** A condition cannot be set with the express purpose of making an opponent's chosen ability completely useless. Conditions that indirectly affect or challenge an ability are permitted.
2. **No Contradictory Conditions:** A condition cannot nullify another condition.
3. **Modification Scope:** A condition can alter any aspect of the game. If it contradicts a basic rule, the opponent can veto it. In other cases, the opponent has no recourse.

Game Modes:

1. **Standard Mode:** Includes conditions and two players with abilities in a world where no one else has superpowers (powers that defy the natural laws).

2. **Esper World:** Similar to Standard Mode, but all humans in the world have some superpower.

(When selecting Esper World, players must first agree on the general nature and power level of the abilities possessed by the general population (e.g., 'all humans have minor telekinesis,' 'powers are random and generally weak,' etc.). This becomes a fundamental condition of the game world.)

3. **No Conditions:** Similar to Standard Mode but set in a world identical to the real world at the time of gameplay.

Gameplay Sequence:

1. Players select a game mode.
2. Players agree on their abilities and character traits.
3. Each player optionally sets one or two conditions, taking turns.
4. The game begins.
5. Players narrate the story of their characters and how they discover their abilities. If a character is newly created, their backstory must be developed through gameplay. The narration is made with a:
 - Background story of a character told
 - Move made

How to handle various situations:

During the game, players might disagree with each other in specific moments, where a simple

conversation isn't helping at all. In that kind of situations players can choose of of these 3 options to resolve the problem:

1. Use an AI (recommended: Chat GPT, Google AI studio/Gemini, Deepseek, Claude). How to use: upload a pdf version of the rules you are currently playing, and briefly explain to an AI the issue you are arguing about. After that ask them to tell who exactly is right. (When making a prompt to an AI, the majority of players must agree on the way it is written)

2. Ask a 3rd party that is uninvolved in the match you are having. Explain to them a situation and ask to tell who is right.

3. Flip a coin. If none of the variants above is viable, you are left with no other choice other than flipping a coin, or whichever other way to get a "winner" and a "loser". Winner forces his solution to the conflict. This method shall be taken either on agreement, or if the debate is going for longer than 15 minutes.

Also, it is recommended to have a 3rd party person, who knows the rules of the game to perfection, so that he can judge the player's turn on the spot.

Forbidden Abilities:

Forbidden abilities are unique and cannot be replicated by any means (technological, magical, etc.). They are banned due to their overpowering nature. Below is the official list of banned abilities:

1. Eye portal:

- **Reason for Ban:** Grants the user nearly any other ability and makes them nearly invincible, though not immortal.
- **Mechanics:** Creates a small black hole controlled by the right eye, absorbing objects into another dimension.
- **Effect:** Enables travel across multi-verse, even time potentially.

2. Montage, Living Fantasy, Reality Programming:

- **Reason for Ban:** Each allows the user to instantly achieve anything they desire.
- **Mechanics:** Creates anything the user wishes.
- **Effect:** Grants anything a user wants through mere thought.

3. False Beliefs:

- **Reason for Ban:** Allows alteration of the opponent's actions to the user's advantage.
- **Mechanics:** Rewrites events by claiming they were based on a false premise.

- **Effect:** Alters reality to favor the user.

4. Revival:

- **Reason for Ban:** Perfect executors and informants. It is impossible to deal with them.
- **Mechanics:** Uses DNA and a living person to create a vessel for the resurrected soul, supported by additional materials.
- **Effect:** Forcing control over dead bodies that can't be killed

5. Alive Drawings:

- **Reason for Ban:** Allows creation of any object or being of any size and shape.
- **Mechanics:** Brings drawings to life with specific attributes.
- **Effect:** Animates drawings into real-world entities, and allows gaining extra power during the match by setting an attribute.