**\*\*Sins of the Player\*\***

\*\*Game Rules, Points, and Structure\*

**\*\*Game Overview\*\***

- \*\*Players\*\*: 2-6 (couples or groups comfortable with explicit BDSM elements)

- \*\*Duration\*\*: 30-45 minutes

- \*\*Objective\*\*: Earn the most points by completing tasks, engaging in BDSM-themed dares, and answering erotic questions.

**\*\*Setup\*\***

1. \*\*Safe Word\*\*:

- Each player must agree on a \*\*universal safe word\*\* that can be used by anyone at any time to pause or stop an activity. Players are encouraged to use this if they feel uncomfortable.

2. \*\*Hard Limits\*\*:

- Before the game begins, players should discuss and establish \*\*hard limits\*\*—activities or actions they are not comfortable participating in. These must be respected at all times.

3. \*\*Points System\*\*:

- Players start with \*\*0 points\*\*. Points are earned based on how successfully tasks are completed, with the group voting on whether the player earned full points based on their performance.

- Most tasks will earn players between \*\*5 to 12 points\*\*, depending on the difficulty and intensity of the challenge.

4. \*\*Cards and Toys\*\*:

- Set up the \*\*sex toys and BDSM gear\*\* you’ll use during the game. Ensure everything is sanitized and easily accessible.

- Shuffle the \*\*deck of cards\*\* (Dom/Sub, Truth, Dare, Action, and Roleplay cards), and place them in the center of the play area.

5. \*\*Timer\*\*:

- Use a timer to enforce limits for certain challenges. Some tasks will be timed to ensure the pace of the game.

---

\*\*Game Flow\*\*

1. \*\*Turn Order\*\*:

- Players take turns drawing a card from the deck. The person with the highest dice roll or predetermined method starts the game. The turn passes clockwise.

2. \*\*Types of Cards\*\*:

- \*\*Dom/Sub Cards\*\*: Assign temporary dominant or submissive roles with erotic tasks and power dynamics.

- \*\*Truth Cards\*\*: Players must answer personal and erotic BDSM-related questions honestly.

- \*\*Dare Cards\*\*: Players perform daring, explicit BDSM or erotic tasks on themselves or other players.

- \*\*Action Cards\*\*: These involve physical interaction using sex toys or BDSM tools.

- \*\*Roleplay Cards\*\*: Players must engage in BDSM roleplay scenarios, typically involving Dom/Sub dynamics.

---

### \*\*Rules During Gameplay\*\*

1. \*\*Consent and Safety\*\*:

- \*\*Consent is non-negotiable\*\*. All participants must agree to the tasks before proceeding.

- If any player feels uncomfortable or needs to pause, they can use the \*\*safe word\*\*.

- If a player skips a task using the safe word, they do not lose points, but they do not earn points for that round either.

2. \*\*Performing Tasks\*\*:

- Players must \*\*complete the task as described\*\* on the card to earn full points. Other players can judge and vote whether the task was performed to satisfaction.

- The group can decide if a player earns full points, partial points, or no points based on how well they complete the task.

3. \*\*Voting\*\*:

- After each task is performed, the group can vote on whether the task was completed effectively, based on the eroticism and performance of the player. The voting is typically informal, with a majority agreement determining the point award.

- If the group believes the task was fully completed with confidence and eroticism, the player earns \*\*full points\*\*.

- If the performance was less convincing or incomplete, the player may earn \*\*partial points\*\*.

4. \*\*Time Limits\*\*:

- For tasks requiring time limits (e.g., edging, teasing, or timed dares), use a timer to enforce the limit.

- If the player successfully completes the task within the time limit, they earn the points indicated on the card.

---

### \*\*Earning Points\*\*

- \*\*Full Completion of a Task\*\*:

When a player performs a task completely and convincingly, they earn \*\*full points\*\*. Points are based on the complexity and erotic nature of the task, typically ranging from \*\*5 to 12 points\*\*.

- \*\*Partial Completion\*\*:

If a player hesitates or does not fully commit to the task, the group can agree to give them \*\*partial points\*\* (half of the full points).

- \*\*Skipping a Task\*\*:

If a player chooses to skip a task using the safe word, they do not earn any points for that turn but will not lose any previously earned points either.

---

### \*\*Ending the Game\*\*

1. \*\*Winning\*\*:

- The game ends after a predetermined time (typically 30-45 minutes) or when the deck of cards runs out.

- The player with the \*\*most points\*\* at the end of the game is declared the winner and crowned the \*\*"Master/Mistress of Seduction"\*\*.

2. \*\*Optional Bonus Round\*\*:

Players can choose to end with a bonus round where each player performs a final roleplay scenario or engages in a challenge that can earn them a last burst of points.

---

### \*\*Special Situations\*\*

- \*\*Multiple Participants\*\*:

Some tasks involve more than one player, such as group dares or roleplay scenarios. Points are awarded to all players who participate, depending on their level of involvement.

- \*\*Dom/Sub Role Continuation\*\*:

If a Dom/Sub dynamic is established through a card, it may last for multiple rounds, giving that player special control or submission status until the role ends.

---

### \*\*Points Breakdown\*\*

- \*\*Dom/Sub Cards\*\*: 5-10 points based on how convincingly the roles were played.

- \*\*Truth Cards\*\*: 5-8 points for honest, explicit answers.

- \*\*Dare Cards\*\*: 8-12 points depending on the erotic intensity of the task.

- \*\*Action Cards\*\*: 8-12 points for completing tasks involving sex toys or BDSM tools.

- \*\*Roleplay Cards\*\*: 10-12 points for immersive, erotic roleplay scenarios.

---

### \*\*Aftercare\*\*

At the end of the game, especially if any intense BDSM scenes have taken place, it's important to engage in \*\*aftercare\*\*:

- \*\*Check-in\*\*: Players should check in with each other emotionally and physically to ensure everyone feels safe, comfortable, and cared for.

- \*\*Relaxation\*\*: Players can engage in soothing activities such as cuddling, talking, or simply relaxing together to wind down after the game.

---

\*\*Sins of the Player\*\* is a game of intense eroticism, BDSM exploration, and mutual pleasure. As long as boundaries and respect are maintained, it offers a playful, yet thrilling, way to explore fantasies with a group or partner in a fun and competitive atmosphere.

**Cards**

**\*\*Dom/Sub Cards\*\***

(These cards assign temporary dominant and submissive roles with erotic tasks for players.)

1. \*\*"Punish the Disobedient"\*\*

- Task: Choose a player to be your Sub. Spank them with your hand or paddle 5 times. Earn 7 points if they comply.

2. \*\*"Crawl to Me"\*\*

- Task: Pick a player to crawl toward you on their hands and knees. Earn 6 points if they obey immediately.

3. \*\*"Stand at Attention"\*\*

- Task: Choose a Sub. Have them stand naked (or in their underwear) in front of you for 2 minutes while you inspect them. Both earn 8 points if they comply.

4. \*\*"Gagged Obedience"\*\*

- Task: Gag your Sub with a ball gag or makeshift gag (if available). They must remain silent for the next round. Both earn 6 points if they comply.

5. \*\*"Pleasure Denial"\*\*

- Task: Choose a Sub and deny them physical touch for the next two rounds, even if they beg. Earn 7 points if they obey and resist temptation.

6. \*\*"Worship My Body"\*\*

- Task: Command your Sub to worship your body (kiss or lick any consensual area) for 2 minutes. Earn 8 points if they obey.

7. \*\*"Sub’s Kiss"\*\*

- Task: Order your Sub to kiss you anywhere you choose. Earn 6 points if they follow through without hesitation.

8. \*\*"Bind and Serve"\*\*

- Task: Bind your Sub's hands behind their back and have them serve you a drink or perform a task. Both earn 8 points if they succeed.

9. \*\*"Stand Still"\*\*

- Task: Choose a Sub and order them to stand perfectly still while you tease them with a feather, toy, or your hands for 2 minutes. Earn 7 points if they don’t move.

10. \*\*"Dom's Command"\*\*

- Task: Choose a player to be your Sub. They must perform oral service (or simulate it fully clothed) for 2 minutes. Both earn 9 points if they obey without hesitation.

---

**\*\*Truth Cards\*\***

(These cards prompt players to answer intimate, BDSM-related, or sexual questions.)

1. \*\*"Most Intense Scene"\*\*

- Task: Describe the most intense BDSM scene you’ve ever been a part of or would like to experience. Earn 6 points for full detail.

2. \*\*"Kinkiest Fantasy"\*\*

- Task: Share the kinkiest sexual fantasy you’ve had. Earn 5 points for honesty and vivid description.

3. \*\*"Public Pleasure"\*\*

- Task: Have you ever engaged in sexual activity in public or fantasized about it? Where, and what happened? Earn 6 points for full disclosure.

4. \*\*"Toys of Choice"\*\*

- Task: What’s your favorite sex toy, and how do you like to use it? Earn 5 points for describing it.

5. \*\*"First BDSM Experience"\*\*

- Task: Share the story of your first experience with BDSM, either as a Dom or Sub. Earn 5 points for openness.

6. \*\*"Fantasies Unfulfilled"\*\*

- Task: What’s a BDSM or sexual fantasy you’ve always wanted to fulfill but haven’t yet? Earn 6 points for honesty.

7. \*\*"Most Embarrassing Moment"\*\*

- Task: What’s your most embarrassing moment during a sexual encounter or BDSM scene? Earn 5 points for sharing.

8. \*\*"Public Display of Affection"\*\*

- Task: Have you ever been caught during a sexual act in public? Describe what happened. Earn 6 points for revealing the details.

9. \*\*"Safeword Story"\*\*

- Task: Have you ever had to use a safeword during a BDSM scene? What happened? Earn 5 points for explaining why.

10. \*\*"Best Sub Experience"\*\*

- Task: If you’ve been a Sub before, what was your favorite experience of giving up control? If not, what would you want it to be like? Earn 6 points for sharing.

---

**\*\*Dare Cards\*\***

(These involve daring and erotic challenges that often involve physical interaction or BDSM elements.)

1. \*\*"Tied & Teased"\*\*

- Task: Bind a player’s wrists and tease their body with a feather, toy, or your hands for 3 minutes. Earn 8 points if they enjoy it.

2. \*\*"Edge Play"\*\*

- Task: Choose a player and edge them for 3 minutes using your hands or a toy. Both earn 10 points if they remain on the edge without orgasming.

3. \*\*"Public Strip"\*\*

- Task: Strip down to your underwear or less and perform a seductive dance in front of the group for 2 minutes. Earn 7 points for full performance.

4. \*\*"Orgasm Control"\*\*

- Task: Use a vibrator or your hands to bring a consenting player to the brink of orgasm, but don’t let them finish. Earn 10 points if you control their pleasure.

5. \*\*"Impact Play"\*\*

- Task: Spank a player with a paddle or your hand up to 10 times. Earn 8 points if they visibly enjoy the sensation.

6. \*\*"Submission Dance"\*\*

- Task: Command a player to dance for you erotically, using their body to please you for 2 minutes. Earn 7 points if they obey without hesitation.

7. \*\*"Hands-Free Pleasure"\*\*

- Task: Use a toy (vibrator, dildo, or other) on yourself or another player without using your hands. Both earn 9 points if the pleasure is visible.

8. \*\*"Vibrating Tease"\*\*

- Task: Use a vibrator on yourself or a consenting player for 3 minutes. Earn 8 points if the toy is used to its full potential.

9. \*\*"Pleasure Denial"\*\*

- Task: Blindfold a player and deny them touch while teasing them verbally or with soft touches. Earn 6 points if they visibly crave more.

10. \*\*"Deepthroat Sim"\*\*

- Task: Simulate deepthroat oral sex on a dildo or another player for 1 minute. Earn 7 points if performed convincingly.

---

**\*\*Action Cards\*\***

(These cards involve sex toys, BDSM tools, or direct interaction with other players.)

1. \*\*"Blindfolded Caress"\*\*

- Task: Blindfold another player and use your hands or a toy to explore their body for 2 minutes. Earn 7 points if they enjoy the experience.

2. \*\*"Vibrator Challenge"\*\*

- Task: Use a vibrator on yourself or another player and maintain constant pleasure for 3 minutes. Earn 9 points if the pleasure is obvious.

3. \*\*"Rope Bondage"\*\*

- Task: Tie another player’s wrists and ankles using rope and tease them with a toy for 3 minutes. Earn 10 points if they remain bound.

4. \*\*"Nipple Play"\*\*

- Task: Use nipple clamps or your mouth to tease another player’s nipples for 2 minutes. Earn 8 points if they enjoy the sensation.

5. \*\*"Control & Dominate"\*\*

- Task: Use a collar and leash on a player for the next round. Lead them around and command their movements. Earn 9 points if they follow your commands.

6. \*\*"Tease and Deny"\*\*

- Task: Use a vibrator or your hands to edge a player, keeping them on the brink for 2 minutes without letting them orgasm. Earn 10 points if they resist.

7. \*\*"Body Worship"\*\*

- Task: Command another player to worship your body, kissing or licking consensual areas for 2 minutes. Both earn 8 points if the worship is sincere.

8. \*\*"Impact with Restraint"\*\*

- Task: Restrain a player’s hands and spank them 5 times with a paddle. Both earn 8 points if they enjoy the experience.

9. \*\*"Collared Pleasure"\*\*

- Task: Place a collar on a player and use a toy on them for 3 minutes. Both earn 9 points if the collar remains in place.

10. \*\*"Forced Orgasm"\*\*

- Task: Use a vibrator or toy to bring yourself or another player to orgasm in front of the group. Earn 10 points if the orgasm is achieved within 3 minutes.

---

**\*\*Roleplay Cards\*\***

(These cards prompt players to engage in BDSM-themed roleplay scenarios.)

1. \*\*"Dom & Slave"\*\*

- Task: You are the Dom. Command your Sub (choose a player) to perform oral or manual service on you for 3 minutes. Both earn 10 points if they obey without hesitation.

2. \*\*"Punishment Scene"\*\*

- Task: You are the Master/Mistress. Choose a player to be your Sub and punish them (with spanking or verbal humiliation) for disobedience. Both earn 10 points if the scene is convincing.

3. \*\*"Pleasure Slave"\*\*

- Task: Command your Sub to kneel and worship your body with their mouth for 2 minutes. Earn 9 points if they submit fully.

4. \*\*"Submission Test"\*\*

- Task: You are the Dom. Command your Sub to remain completely still while you tease their body with your hands or a toy for 3 minutes. Earn 9 points if they follow your command without moving or making a sound.

5. \*\*"Humiliation Play"\*\*

- Task: You are the Dom. Verbally humiliate your Sub (chosen player) for 2 minutes, focusing on their obedience and submission. Both earn 8 points if the Sub handles the humiliation without complaint.

6. \*\*"Servant's Reward"\*\*

- Task: Your Sub (chosen player) must serve you for the next round. Reward them with pleasure (using your hands or a toy) if they serve you well. Both earn 9 points if the service and reward are completed.

7. \*\*"The Inspection"\*\*

- Task: As the Dom, order your Sub to strip and stand for inspection. Inspect their body for 3 minutes, using your hands or a toy. Earn 10 points if the Sub remains compliant and respectful.

8. \*\*"Master's Pet"\*\*

- Task: Choose a player to act as your "pet." They must crawl on the floor and serve you as a pet would for 2 minutes (using a collar, leash, or hands). Both earn 8 points if the roleplay is convincingly performed.

9. \*\*"Punishment & Reward"\*\*

- Task: Act as the Master/Mistress and create a scenario where your Sub earns a reward through obedience. If they fail, they must be punished. Both earn 9 points if the scene is completed with proper intensity.

10. \*\*"Control Over Pleasure"\*\*

- Task: You are the Dom, and your Sub must beg for permission to orgasm. Use a toy or your hands to edge them for 3 minutes. Both earn 10 points if the Sub remains obedient and doesn’t climax without permission.

---

**\*\*Summary of the Cards\*\***

In total, the game will have \*\*50 cards\*\*, broken down as follows:

- \*\*10 Dom/Sub Cards\*\*: Assign temporary roles of dominance and submission, with commands and tasks.

- \*\*10 Truth Cards\*\*: Involve answering intimate, BDSM, and sexual questions.

- \*\*10 Dare Cards\*\*: Players perform explicit, erotic challenges involving BDSM or toys.

- \*\*10 Action Cards\*\*: Use toys, BDSM tools, or physical interaction to complete tasks.

- \*\*10 Roleplay Cards\*\*: Engage players in BDSM-themed roleplay scenarios.

These cards are designed to maintain a balance between erotic exploration, power dynamics, and intimate interaction, ensuring an engaging and provocative experience for all participants.

**NEEDED FOR GAME**

Here’s a list of the objects you’ll need for the game , based on the tasks and challenges included in the game ADD A SINGLE OR DOUBLE DIE or a D20

\*\*Essential Toys & Objects\*\*

1. \*\*Blindfold\*\*

- Used for sensory deprivation and heightened pleasure during certain tasks.

2. \*\*Feather Tickler\*\*

- Ideal for light teasing and sensory play, especially in teasing or edging tasks.

3. \*\*Handcuffs or Soft Restraints\*\*

- Used to bind hands for submission tasks or bondage scenes.

4. \*\*Rope (for Light Bondage)\*\*

- Used for tying wrists, ankles, or light rope bondage tasks. Ensure it’s soft and safe for beginners or more advanced rope play.

5. \*\*Vibrator (e.g., Bullet or Wand)\*\*

- Used for orgasm control, edging, and teasing tasks. A versatile and essential toy in most BDSM games.

6. \*\*Dildo\*\*

- Used in simulations of penetration, deepthroat, or double penetration roleplay tasks.

7. \*\*Massage Oil\*\*

- Used during sensual massages to enhance the experience of touch-based tasks.

8. \*\*Paddle (or a Soft Impact Toy)\*\*

- Used for spanking or impact play during punishment scenes. It can be substituted with hands for lighter impact play.

9. \*\*Collar and Leash\*\*

- Essential for roleplaying as a Dom/Sub dynamic, where the Sub is guided or controlled.

10. \*\*Nipple Clamps\*\* (Optional)

- For more advanced players who are comfortable with nipple stimulation or control.

11. \*\*Ball Gag\*\* (Optional)

- Used in gagging tasks for sensory deprivation or submission.

12. \*\*Timer\*\*

- To enforce time limits during tasks like edging, submission, or punishment.

13. \*\*Safe Word Reminder\*\* (Card or Symbol)

- While not a toy, it’s crucial to have a clear reminder of the safe word for all players to ensure comfort and safety during gameplay.

**\*\*Optional Advanced Toys\*\***

1. \*\*Floggers\*\*

- For more intense impact play scenes.

2. \*\*Butt Plug or Anal Toys\*\*

- For players comfortable with anal stimulation, these can add to the range of tasks involving submission or pleasure.

3. \*\*Remote-Controlled Toys\*\*

- Used for more interactive control, especially for Dom/Sub dynamics where one player controls the other’s pleasure from a distance.

4. \*\*Crops or Whips\*\*

- For players familiar with more intense BDSM play, used during punishment or impact roleplay.

---

This set of toys and objects ensures a variety of BDSM experiences, from light sensory play to more intense dominance and submission dynamics. Remember to emphasize \*\*consent, communication\*\*, and \*\*safety\*\* when using these items.