

# HGMO

The yaoi role-playing game

ボーイズラブのTRPG

Designed and written by Ben Lehman

Illustrated by Cheryl Itoh

# INTRODUCTION

3

Game and setting info. (placeholder)

The year is 1937. The Spanish Civil war is in full swing, but the remote Spanish town of Llivia, nestled within the borders of France, appears untouched by the conflict outside. Can it avoid being drawn into the conflict which is now tearing its way through Europe?

Number of players:

If there are two players, they are G and H.

If there are three players, they are G, H and M.

If there are four players, they are G, H, M and O. Add two jokers to the deck.

Blah blah colophon

# GONSALVO

A young orphan boy, Gonsalvo is secretly adopted in the middle of the night by a mysterious benefactor who has never met. His parents were executed by the fascists, but he does not know what his father, a simple tailor, did to attract their ire. Although he is 16, he looks younger, and is often indecisive and emotional.

4

A veteran of the Great War from a formerly noble family, he has retreated to his family estate on the mountains near Llvia. He has adopted Gonsalvo because he owes a life-debt to the boy's father, who he served under during the war. He is passionate and intense, but can be casually cruel and overly strict. He harbors a secret pain that he cannot express.

# HONORÉ

5

# MARIA

Honoré's personal maid, a young girl. She is French, an excellent cook, and a loyal servant. At the beginning of the game, she harbors a secret affection for her Master.

6

Honoré's butler. He is an older man, but tall and still healthy and strong. Unfailingly polite and precise, he prefers to allow his actions to speak for themselves. He is a widower.

# OLMERT

7

Play is divided into storylines, which take about an hour to play out each. In each storyline, the relationship between H and G faces a threat, which is anything that could drive them apart and cause physical harm to a character.

Each storyline is divided into scenes. During a scene, one or two major events occur. Each scene takes 2-10 minutes to play out.

Each scene is played in turns, starting with G, and going to his left. During each turn, a player may go, in which case she speaks for her character, or pass, in which case she adds environmental detail.

Scenes end when all players pass in a row.

Storylines end when the threat is resolved or destroyed, or when the bottom of the deck is reached.

A threat is anything that gets between G and H, and can cause a character physical harm. The first threat is Maria's Jealousy. She wants the Master all to herself!

Example threats:

A fascist advance party sieging the town.

Hilda, a German spy and former lover of Honoré's, now a member of the Nazi party.

Blackmail.

The adoption was not properly performed, and the orphanage has come to retrieve Gonsalvo.

Gonsalvo's guilt at his own feelings.

The first time you play the game blah blah blah  
(placeholder)

Before you start play proper, take time to establish the scene, where it takes place, what's going on, what characters are there to start with. If more than one player has an idea for a scene, play which-ever scene takes place earlier in time.

Then, each player draws up to five cards in their hand. (If this is the first scene, deal each player five cards.)

Play begins with G, and moves to his left. During each players turn, they may go or pass.

To pass, the player describes a bit of the scene or environment, including the actions of uncontrolled characters. She then removes a card from her hand and draws a new one to replace it.

To go, a player plays a card from her hand that is greater than any card on the table. She then speaks for her character.

G's player gives his internal monologue, talking about his emotions and reactions.

H's player describes his decisive and immediate action or words.

M's player says something about the household, or describes the actions or emotions of her character.

O's player says something about things outside the household, or describes the actions or emotions of her character.

You may additionally include bits of environmental narration, the actions of uncontrolled characters, and

so on. You may include some additional bits about your character as well. For instance, G's player might describe his indecisive or uncompleted actions.

If G's player goes with a heart, she may describe G taking a decisive and immediate action instead of or in addition to a regular go.

If H's player goes with a heart, she may describe H's thoughts, feelings, and emotions instead of or in addition to a regular go.

During a Go, perhaps a single player talks, or perhaps the players have some back and forth (conversation and the like), depending on the tastes of the players.

Unless they activate a Moment of Passion or Support: J, Q, K and Joker count as 11.

When all players pass in a row, end the scene. At the end of the scene, anyone can describe last details, emotions or actions (as appropriate to their role).

After the end of a scene, discard all cards used for gos. All cards which were removed (for discards or de-escalating the threat) are reshuffled back into the deck. Now figure out what the next scene is! [rule oughtta change]

Whenever an Ace is played, the Threat escalates. Show how the threat has gotten worse in some way. Depending on the number of Aces on the table, the presence of the threat in the game is limited. An ace need not be played for the threat to appear or act (that can be done as a part of any go) but each ace must include action by the threat and increases its power.

Zero: The threat can be foreshadowed only

One: The threat is introduced. It can appear, but not harm anyone.

Two: The threat can harm or obstruct characters.

Three: The threat is sprung. A character is captured, seriously harmed, or both.

Four: A character is mortally wounded or killed. Any character can be seriously harmed or captured.

Moments of Passion, if appropriate, can de-escalate the threat. Remove one or more aces from the table, as appropriate. Olmert's support also de-escalates the threat.

If G plays a Jack, there is a moment of passion. During the moment of passion, H and G can freely describe their character's thoughts and actions. In the moment of passion, they escalate the emotional intimacy of the relationship. They do some sort of intimate emotional act that they have never done before.

If H plays a King, there is a moment of passion. During the moment of passion, H and G can freely describe their character's thoughts and actions. In the moment of passion, they escalate the physical intimacy of their relationship. They do some sort of intimate physical act that they have never done before.

When M plays a Jack or a King, there is a moment of passion, but it is described as if H or G had played the appropriate card.

Moments of Passion are higher than any card except an Ace, and can be played in series with each other.

Maria's Support: If M plays a Queen, Maria supports (or undermines) the relationship. Describe her giving advice and support to one or both characters. The characters that she supports give her all face cards in their hand, except those keyed to that character (Jacks for G, Kings for H, Jokers for O).

Omberto's Support: If Omberto plays a Joker, describe him directly confronting the threat. De-escalate it at least one level, and resolve it if appropriate.

Support is higher than any card except an Ace or a moment of passion. Support can be used for a Go even if it was already used. [rule oughtta change]

The storyline is over when the threat is resolved, neutralized, or destroyed. This is often related to a de-escalation, but need not be. There is no mechanical means of determining this: it must rely on the events of play.

Alternatively, the storyline ends when you need to draw a card and there's no card left for you to draw. Finish the scene. If the threat still isn't resolved, it's a two part storyline! The threat is still out there. Reshuffle all cards (including cards in your hand) and use the same threat for the next storyline, with the situation just as you left it. By nature, this de-escalates the threat.

When you're done with a storyline, you can stop playing, or play a new one.

Over time, you will develop the characters and their relationship.

Here's some text. (placeholder)