

Hot Guys Making Out

Passionate roleplaying

by Ben Lehman

Art by Amber Lupfer

For 2-4 players

ages 16 and up



*I don't care for all the pretty girls
and all their pretty curls
it is you I adore
forevermore*

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this is our game

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those others who I have neglected to name

The text font is Golden Cockerel
The playing card font is playingcards

First Edition, March 2013

All errors should be blamed on the author
in his rush to print, and not on the noble
editors who tried to steer him aright.

*For the beautiful ghost boy
and every body that loves him
with all my heart*

Welcome to Hot Guys Making Out

Hot Guys Making Out is a role-playing game about the forbidden passion between Honoré, a reclusive former nobleman, and Gonsalvo, his young ward. It is a story about passion and romance, about love blossoming amidst the brutality of war.

If you are new to role-playing games, they are games you play with your friends to tell a story together. Rather than playing the game on a board or a computer, you each take turns describing the environment, the characters, and what they say and do. Each of you takes control of a character in the story, dictating their actions and emotions. By playing the game, you'll use these characters to tell a story.

A game of Hot Guys Making Out takes about an hour, and is comprised of 4-8 scenes. Don't worry if you've never played a role-playing game before: we'll walk through it step-by-step.



Spain, 1937. For nearly a year, the country has been ravaged by a vicious civil war between the democratically elected Republicans and the rebel Fascist forces of Francisco Franco. Even away from the battle lines, the Fascists massacre thousands for suspected political deviance, while increasingly radical Republicans execute aristocrats and clergy as collaborators. Buoyed on both sides by a steady stream of foreign arms and foreign soldiers, the war rages on, leaving ruin and sorrow in its wake.

Lost in this sea of violence and chaos, Gonsalvo Hidalgo is merely one of the thousands orphaned by the war, until the one cloudy night when everything changes. A taciturn man in a dark suit arrives at the orphanage in the middle of the night and whisks the young man away to a remote mountain village in the Pyrenees.

The car races through the dark mountain roads, criss-crossing through Fascist and Republican territories, dodging roadblocks and checkpoints. Pelted by rain and gravel, it finally arrives at a noble house, well-kept but ancient. In front of the house stands a beautiful man, his eyes distant, his mouth frowning slightly. Next to him, a maid holds an umbrella to keep the rain off of her master's long, flowing hair.

The driver opens Gonsalvo's door. Somehow, at that moment, the boy understands that he has arrived at his new home. Does he dare give voice to his feelings? In this remote territory, can he find shelter from the horrors of war? Who is this gorgeous mystery man, and what hidden debt does he owe Gonsalvo's murdered father?



How to Play

When you play *Hot Guys Making Out*, you take control of a character in a story that you tell together with a friend or three. Like many games, *Hot Guys Making Out* is played in turns and, like many stories, it is separated into scenes. During your turn, you'll get to say what that character says, does, thinks, and feels, in keeping with the rules of the game. During other people's turns, you'll get to listen to what the other players describe what their characters are saying, doing, thinking, and feeling.

Each of you will also get a chance to speak for things outside your character: setting up the scene, setting the tone, introducing threats, and playing background characters or antagonists.

As you play, each in turn speaking for your character or for the greater story, you'll be working together to build a romantic story about the relationship between the innocent, beautiful Gonsalvo and the mysterious, passionate Honoré. At the end of play, you will have told a complete story together, either standing on its own or as a chapter in a greater work.

Outline of Play

- ✧ Before play, each of you will pick a character and together you will pick the Threat that will come between the lovers. (The first time you play, the Threat is chosen for you.)
- ✧ To start play, you will set up an initial scene. (The first time you play, the initial scene is set up for you.)
- ✧ Starting with Gonsalvo's player, you will take turns describing your character's thoughts, feelings, and actions.
- ✧ Sometimes, there will be dramatic moments of passion, support, or danger.
- ✧ After each scene ends, you will work together to set up another scene, played in the same way.
- ✧ After the Threat has been resolved (which will usually occur within 4-8 scenes), play ends.

Pick Your Character

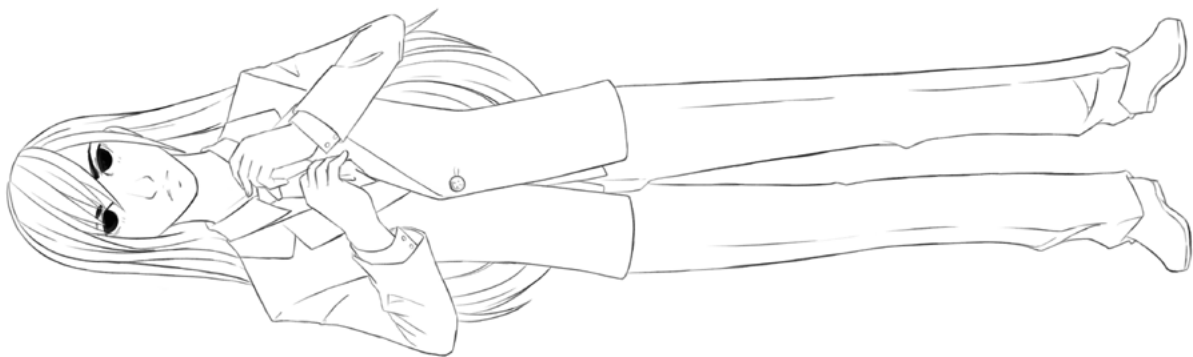
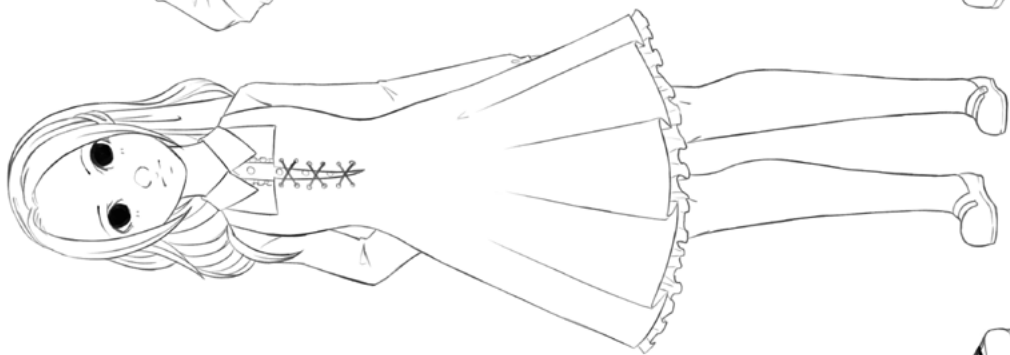
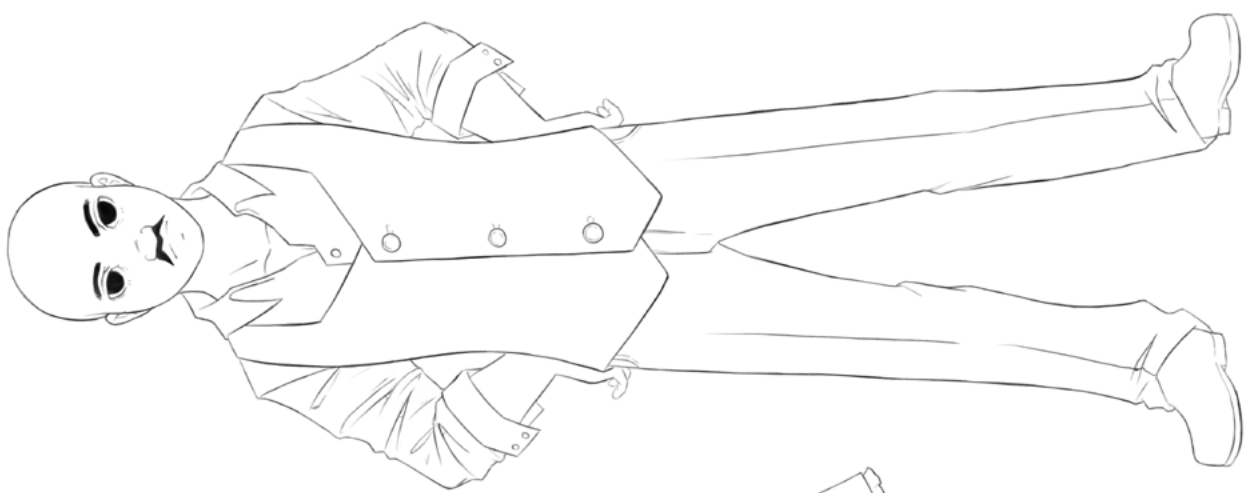
Before you start play, each player should pick a character from the four below. If there are two players, they play Honoré and Gonsalvo. For a third player, add Maria. For a fourth player, add Olivier.

Gonsalvo is an orphan, a shy young man who has trouble standing up for himself. He is emotional, passive, and introspective. Play Gonsalvo if you like talking about your emotions, voicing inner monologue, and letting others take the lead.

Honoré is the master of the house, a stern yet alluring former nobleman. He is passionate, active, and dashing. Play Honoré if you like taking intense, direct action towards your goals.

Maria is Honoré's devoted maid and bodyservant. She is insightful, proper, and sometimes spiteful. Play Maria if you want to be a supportive player who gives advice. Pick Maria as a character only in a three or four player game.

Olivier is Honoré's butler and manservant. His family has served for several generations. He is strong, loyal, and taciturn. Play Olivier if you want to give quiet, effective support. Pick Olivier as a character only in a four player game.



Pick the Threat

In every story, there is a Threat that comes between the two protagonists, Honoré and Gonsalvo, and can cause harm to them or their relationship. When the Threat is resolved, the story ends. So, before you start the story, you must pick which Threat they will face this time.

The Threat, by endangering the characters and their relationships, makes their situation more desperate, passionate, and intense, bringing to the forefront their buried desires. Without an active Threat, their feelings might never be revealed. It's important that the Threat be something serious, dangerous, and frightening.

The first time you play the game, use the following as the Threat:

- ✕ Maria is jealous of Gonsalvo.

Note: Even though Maria is jealous, she can still act in support of the relationship, against her own jealousy.

When you play the game again, you can use other Threats, such as:

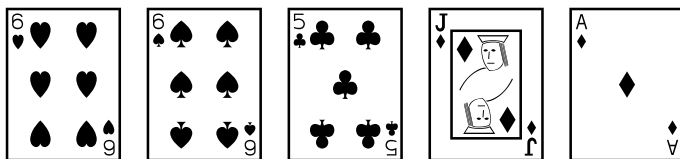
- ✕ Honoré's former lover Franz, now a Nazi agent, returns.
- ✕ A fire breaks out in the mansion.
- ✕ Fascist troops surround the town.
- ✕ Gonsalvo is depressed by grief for his parents.
- ✕ Honoré is arrested for political crimes.

You can also invent your own Threats. A Threat can be anything that comes between Gonsalvo and Honoré and could, in doing so, cause harm. If you choose to invent your own Threat, don't go into a lot of detail about how the Threat works: just pick something appropriate and let the details be invented in play.

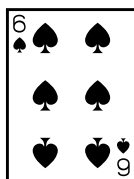


Deal Your Hand

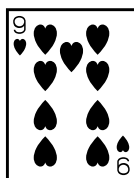
Deal each player a hand of five cards. Each player can look at their own hand but should keep them secret from the other players until they are played.



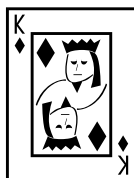
Different types of cards have different uses, described below.



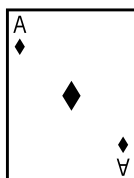
Diamonds, Clubs, and Spades, numbered 2-10, can be used to take standard actions.



Hearts can be used to take special actions, where the character acts free of their limitations, as well as to take standard actions.



Face cards can be played as if they were numbered 11, but otherwise are treated as a regular card. Additionally, each player has a particular face card they can use to activate their character's unique ability: either Support (pg 22) or a Moment of Passion (pg 21).



Aces represent the Threat (pgs 11, 19), and can be used to harm and endanger the characters. Like face cards, aces are played as if they were numbered 11.

The First Scene

The first time you play the game, the first scene is the scene described in the end of A Romantic Mystery (pg 5):

The car races through the dark mountain roads, criss-crossing through Fascist and Republican territories, dodging roadblocks and checkpoints. Pelted by rain and gravel, it finally arrives at a noble house, well-kept but ancient. In front of the house stands a beautiful man, his eyes distant, his mouth frowning slightly. Next to him, a maid holds an umbrella to keep the rain off of her master's long, flowing hair.

The driver opens Gonsalvo's door. Somehow, at that moment, the boy understands that he has arrived at his new home. Does he dare give voice to his feelings? In this remote territory, can he find shelter from the horrors of war? Who is this gorgeous mystery man, and what hidden debt does he owe Gonsalvo's murdered father?

From here, Gonsalvo's player takes the first turn, playing a card out of her hand and describing Gonsalvo's thoughts, feelings, and actions. She might choose to speak for Gonsalvo, like an actor, or to describe his actions in the third person.

Note: If you have played the game before, you can start with any scene you can come up with, rather than using this one. Start with whatever scene makes sense to you.

Take Your Turn

While playing Hot Guys Making Out, you will build up the story in turns. In each turn, one player will play a card and tell a small part of the story, roughly equivalent to a panel in a comic book or a sentence of a novel.

In each scene we start with Gonsalvo's turn. Gonsalvo's player plays a card and describes Gonsalvo's thoughts, words, actions, emotions, and so on.

From there, proceeding to the left, each player takes a turn. During your turn you can play or pass. In either case you will add a line or two to the story.



Play

If, on your turn, you choose to play, you must play a card from your hand of equal to or greater value than any card played this turn. If you do so, you talk a bit about your character's behavior, as described below.

- ✧ If it's a regular card, not a heart or your face card, take a regular action.
- ✧ If it's a heart, take a regular or a special unrestricted action.
- ✧ If it's your face card (Jack for Gonsalvo, Queen for Maria, King for Honoré, Joker for Olivier), take your unique action, either a Moment of Passion (pg 20) or Support (pg 21).
- ✧ If it's an ace, advance the Threat (pg 19).

If you cannot play a card of equal or greater value than any card played previously, you must pass (pg 17).

Note for experienced card game players: You cannot play a heart onto a higher-valued non-heart. Hearts allow special actions but do not trump. There are no trumps in Hot Guys Making Out.

Pass

If, on your turn, you opt to pass, discard a card of any value and draw a card. Describe a bit of environmental detail in the current scene: something that adds to the mood without advancing the story.

When all players pass in a row, the scene ends.

Note: If you have no cards left in your hand, you must pass. Don't discard anything, just describe a detail and draw a card.

Note: If you choose to pass, but can't think of any detail to add, simply wait a moment of tense silence, then note the end of your turn. Tense silences are always appropriate.



Take Action

If, on your turn, you played a card of equal or higher value than the last card played, you get to take an action. Additionally, you played a heart, you can choose to take a special unrestricted action.

Normal Actions define what your character is thinking or doing.

- ✧ Gonsalvo gives his inner monologue, expresses his emotions or thoughts, adds dialogue, or attempts to do something significant without success.
- ✧ Honoré acts, decisively and successfully.
- ✧ Maria acts, or describes her thoughts or feelings. At the option of her player, instead describe the actions or feelings of a minor character (not Honoré or Gonsalvo, nor Olivier in a 4 player game) or a character associated with the Threat.
- ✧ Olivier acts, or describes his thoughts or feelings. At the option of his player, instead describe the actions or feelings of another secondary character (not Honoré, Gonsalvo, or Maria) or a character associated with the Threat.

Special Actions are not restricted like normal actions. Gonsalvo can act decisively and succeed; Honoré can express his inner thoughts and feelings, or fall short of success in action.

Maria and Olivier gain no particular benefit from special actions.

Thematic Note: In a special action, Honoré and Gonsalvo transcend their personal limitations. These are dramatic moments. They are unlike Moments of Passion in that Moments of Passion are about overcoming the boundaries of their relationship, rather than their individual flaws.

Advance and Portray the Threat

Any time someone plays an Ace, they describe how the Threat advances. This is limited by the number of Aces that have been previously played, as follows:

- ✧ One Ace: The Threat may be foreshadowed.
- ✧ Two Aces: The Threat is clearly apparent and can directly menace one character.
- ✧ Three Aces: The Threat is openly hostile and may harm one character, and menace all characters.
- ✧ Four Aces: The Threat is in full power, and may greatly harm or kill one character, as well as harm any other character.

Leave the Aces on the table, even between scenes, to show far the Threat has progressed.

The Threat can act during any turn, even a turn when no Ace is played. Any player can, during their turn, have the Threat act in a manner appropriate to the number of aces on the table. (So, if there are two aces on the table, the Threat can menace a character. If there are three, the Threat may harm a character.)

By advancing and playing the Threat, we give the game's characters a chance to show their personal strengths under duress, to test their relationship in extremity, and to ignite their passions with desperation. The game is at its best when the Threat looms large.

Both Moments of Passion and Olivier's support will allow you to de-escalate the Threat. When the Threat is de-escalated, remove one or more Aces from the table (the exact number is chosen by the player as appropriate to the described action) and put them in the discard pile. If an Ace has been played this turn, Moments of Passion will not de-escalate the Threat.

Note: When you de-escalate the Threat, it is worthwhile to check in and see if the Threat is resolved. If it is, go to “ending the game.”



Moments of Passion

Moments of Passion occur whenever Gonsalvo plays a Jack or Honoré plays a King.

- ✧ When Gonsalvo plays a Moment of Passion, briefly play out how their relationship escalates in emotional intimacy. Honoré and Gonsalvo do something emotionally intimate that they've never done before.
- ✧ When Honoré plays a Moment of Passion, briefly play out how their relationship escalates in physical intimacy. Honoré and Gonsalvo do something physically intimate that they've never done before.
- ✧ If it is appropriate to the situation you describe, you may de-escalate the Threat by removing an appropriate number of Aces from the table and shuffling them into the deck. Don't de-escalate the Threat if an Ace was played during this scene.

Note: During a moment of passion, all actions are unrestricted.

Note: It is okay to let a Moment of Passion last a little longer than ordinary play, allowing both players to contribute dialogue and actions. If actions are like a panel in a comic, then a Moment of Passion is a dramatic, full page panel.

Support

Support occurs when Maria plays a Queen or Olivier plays a Joker.

- ✧ Maria gives support through advice. Briefly play out Maria offering advice to a character, then place the Queen in front of them. If they act on that advice, they may play the Queen as a card of value 11. Acting on Maria's advice is always a special unrestricted action.
- ✧ Olivier gives support through confrontation. He directly confronts the Threat, often with violence. De-escalate the Threat by removing an appropriate number of Aces from the table and discarding them.

Note: While there is nothing stopping Maria or Olivier from providing support without playing a support card, it is only when they play their special card that the game effect occurs (for Maria: giving a Queen; for Olivier: de-escalating the Threat).



Set Another Scene

When all players have passed in a row, the scene ends. Reshuffle the cards (except any Queens or Aces that are face up on the table marking the Threat or Maria's support).

Between scenes, everyone draws to five cards in hand.

Discuss where you want the next scene to take place, and when it will take place. Don't be afraid to jump in time and space, and don't feel that you need to include every character in every scene: you can always cut back and forth between characters. If you cannot decide on what scene to play next, have Honoré's player choose.

Ideas for Scenes:

- ✕ Breakfast in the immense dining room, surrounded by portraits of Honoré's ancestors.
- ✕ A walk in the garden.
- ✕ Riding through the forest.
- ✕ Gonsalvo tosses and turns in bed, unable to sleep.
- ✕ A dramatic confrontation on the rooftop.
- ✕ A trip into town with Maria.

In each new scene, play starts with Gonsalvo and passes to the left.

Note: While it is definitely possible to play out flashbacks by setting scenes in the past, it's a bit trickier than a regular scene. If this is your first or second time playing Hot Guys Making Out, I wouldn't recommend it.

You play the game by repeating the steps above: linking together scenes and, within each scene, taking actions and passing in turn. Here's some advice to keep in mind as you play: listen if it helps you, ignore it if it doesn't.

- ✧ Rather than worrying about getting your turn perfect, play to your first impulse and see where the story goes.
- ✧ At the same time, if you don't have a first impulse, it's okay to take some time to think about what you want your character to do, think, or feel.
- ✧ When you pass, don't worry too much about the detail. If you don't have something on the tip of your tongue, describe an object in the room or the weather.
- ✧ When you pass, if you absolutely can't think of a detail to add, just have a few moments of silence while all the characters stare at each other, lost in thought or passion.
- ✧ With every moment of passion, make sure to play it out and see how Honoré and Gonsalvo's relationship develops.
- ✧ At the beginning of each scene, take some time to set up the environment and conditions before diving into play. This will make playing the scene more rich and rewarding.
- ✧ Once an Ace has been played and the Threat is apparent, remember to keep the Threat looming just around the corner. Even in scenes where no Ace is played, the Threat can and should still be present.

End the Story

Each story centers around a Threat. Thus, when the Threat has been dealt with, resolved, or repelled, even just for the time being, it's time to end the story.

Note: The cards will never tell you whether or not a Threat is resolved. Rather, the Threat is resolved when all of the players believe that it has, in the story, been dealt with. If you're in doubt about whether or not to end the game, ask yourself if there still a reasonable chance this Threat could harm the characters. If not, the Threat is resolved and the game should end.

To end the story, simply take any last actions or passes that you want to take, drawing the story to a conclusion. When the last scene ends, the story ends.

Talk a little bit about how the story went, the possibilities for future play, and how the relationship between the main characters has evolved during play. Recall your favorite moments from play, and talk to each other about the strong and weak points.

If you like, reshuffle the cards and start a new story.

Thanks for playing!

Start a New Story

To start a new story:

- ✧ Pick your characters (or keep the same ones)
- ✧ Pick a new Threat (or revisit an old one)
- ✧ Deal everyone five cards and
- ✧ Set the first scene.

That's it! You're ready to play again. Play starts with Gonsalvo and pass to the left.

You can revisit Hot Guys Making Out as many times as you like, either stringing together many stories into a longer story arc, or playing it each time as a stand-alone story.

Although *Hot Guys Making Out* has its own set of characters, it can be used to tell stories about any characters with a similar romantic dynamic. Once you've gotten the hang of the game, you should feel free to try it with other characters.

But don't just bring in other characters arbitrarily. If you make sure that your characters fit into the structure of the game, then you will have a better time while playing and you will make a better story. You can invent your own characters from scratch or play characters from your favorite manga, TV show, or novel.

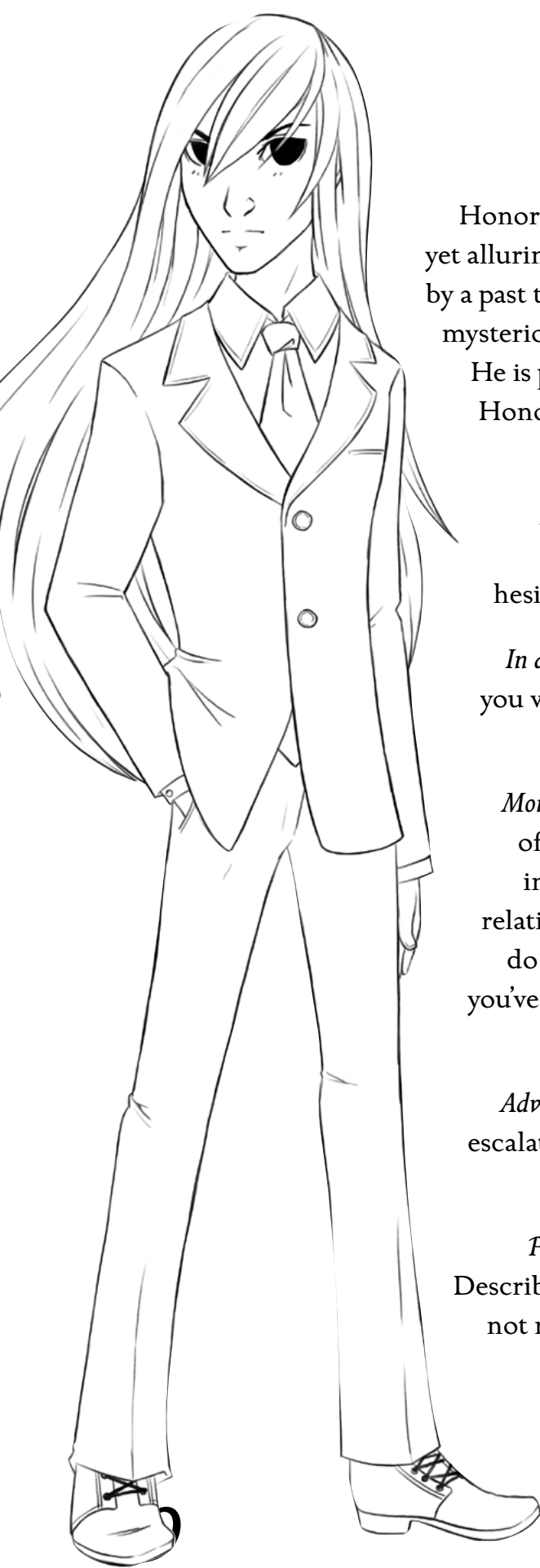
There should be two lovers. One should be introverted, introspective, and more passive. The other should be aggressive, passionate, and more active. The passionate, active lead should get the mechanical role of Honoré, and the passive lead should get the mechanical role of Gonsalvo. However, you can tailor their default actions to fit the new character's personalities. (For example, perhaps the introverted, passive lead is more analytical and less emotional than Gonsalvo: you could add "analyze the situation" and "use logic" instead of "express your feelings.")

With the supporting characters, you can be more flexible. Maria's support ability allows her to offer advice, Olivier's support ability lets him directly confront the Threat on behalf of the other characters. Within these mechanics, support characters can be anyone who supports the relationship between the lead characters.

You can even invent your own support abilities. It will probably take some testing and fine tuning but with work you should be able to come up with interesting and exciting abilities. To avoid distracting attention from the lovers, though, you should limit yourself to no more than two supporting characters.

Once you have your characters, briefly sketch out their setting and come up with a list of example Threats. A Threat can be anything, internal or external, that could come between the main characters, and harm them or their relationship. If you like, you can have a fixed initial Threat (like I did with the Gonsalvo-Honoré setting) but you don't have to. If you are using pre-existing characters you can just draw Threats from their own stories. If you are making up your own characters you'll have to think about what could come between the main characters.

It may be possible to use the the structure of *Hot Guys Making Out* to tell other stories: romances with more than two participants, characters with more flexible personalities, relationships beyond romance and sex, settings that are not under constant Threat. However, because I haven't tried these scenarios myself, I can't offer you much advice. All I can do is wish you good luck and, if you try it, ask you to let me know how it goes!



Honoré

Honoré is the master of the house, a stern yet alluring former nobleman. He is haunted by a past that he dares not speak of, and has a mysterious connection to Gonsalvo's father. He is passionate, active, and dashing. Play Honoré if you like taking intense, direct action towards your goals.

In a normal action (any non-Heart): Act decisively and effectively. Do not hesitate, express your emotions, or fail.

In a special action (any Heart): You may, if you wish, express your emotions or give internal monologue.

Moment of Passion (any King): A moment of passion. Act without restriction to increase the physical intimacy of the relationship between you and Gonsalvo: do something physically intimate that you've never done before. De-escalate the Threat, if appropriate.

Advance the Threat (any Ace): Describe an escalation of the Threat. Leave the ace on the table to mark the escalation.

Pass (discard a card, draw a replacement): Describe some bit of environmental detail not relating to your character. Discard a card and draw a card.

Gonsalvo

Gonsalvo is Honoré's young ward, a shy young man who has trouble standing up for himself. He is scarred by the murder of his parents and does not know how to deal with his intense feelings towards Honoré. He is emotional, passive, and introspective.

Play Gonsalvo if you like talking about emotions, giving inner monologues, and letting others take the lead.

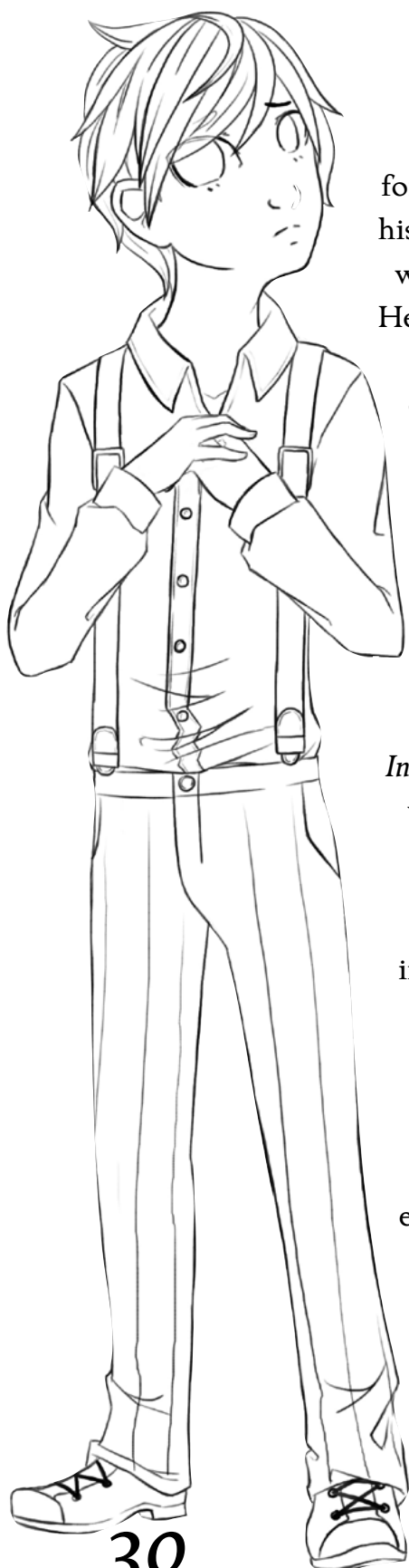
In a normal action (any non-Heart): Describe or express your thoughts and feelings, either with internal monologue or with character dialogue. Do not act successfully.

In a special action (any Heart): You may, if you wish, take decisive and successful action.

Moment of Passion (any Jack): Act without restriction to increase the emotional intimacy of the relationship between you and Honoré: do something emotionally intimate that you've never done before. De-escalate the Threat, if appropriate.

Advance the Threat (any Ace): Describe an escalation of the Threat. Leave the ace on the table to mark the escalation.

Pass (discard a card, draw a replacement): Describe some bit of environmental detail not relating to your character. Discard a card and draw a card.



Maria

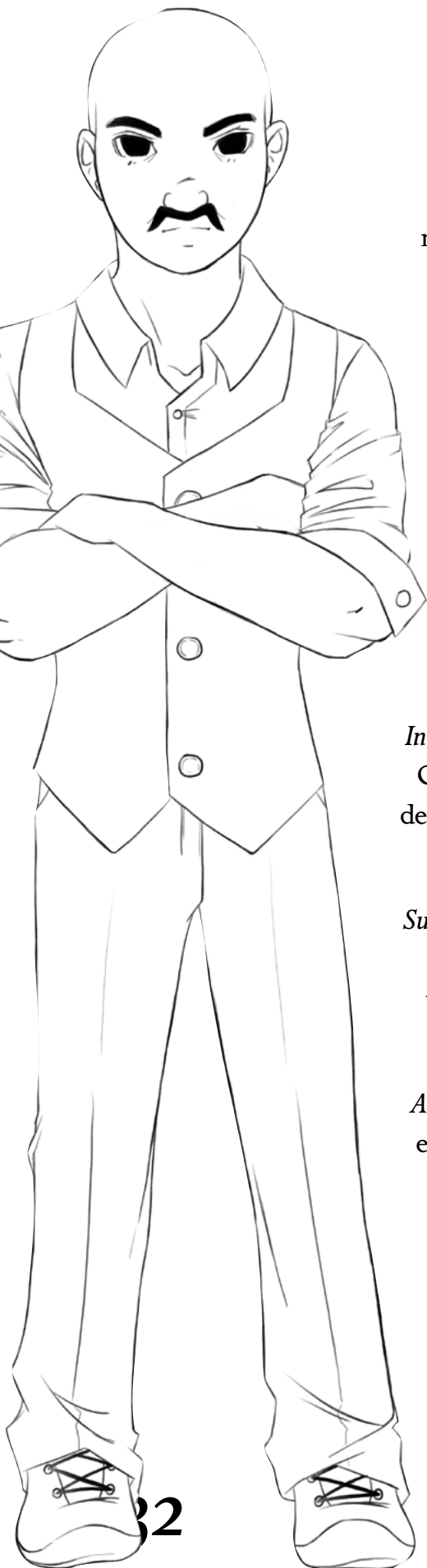
Maria is Honoré's devoted maid and bodyservant. At the beginning of the game, she harbors secret feelings for him, but they are not reciprocated and may fade with time. Play Maria if you want to be a supportive player who gives advice. If you play Maria, you will also play other supporting characters over the course of the game. Pick Maria as your character only in a three or four player game. Even in a two player game, Maria is still present as a secondary character.

In a normal action (any normal card): Describe Maria's thoughts, feelings, or actions. Or describe the thoughts, feelings and actions of a secondary character.

Support (any Queen): Offer advice to one other character. Place the Queen face up in front of them, keeping it even between scenes. When acting on your advice, they may expend the Queen and take the action.

Advance the Threat (any Ace): Describe an escalation of the Threat. Leave the ace on the table to mark the escalation.

Pass (discard a card, draw a replacement): Describe some bit of environmental detail not relating to your character. Discard a card and draw a card.



Olivier

Olivier is Honoré's butler and manservant. His family has served the household for several generations. He is strong, loyal, and taciturn. Play

Olivier if you want to give quiet support through physical action. If you play Olivier, you will also play other supporting characters over the course of the game. Pick Olivier as your character only in a four player game. Even in a two or three player game, Olivier is still present as a secondary character.

In a normal action (any normal card): Describe Olivier's thoughts, feelings, or actions. Or describe the thoughts, feelings and actions of a secondary character.

Support (Joker): Describe Olivier directly confronting the threat, often with violence. De-escalate the threat by an appropriate amount.

Advance the Threat (any Ace): Describe an escalation of the Threat. Leave the ace on the table to mark the escalation.

Pass (discard a card, draw a replacement): Describe some bit of environmental detail not relating to your character. Discard a card and draw a card.

To Begin a Scene: Discuss when and where you'd like the next scene to take place. Take time to describe the environment, where the characters are, and what they are doing. You don't need to have every character in every scene.

During a Scene: It's okay to change locations, either because characters have left the original scene or because we are shifting our attention to a different character in a different place.

To End a Scene: When all players have passed in a row, end the scene.

To Play: Play a card from your hand equal to or greater than the value of the highest-value card played this scene. Cards generally use their face values, but there are exceptions:



For numbered cards: Value is equal to the number shown.



For Jacks, Queens, Kings, Aces and Jokers: Value is 11.

Effects of Aces on the Threat

One Ace: The Threat may be foreshadowed.

Two Aces: The Threat is clearly apparent and can directly menace one character.

Three Aces: The Threat is openly hostile and may harm one character, and menace all characters.

Four Aces: The Threat is in full power, and may greatly harm or kill one character, as well as harm any other character.

Ending the Game: When all players agree that the Threat is resolved, end the game at the end of that scene. Good times to check if the Threat is resolved include, but are not limited to, whenever the Threat is de-escalated and the end of each scene.