

<p>Hey, I'm going to level with you. This game is still extremely in development and the rules herein are subject to change at any time. Additions are on their way. Also, no the final product will not be a spreadsheet or a pdf of a spreadsheet. If you play, let me know on twitter, @CureWiki.</p>				Principles Of Play			
Introduction				Take care of each other		Sharpen her blade	
<p>What Is This?</p> <p>Blade-Kissed is a game for two players about the minutes, hours, days leading up to two rivals having their first sword fight with each other. Said sword fight may literally use swords. It may be magic, fights in giant robots, hand-to-hand, or any other sort of up close fighting you can think of. To play this game, you need a friend, some idea for who your character is, and the resolve to make your friend taste your steel.</p>				<p>This is a game fundamentally about violence and attraction. Make sure that you keep the descriptions to everybody's comfort level. Do not get too intense. Above all, this is a game of consent. Respect what she wants and she should respect what you want.</p>		<p>This fight has been a long time coming. You desperately want to go at her with all you have and she wants to as well. Give her reasons to want to fight you.</p>	
<p>Principles Of Play</p> <p>-Take care of each other</p> <p>-Sharpen her blade</p> <p>-You're in a world for two</p> <p>-Slam your foot on the gas pedal</p> <p>-Make contact</p>				You're in a world for two		Slam your foot on the gas pedal	
				<p>Both of you are the main characters of these stories. She is all you see. She is your world. Center yourself and her in every scene. All other characters are nameless and minor, if they exist at all.</p>		<p>If there is something you think would be cool, do it. Your characters shouldn't hold themselves back in the fight and neither should you. If in the course of battling, you want to destroy something beautiful and salt the Earth, do so.</p>	
				Make contact			
				<p>This is a game about being close with somebody you cannot stop thinking about. Give yourselves the opportunity to touch each other, with either your bodies or your weapons. Exhilarate yourselves with the other's touch. If she needs to get in, let her in. She's already in your heart so let her get close enough to fill your senses.</p>			

Panel 1:
Narration: LET'S LEARN BLADE-KISSED!
Kara Couture: Hello, I'm Kara Couture and I'll be learning alongside you today.
Rival: Hey there! My name is Rival Move and I'm fighting Kara.

Panel 3:
Narration: Now you should take turns answering these three questions, starting with "Where are you?"
[another floating head panel with tower in background]
Kara, floating head: We've already established the basic setting but this is specifically where we are in the scene.

Panel 5:
Narration: Next question. "How do you look to me?"
Kara: This is about in the moment. For instance my clothes are freshly pressed and I'm not tired despite the long walk up the stairs

Panel 7:
Narration: Final question. "Describe your blade."
Kara: This is where you get to have fun. My sword has an inlaid gem and an intricateommel!

Panel 2:
[floating Kara and Rival heads in foreground and a Revolutionary Girl Utena-esque tower for background]
Kara: We've already done character and setting creation.
Rival: We're fighting on top of a tower!

Panel 4:
[Split panel of Kara walking up some stairs and Rival standing in the center of the ring]
Kara: I'm going to be walking up the stairs and just arriving at the designated place
Rival: And I'm in the center of the battlefield, waiting

Panel 6:
Rival: And I did my makeup.

Panel 8:
Rival: Now you answer one of the questions about what you don't like about this person. Do you hate them, is there something petty that means you can't get along, or are they just so perfect that you can't stand them?

Panel 10:
Kara: These questions only get answered once. Ignore them on future runthroughs of the Captivation.

Panel 11:
[Kara and Rival standing in front of a big T]
Kara: Now is the Tease. This is where you will spend most of your play time in Blade-Kissed

Panel 12:
[Kara and Rival are showing a sample ending]
Kara: First you pick the ending to this round of fighting.

Panel 13:
[Over the shoulder of Kara, showing Rival and their blades clashing]]

Panel 14:
[Reverse shot over Rival's shoulder showing Kara]
Kara: So we discussed off panel that this round be ending like this with our blades clashing and our faces close together!

Panel 15:
Kara: Each ending has an associated memory as well!
Rival: If you aren't sure which ending to pick, consider choosing based on what memory you're most interested in describing

Panel 16:
[Kara swinging her sword at Rival]
Kara: Now it's fight time! One of you picks a move from the list or comes up with your own!

Panel 17:
Kara: And then you describe what it looks like so the other person has an idea of how to challenge it or take the hit

Panel 18:
[Rival is struggling under the hit]
Rival: Then the other person will respond using either a Strong, Medium, or Weak Response. Each option costs a different amount of Poise.

Panel 19:
Kara: So go back and forth until somebody reaches 3 or less Poise!
Rival: Try keeping the ending you picked in mind and maneuver yourselves into the dominant or losing position

Panel 20:
Kara: Each Ending is written in the second-person and has two characters: You and She. One of those characters has the power and the other character does not! Using the round of fighting, figure out which of you is You and which of you is She.

Panel 21:
Rival: When that is figured out, each Ending also tells you who will Inhale during Meaningful Contact and who will Exhale.

Panel 22:
Rival: Meaningful Contact is all about describing a memory that happened between the two characters.
Kara: It should help establish and complicate your characters' relationship, putting them on the path that will inevitably lead to this clash

Panel 23:
Kara: Inhaling is all about describing the event. Were we in school? Were we training together? Did we both have our eyes on the same girl? This establishes that!

Panel 24:
Rival: Then after the Inhale, it's time to Exhale. This is your chance to say how these events made you feel. Much more intimate than the Inhale.

Panel 25:
Kara: After Meaningful Contact, go back to the Captivation.
Rival: Establish how you feel and then come back to the Flirtation until you've flirted with each other and had Meaningful Contact three times in total!

Panel 26:
Kara: Once you've gone through three rounds, it's time for The Kiss

Panel 27:
Rival: Establish who won or that nobody won.
Kara: Then lose yourselves to the emotions generated through the fight, through the memories.

Panel 28:
Kara: Give the characters an emotional ending with each other. Maybe they're in love now, maybe they will be in love. Maybe they still hate each other! Just tell the story!

Panel 29:
Rival: And that's how you play Blade-Kissed.
Kara: And there's just one last thing the two of us need to do before this section ends

Panel 30:
[Rival and Kara kiss passionately]

[illegible]

[illegible]

[illegible]

[illegible]