# BABBLE ON RULEBOOK: v 1.0

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This rulebook is long. Most will skip to the cheat sheet. That’s fine, but it’s still good to have rules!

Before playing, be sure to check and make sure you have cards. There is a card list and a Dropbox folder for card distribution.

## RULEBOOK

### **A. Description**

Babble On is a mindkink card game. It’s designed to promote automatic repetition. Many people in mindkink enjoy mantras as a form of obedience training; Babble On takes mantric mindmelting to the next level. An explanation of this phenomenon will be in the Babble On Companion.

Playtesting happens on Discord. Design follows the playtesting, so some instructions might seem Discord-oriented. Discord specific instructions will be noted with this \*\* - the double asterisk.

That said, play will always be suitable for any medium, especially face to face kink play. I include a Face to Face variant at the end.

Large groups are one way to play. However, variants make it easy to play with anywhere from 2 to 40 people. The design makes adaptation easy.

### **B. Game Elements**

 1. The game revolves around **DECKS.** A **DECK** is a 25 card set of mantras. (**DECK ONE** emphasizes bimbo play. **DECK TWO** will emphasize Pet Play. **DECKS** can be designed for most any aesthetic or kink.)

 2. **DECKS** are organized into **SUITS**. Each **SUIT** consists of five cards. Each **SUIT** makes a mantra loop - the last **RESPONSE** triggers the first **RESPONSE** again.

 3. Every **SUIT** has, in rank order, a **QUEEN**, a jack, a nine, a six, and a two. This ruleset refers to the hierarchy a lot. The hierarchy is called the **CHAIN**.

 4. Each card has a **TRIGGER** and a **RESPONSE**. If you’re playing, *you should say the* ***RESPONSE*** *when you hear or see your* ***TRIGGER****.* **TRIGGERS** can be activated by other mantras. *Your own words never set off the* ***TRIGGER***.

 5. Decide in advance if you’re playing **OPEN TRIGGER** or **CLOSED TRIGGER**. **OPEN TRIGGER** means any use of the word triggers you. **CLOSED** means you’re only set off by the **DEALER** or other players saying their mantras – ingame things. **OPEN** is much more chaotic. Mutiple inputs can provoke a babbling response because you can be **TRIGGERED** over and over.

 6. Each game has a **DEALER**. The **DEALER** distributes the cards to players, gets things going, and decides the winner. They don’t need to micromanage gameplay. The **DEALER** can possibly be a player as well, but it’s best to make this a distinct role.

### **C. Group Mindmelt – Long Rules**

**1. Setup**

A. The **DEALER** determines who is playing.

B. The **DEALER** deals out the cards.

\*\*On Discord, that means notifying the player of their cards- either via DM or a ping.

C. The **DEALER** deals complete **SUITS** based on the number of players. Take the number of players. Divide by 5. Round up. So if there are 11 players, deal out three **SUITS**. If there are three players, deal one **SUIT**. One player can have multiple cards. That just means they have more **TRIGGERS**!

D. \*\*Players should change their nick to reflect their cards. Abbreviate, since you might get multiple cards. EXAMPLE: I get dealt the Jack of Flowers and the 6 of Pompoms. I would change my nick to J of F - 6 of P.

E. The **DEALER** makes sure the players are ready to babble.

\*\*A role ping makes this easier. Make sure players have the role.

F. The **DEALER** starts the game by saying **BABBLE ON.** The **DEALER** should then say the **TRIGGER** for each **QUEEN**. This sets the dominoes in motion.

**2. Basic Gameplay**

A. Players continue repeating their mantras whenever they see their **TRIGGER**.

B. \*\* Don’t mantra spam. A player must say something else between **RESPONSES**. It can be as simple as “um.”

C. Say your mantra within five seconds of hearing your **TRIGGER**. If you forget this, you might get **DUMBED OUT.**

 **3. Dumbouts**

**DUMBOUT** is how players lose a round. It can happen in a few ways.

A. A player can **DUMBOUT** by choice at any point. It’s like tapping out. If you **DUMBOUT**, be sure to follow the D instructions below.

B. If a player doesn’t respond to their **TRIGGER** within five seconds, they are subject to **DUMBOUT**.

Because there are 5 cards in a **SUIT**, with a five second timer, you know someone’s messing up if you’re untriggered for 30 seconds.

\*\* Ping the next person up the **CHAIN** from you. Say “did you get too dumb?”

\*\* If they don’t respond in a few seconds, ping the **QUEEN** of your **SUIT**. Tell the queen “they got too dumb.” The **QUEEN** will change their role. They have forfeited.

C. If a **SUIT** goes quiet, the **DEALER** may intervene to keep the action moving. This is rare. If it happens, the **DEALER** will **DUMBOUT** the **QUEEN**. In Babble On, blame goes to the top. The **DEALER** will note this DUMBOUT by saying **THE QUEEN IS DUMB**. Following a **ROYAL DUMBOUT**, follow the succession rules.

D. If you **DUMBOUT**, pass your card to the next player up the **CHAIN**. If you’re the **QUEEN**, pass your card to the next player down the **CHAIN**. They’re the new **QUEEN**.

\*\* If you **DUMBOUT**, change your nick to **DUMBED OUT.**

 **4. Succession**

A. If a player **DUMBS OUT**, the player immediately above them in the **CHAIN** gets their card. They’re now accountable for their **TRIGGER**. The one exception:

B. If a player immediately below the **QUEEN** dumbs out, the **QUEEN** does not take the card. The **QUEEN** takes no new cards, until they’re the last player in their **SUIT**. If someone tries to give their cards to the **QUEEN**, they are subject to a **ROYAL DUMBOUT.**

B. If the **QUEEN** **DUMBS OUT**, the next player down the **CHAIN** is the new **QUEEN**. *There is always a* ***QUEEN****.*

If a **QUEEN** **DUMBS OUT,** all players in her **SUIT** should say **THE QUEEN IS DUMB.**

C. Since the **QUEEN** is always replaced, the game will end with four **QUEENS** in mantric loops. This is the **ENDGAME**. The **DEALER** will then break the tie.

The **DEALER** can **DUMB OUT QUEENS** who fall behind. This decides the game by **ELIMINATION.**

THE **DEALER** can also stop the action after five minutes and say the first mantra they remember. This decides the game by **ASSOCIATION.**

### **D. Group mindmelt - cheat sheet**

 1. The **DEALER** decides the **SUITS** and deals the cards. Deal complete **SUITS**.

 2. \*\* Players change their nicks to reflect cards held.

 3. The **DEALER** starts the game by saying **BABBLE ON.**

 4. Players say the **RESPONSE** when they see their **TRIGGER**.

 5. Respond within five seconds.

 6. \*\* If the person who **TRIGGERS** you goes quiet, ask “did you get too dumb?” If they don’t answer, ping the **QUEEN** and say “[player] got too dumb. The Queen will declare **DUMBOUT** and change their nick.

 7. If a **SUIT** goes quiet, the **DEALER** can depose the **QUEEN** and declare **THE QUEEN IS DUMB.**

 8. When a player **DUMBS OUT,** the next player up the **CHAIN** takes their cards. If the next player up the **CHAIN** is a **QUEEN**, though, the next player down the **CHAIN** takes the card. If the only player left in a **SUIT** is the **QUEEN**, the **QUEEN** gets all the cards. The **QUEEN** is then in a self-contained mantric loop.

 9. If a **QUEEN** dumbs out, the next player down the **CHAIN** is the new **QUEEN**. Everyone in the **SUIT** says “**THE QUEEN IS DUMB**” and the succession occurs.

 10. When the game is down to just **QUEENS**, it is the **ENDGAME.** The **DEALER** will decide the winner. The **DEALER** can decide by **ELIMINATION** - dumbing out **QUEENS** - or **ASSOCIATION** - picking their fave mantra.

### **E. Secret Suits Variant**

**SECRET SUITS** is a variant. Group Mindmelt rules are in place, except as noted.

There are secret players. They’ll get their cards at the beginning. There are distinct **SECRET SUITS**. Often, the **DEALER**(s) will be the secret player(s).

\*\*Secret players will be named SECRET” until they’re **TRIGGERED** and **UNMASKED**. When they are **UNMASKED**, they’ll change their names to reflect their top card.

To **TRIGGER** a secret player, say their **TRIGGER**. The **TRIGGER** will be made from words in the public responses. The players have to figure out the **TRIGGER** by combining and recombining the words and say it. There will likely be hints for achieving these quests.

The player who says the **SECRET** **TRIGGER** is an honor to their **SUIT**. The **QUEEN** of that **SUIT** changes their nick to **QUEEN EMPRESS** of [**SUIT**]. Even if they dumb out, the **SUIT** retains the **EMPRESS** title.

Secret **SUITS** are closed **TRIGGER**. Once **UNMASKED**, the secret players can only be **TRIGGERED** by in-game mantras.

If the game concludes without **UNMASKING**, the secret players win.

If the secret players are **UNMASKED**, play proceeds as normal. However, the **QUEEN EMPRESS** suit will win if the **QUEEN EMPRESS** doesn’t **DUMBOUT** in the **ENDGAME**.

### **F. Face to Face Variant – Discipline**

There are many ways to play this face-to-face. I’ll outline a scenario in which there are two players and one **DEALER.** The **DEALER** is using the game as a kink exercise with two **PLAYERS** in a negotiated power dynamic. Since it is consensual, a player can exit the game at any point, using a collectively decided safeword.

That’s not mandatory – it just seems like one way to demo that this isn’t a “Discord game.” (I am delighted to adapt the game further for real kink groups or partners, if they participate in public face-to-face events.)

**1. Setup**

A. Before starting play, the group should decide:

1. Game length. This could last for half an hour, or it could be a longer term process of trigger training.

2. Open or closed trigger. Will the mantras happen in response to words at a party? Random bits of dialogue in a movie? That’s up to the group.

3. Treats. Will a player get a reward for doing well? Maybe they get to suck something. Maybe they get filled. Maybe they get a headpat. That is up to the group.

4. Acceptable forms of punishment and humiliation. Decide by RACK negotiation.

5. Be sure to have necessary equipment available – treats, punishments, any form of restraint used, and non-permanent body markers for scorekeeping.

B. The **DEALER** deals out the cards. Since there are two players, the dealer likely deals out a single **SUIT.** This will give one player three cards and one player two cards, which is fine.

If the **DEALER** wants balance and more complexity, feel free to deal out two **SUITS,** so that each players gets five cards. (For experienced groups, consider letting the players memorize cards before starting the SENSORY DEPRIVATION variant.)

C. The **DEALER** makes sure the players are ready to babble.

D. The **DEALER** starts the training by saying **BABBLE ON.**

**2. Gameplay**

A. Players continue repeating their mantras whenever they hear their **TRIGGER**. They should say their mantra within five seconds of hearing the **TRIGGER**.

B. If they say their response correctly, they might get a **TREAT.** A **TREAT** might includea **BUZZ**, **PRAISE,** or a **MOUTH TREAT**. Other treats are possible, as per the groups’ discretion.

**3. BrainBlanks and DumbOuts**

Players lose by getting **BRAINBLANKS** that culminate in **DUMBOUTS.**

A. If a player doesn’t respond to their **TRIGGER** within five seconds, they did a **BRAINBLANK.**

B. If a player did a **BRAINBLANK,** play stops. The player in question should say *“my brain got blank”* aloud. The player in question should then write DUM on themselves using a non-permanent marker.

This will help keep score for the **DUMBOUT.** Other humiliation rituals are encouraged and approved, depending on the preference of the group.

C. The first player to get five **BRAINBLANKS** is subject to **DUMBOUT.** If a player **DUMBS OUT,** they should write DUM prominently on themselves, and say “I dumbed out because I’m stupid.”

D. After a **DUMBOUT,** the group should check the time. If they have hit their time limit, the game is over. The winner is the player with the fewest **DUMBOUTS.** If the group is still playing, the players will decide if they want another round. If they do, they will say aloud “I’m a brainless babbler.” Play will then resume from 1B.

If one player chooses to continue while the other opts out, the brainless babbler wins. Perseverance matters.

I hope you enjoy the game! Please feel free to contact me with any questions. Use the email address bimbovirus@gmail.com for the best chance of response.