

Pomegranates and Rivets: the Belinda Blinked Role-Playing Game

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Based on John Harper's *Lasers and Feelings*, the eponymous song by Pomegranates and Rivets, and, of course, *My Dad Wrote a Porno*

Content note: This game contains adult themes, sexual content, and strong language. (*Basically all the good stuff.*)

You work at **THE COMPANY** one of the biggest players in the pots and pans industry. Your job is to run a huge corporate event to consolidate your company's position, even if you have to take your clothes off to do it!

Everyone: Boundaries and Safe Words!

While the weird and wonderful world of *Belinda Blinked* is full of graphic and nonsensical sexual misadventures, remember that not everybody will be comfortable with that level of detail. So talk amongst yourself and establish what themes, details, and/or topics people want to avoid so that nothing gets uncomfortable for anyone.

Also, agree on a **Safe Word**. If ever there is anything that makes the game un-fun for anyone, whether it is topics that come up, how a scene is described, or inappropriate behaviour, say the Safe Word to call for a break. Everyone follow this player's lead, talk about the issue, and agree on a solution that ensures everyone enjoys the game. Never ask them to justify saying the Safe Word or talk them out of it.

Players: Create Characters

1. Choose a vibe: **Buxomish, Cleverish, Coquettish, Danish, Devilish, Richish, Stylish**
2. Choose a job: **Brand Ambassador, Corporate Executive, Receptionist, Security Guard, Spy, Venue Technician**
3. Choose a **number** from 2 to 5. A higher number means you plunge like **pomegranates** (you're better at seduction, talking, and wild passion). A lower number means you are as hard as the **rivets** that held together the hull of the fateful Titanic (you're better at business, admin, and careful strategy).
4. Give your character a comically stereotypical name.

You have: A leather-lined briefcase with sexy undergarments, sex toys, and tools for house arrests.

Player Goal: Throw your characters into the convoluted

tangles of big business, corporate leadership, and wild and raunchy sex. Describe everything like a middle-aged white man who has no idea about human anatomy would.

Character Goal: Each of you has a goal you desperately need the others' help for. Choose one: **Become the International Sales Director, Build your Network, Fuck Everyone, Prove Yourself, Seize the Means of Production, Unravel a Conspiracy**, or create your own; and Say which of your other colleagues (the player-characters) you need to help you, and ask them why they won't.

Rolling the Dice

When you do something risky, roll **1d6** to find out how it goes. You can get up to two bonus dice, one for each, if your character's vibe or your professional expertise can directly help you in the situation. The GM will tell you if these apply. **Compare each die result to your number.**

If you are using **POMEGRANATES** (sexy, social, or passionate stuff) you need to roll **below** your number.

If you are using **RIVETS** (business, admin, or strategy) you need to roll **above** your number.

- o: If none of your dice succeed, it goes wrong. The GM says how things got worse, somehow.
- 1: If one die succeeds, you get by but barely. The GM inflicts a complication, harm, or cost.
- 2: If two dice succeed, you do it well. Good job! This will look good in an annual performance review.
- 3: If three dice succeed, you get a critical success! The GM tells you some extra effect you get.
- !!: If you roll your number exactly, you are **Well and Truly Fucked**: You succeed, and you also get a special insight into what's going on. Say what your character discovers to be the big twist in the story or the bigger picture that connects all these pieces together. Some example twists: *This is somehow part of an FBI operation going back several years, A rival company has sent spies to steal your proprietary technology, One of the antagonists is related to another character, Everything goes back to the Duchess*, etc.

Helping: If you want to help someone else who's rolling, you can use your vibe or professional skills to contribute to their roll if they haven't got the relevant bonus for this already. Say how. If they succeed, they get the benefits of the success. If they fail, *you both* face the music.

GM: Mix Business and Pleasure

Roll or choose from the tables below:

A THREAT	
1. Gustaf Jørgensen	4. Archduke Lorenzo of Austria
2. The Yakuza	5. A disguised HMRC Agent
3. A corporate mole	6. A distant relative
WANTS TO	
1. Outperform/Fuck	4. Destroy/Corrupt
2. Take Over/Marry	5. Steal/Capture
3. Blow Up/Kill	6. Make/Make Out With
THE	
1. Director of THE COMPANY	4. Blueprints of new technology
2. Duchess of Exmouth	5. Factory in Wales
3. Head of R&D	6. Embassy in Scandinavia
AT THE	
1. Shareholders' AGM	4. Director's Retirement Party
2. Corporate Away Day	5. CEO's Wedding
3. Annual Charity Gala	6. Big Industry Conference
WHICH WILL	
1. Bankrupt THE COMPANY	4. Cause an inheritance dispute
2. Make everyone redundant	5. Start war between rival kingdoms
3. Take the industry by storm	6. cause an impotence epidemic

GM: Run the Game

Play to find out how they overcome the threat. Introduce the threat by showing evidence of its recent actions, and how it has negatively affected THE COMPANY's profits. Before the threat does something to the characters, show signs of this by reflecting how the non-player characters that the player-characters have sex with act strangely. Then ask them what they do. *"As they are overcome with pleasure, the raggedish intern screams the name of Gustaf Jørgensen, CEO of Jørgensen a.m.b.a. from the Scandinavia region. What do you do?"*. *"The mysteriousish delegate starts to take off their clothes, and reveals a black leather holster underneath with some fierce-looking metal implements. What do you do?"*.

Only call for a roll when the situation is uncertain. Don't pre-plan outcomes, go with the flow and see what the players come up with and what the dice decide. Use failures to push the action forward: raise the stakes, make the threat retaliate, or take the rug out from under the characters' feet. Always make the action move forward with a roll, for better or worse.