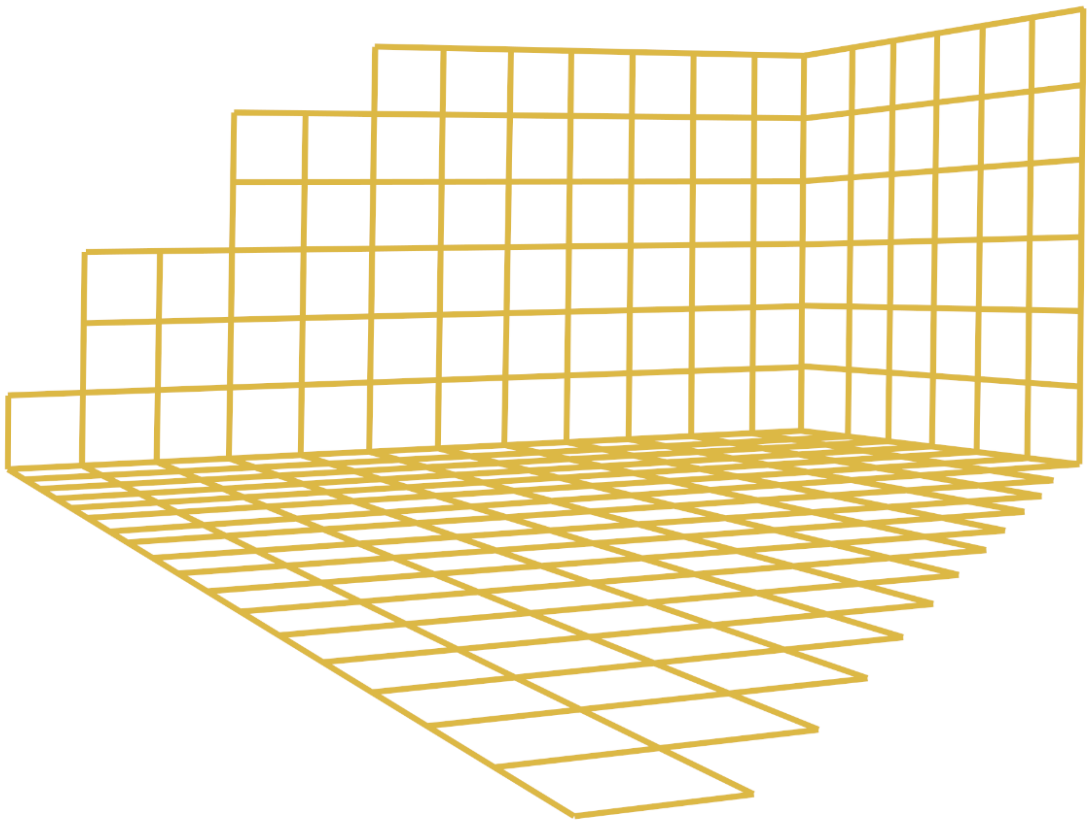
# NO SEX IN THE HOLODECK



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A lighthearted roleplay game
for 4-6 players in 90 minutes.

By: Ron T Blechner, of Breathtaking Games
Layout art: Casey Hardy

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**4-6 players**, no separate GM needed. Choose one or more people to read these rules aloud.
**Tech:** For online play, zoom or equivalent video-conferencing service.
**Costuming:** If communicating in advance, feel free to discuss with other players costuming. You could dress up as the character you hope to play in the Holodeck program, or uniforms, or whatever makes you happy.

**Setting:** Welcome to the late 24th century, junior officers! You have the honor of serving *SpaceFleet* of the *Worlds United in Friendship* (WUF) aboard a Cosmos-Class starship! Today is a day you've been waiting months for. You've reserved 90 minutes in one of the ship's 6 holodecks: rooms with fully 3-D holographic projects where you can see, smell, taste, hear, and even touch anything! It's like one of those 21st century "Virtual Reality" machines, only no headset and 100% fully sensory. It's where crew members go while off-duty to kick back and relax, entertain themselves in fantasy, all in a private, confidential setting.

Today's also special because you're planning to run a very special, personal, *intimate* program. You've been working hard and have had little chance to relax and let loose. Unfortunately, when you arrive, you find that all but one of the holodecks is utterly non-functional. Worse, you find you're not the only one in this situation. Several other junior officers have shown up for the same time slot, and they all seem to have similarly been waiting several months for this. And similarly irritated at this large inconvenience.

You don't know any of them personally (it is a ship with over a thousand crew, after all), and so you probably can't just persuade them to give up their slot. In fact, SpaceFleet has a protocol for this very eventuality. Protocol says that in cases of a double-booked holodeck, crew should share the holodeck and collectively choose one of the pre-programmed settings. So you all are going to have to come up with some solution, and meanwhile, you're going to have to hide your true reasons for coming to the holodeck, because, well, SpaceFleet's rules are clear: there's no sex on the holodeck.

## Setup:

1. (if online game) Players should all gather in their chosen video conferencing system.
2. (if online game) Having a shared folder (such as Google Drive or Discord) to share images for video backgrounds is helpful for quickly loading scenes.
3. As a group, players should choose a starship name and what its current mission is.
4. As a group, players should read and discuss SpaceFleet Safety Protocols.
5. As a group, players should read through SpaceFleet friendly voting protocols.
6. Players individually fill out their own character sheets.
7. Take a 5 minute break to use the restroom, grab a drink, grab costuming or props, and/or download video background images and upload them to the shared folder.

## Holodeck Rules and How to Operate:

- You cannot radically alter the location of your program. This takes several hours for a computer to process and create, so there's no time. This means characters can only choose one of the programs to use, because that's what's been loaded already.
- You can do smaller modifications, like add or change characters, add props, change the color of the sky, change costuming, add music or sounds, etc.
- There is no way to fix the broken holodecks.
- There is no way to reschedule or extend the time. The next time you'll get use of the holodeck may be several months from now.
- There's no sex on the holodeck, despite the many rumors that people do it anyway. Totally false. And if it were true, no one is going to admit to it, right?
- The holodeck computer uses voice commands. (Example: "Computer, load a 1850's Americana Old West Saloon, complete with piano player." or "Computer, swap the bartender with a 3-Headed Wolf Beast in a 1-piece sequin jumpsuit." or "Computer, turn on mood lighting." These commands are there to describe the scene to other players.)
- Your holodeck program should include all of the following: A setting, a time period, a secret personal fantasy your character wants to play out (sexual, romantic, and/or just plain weird or embarrassing), specific roles for all characters, and one or more events that will occur. (Your program should fill 10 - 15 minutes of roleplay!)
- Examples of some recent holodeck uses:
    - Reenactment of major historical event.
    - Read poetry with your secret crush(es) in a festive flower garden.
    - Duel with blades for the honor of a fair man, lady, or gentlefolk.
    - Detective murder mystery set as 1930s Earth noir.
    - Tavern from "Old West".
    - Warrior-species "calisthenics" program
    - Jazz club with mysterious and amorous strangers.
    - Meet your favorite artist, writer, thinker, athlete, or historical figure, and ask them for advice on personal and/or trivial matters.

## Roleplay consists of four sections:

1. **Intro** (10 - 15 mins) - all characters arrive, introduce themselves, and roleplay their frustration with this dilemma. By the end, choose a program to try first and enter the holodeck together.
2. **Trying everyone's program** (5 mins per player) Each player takes turns giving the ship's computer voice commands to create and change their program. Each player should be assigned a specific role in the theme of the program. Characters should do their best to hide their true fantasy. (Or, fail spectacularly!)
3. **Voting** (15 mins) Vote according to voting rules, and roleplay any fallout.
4. **Play out scene**. The computer announces that you only have 10 minutes left in your holodeck timeslot. Use that 10 minutes well! (or longer, if players really want) The winning player is the prime director of the scene. Anyone with "twists" adds a twist in the program. The winning player casts roles, then starts, "Computer, begin program."

## SpaceFleet Voting Protocols:

The program with the most votes, and is not vetoed, wins.
Spend 2 votes to veto a program, whether it has been voted for or not.
Two players may pool votes as needed (example: 2 players contribute 1 vote each for a veto, 2 petty officers combining 2 half-votes to make a full vote).
The winner will do the casting for their program and direct that scene in the Holodeck
If you vote for the winner, you gain a 'twist'. Also, if your program is vetoed, you gain a 'twist'.
A 'twist' means that a character may add one change after the scene is set. Some examples:

- You've chosen to visit the Battle of Waterloo, but the twist is that instead of horses, cavalry are riding 4-tusked lizard mammoths.
- Performing a Shakespearian play, but all actors' voices now have silly accents.
- You're in the dungeon of a castle, but the walls are glittery rainbow unicorn wallpaper.
- You're in 23rd century Paris, but all the locals are now an alien species.
- The winner's love interest has been replaced by a setting-inappropriate celebrity.
- Gravity is halved.
- All weapons have been replaced with large fish.

# Character Creation

(Character sheet template in the appendix)
Fill out in any order you like. (For instance, you could choose what you'd like to do on the holodeck, and then make the character to fit or contrast, or vice versa.10)

Name, pronouns, species, title + rank, department (and optionally a specialty), title + rank

Your holodeck program, which should include <u>all</u> of the following: Setting, time period, secret personal fantasy your character wants to play out (sexual, romantic, and/or just plain weird or embarrassing), specific roles for all players, and one or more events that will play out.

## Department:

Engineering, Medical, Command, Security, Science

**Specialities:** Optionally, you can add a speciality. Here's some examples:
**Engineering**: Transporter specialist, warp engineer technician, maintenance, safety
**Medical**: Doctor, Nurse, Councilor, Therapist, Medical Assistant, Treatment Specialist, Exobiologist, Medical Researcher
**Science**: Astrometrics, Warp Researcher, Exolinguist, Metallurgist, Geologist
**Security**: Tactical, Rapid Response, Combat Specialist, Regulations Compliance
**Command**: Command is small enough that it has no sub-specialties. Command officers typically cross-train in many specialties so they can make decisions and give orders in the complex situations that arise in space exploration.

## Rank

Your rank will affect your voting.
Ranks, players should choose a non-senior officer rank, from one of the four:

Chief petty officer Ensign Lieutenant junior grade Lieutenant

Your full title is RANK - (SPECIALITY) -DEPARTMENT, ex: Chief Transporter Engineer.

**Chief petty officer**: An enlisted officer. You worked hard to get where you are in SpaceFleet, and know a few things they didn't teach in the Academy. Command crew start at Ensign rank and thus skip this rank. (Players may not choose Master Chief rank, as that is senior staff.)
*Hard-working*: Your program is veto-proof. You get 1.5 votes. Votes can only be used in whole numbers. (You and another Chief petty officer may combine half votes to make a full vote.)

**Ensign**: Entry rank for SpaceFleet Academy graduates.
*Bright-eyed:* You get 1 vote. Your suggestion takes only 1 vote to veto. Once, you may override any player's veto, for free. (The vetoing player(s) still lose their votes they spent on the veto.)

**Lieutenant junior grade**: Seasoned officer, typically with 2 to 6 years experience.
*Ambitious:* You get 3 votes. 2 of those votes may only be used on vetoes.

**Lieutenant**: Proven officer, likely serving on their second or third assignment. You're high enough rank to be under more scrutiny.
*Responsible:* You get 2 votes. Also, you may break a tie. In case of a tie, you may not vote for your suggestion.

## Species: Players should choose their own species, and list 3 or 4 defining characteristics.

## Origin

**Starchild**: Grew up on a space vessel or station, your life has always been among the stars.
**Terran**: Grew up on one of the founding planets of the WUF. Even in a post-scarcity society, you've enjoyed extra privileges that newer member planets don't have.
**New WUF**: Grew up on a planet that joined the WUF within the last 40 years.
**Non-WUF Outsider**: Grew up on a non-WUF planet, considered an "alien" / "outsider". Is likely the only member of their species on the ship.
**SpaceFleet Brat**: Raised by one or more SpaceFleet parents, grew up with the culture. Decide how much you joined SpaceFleet because you are a true believer versus obligation towards your parent(s).

# SpaceFleet Safety Protocols

Thank you for using the Holodeck system today! SpaceFleet regulations stipulate:

1. **Game Accessibility:** People vary and accessibility needs are not always obvious. Please discuss and adjust to any accessibility needs for all players.
2. **Turbodoor Is Always Open:** The wellbeing of all players is more important than the game itself. At any point, either player is allowed to ask to pause game, end game, or leave. This might be for any reason, such as a sudden real-life emergency, or a strong emotional discomfort in one or both players.
3. **Calibrating intensity:** "Fantasy" does not automatically mean "sexual". While **No Sex On The Holodeck** can be a game about hiding sexual desires, it is not required - the fantasies can also be romantic, nerdy, weird, or just plain embarassing. Players should discuss the level of comfort that all players want to play at. "Whatever" / "anything goes" are not acceptable answers.
4. **SpaceFleet is sex-positive and body-positive.** The holodeck scenarios you will encounter are likely to be silly, awkward, and even embarrassing. However, it should be in good spirit. Aim your humor phasers to be funny, not to shame anyone.
5. ***Worlds United in Friendship* is a post-bigotry society**, and SpaceFleet officers should hold themselves to these standards. There should be no negative comments about race, religion, gender, sexuality, or other protected statuses.
6. **Lines / Veils:** Discuss player Lines and Veils. "Lines" are hard limits not to cross, and should not be mentioned during play at all. "Veils" are okay to mention in game as veiled references, but not in detail.
7. **Cut:** Like a film director, saying "CUT" in a firm, clear statement pauses action. When this happens, immediately pause action. Then, discuss what might need to happen and remedy it as possible. It could be to calibrate the emotional intensity of play. It could be if a "line" is crossed. It could simply be pausing to get a prop or drink from another room or take a bathroom break. Practice this now.
8. **Let's Not:** This is a way to calibrate play without having to pause action in the same way "cut" does. Sometimes, a player makes a suggestion that might be uncomfortable for the other player. In this game, it may be a topic of conversation, or it may be an instruction. One player says "Let's Not". The other player should immediately suggest something different. Practice this now.

# DATA TERMINAL ACCESS [ CHARACTER SHEET ]

NAME

DEPT.

SPECIALTY
[OPTIONAL]

PRONOUNS

RANK

SPECIES

ORIGIN

CH

KK

[DEPARTMENT & SPECIALTY]

CL

[RANK]

KH

Voting rules for this rank:

AD

[ORIGIN]

Holodeck program:

JL