



# ***Hexy Bondage***

A sexual game for two or more players

## **Introduction**

Hexy Bondage is a game where in-game actions cause you to be tied up in real life.

Players take turns placing tiles. Each tile has an icon (hand, foot, torso, crotch, furniture...) and some paths. The paths can be used to connect icons together. Connections cause things to happen in real life, like tying your body parts together. A player wins when their “opponent” is too tied up to reach the board.

You can get a copy of this game at [elidupree.com/hexy](http://elidupree.com/hexy).



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*The following rules describe a game for two players.  
With more players, there are some extra rules; see the "Variations" page.*

## Setup

1. Read through the rules together and adapt them to fit your tastes.  
Decide what kind of stimulation each of you wants in each situation.  
For the **toybox**, each player chooses some toys to be used on them  
(e.g. vibrators, clothespins, whips, ice cubes...)
2. Get plenty of things to tie people up with (e.g. rope, handcuffs, clothing...)  
Keep scissors nearby (preferably medical scissors) in case of emergencies.
3. What do you want your opponent to do if you lose the game? Some ideas:
  - Untie you and say 'good game'
  - Leave you tied up for a while to enjoy your predicament
  - Tie you up further and stimulate you more
4. Choose a **safeword**. Even though the goal is to complete the game, you or your opponent may withdraw consent at any time. If the safeword is spoken, stop and untie everyone, and check in with everyone.  
Later, discuss what went wrong and how to do better.
5. Decide which of you is White and which is Black.
6. Each player takes two **scissors** cards.  
(Set aside the remaining scissors; you won't use them.)
7. Mix all the hexagonal tiles together in a pile.  
Put down a random tile with a body part icon on it as the starting tile.  
If it's black, Black goes first. If it's white, White goes first.

# Gameplay

Each turn, you take a random tile from the supply.

If it's your own torso or crotch, discard it and pass the turn.

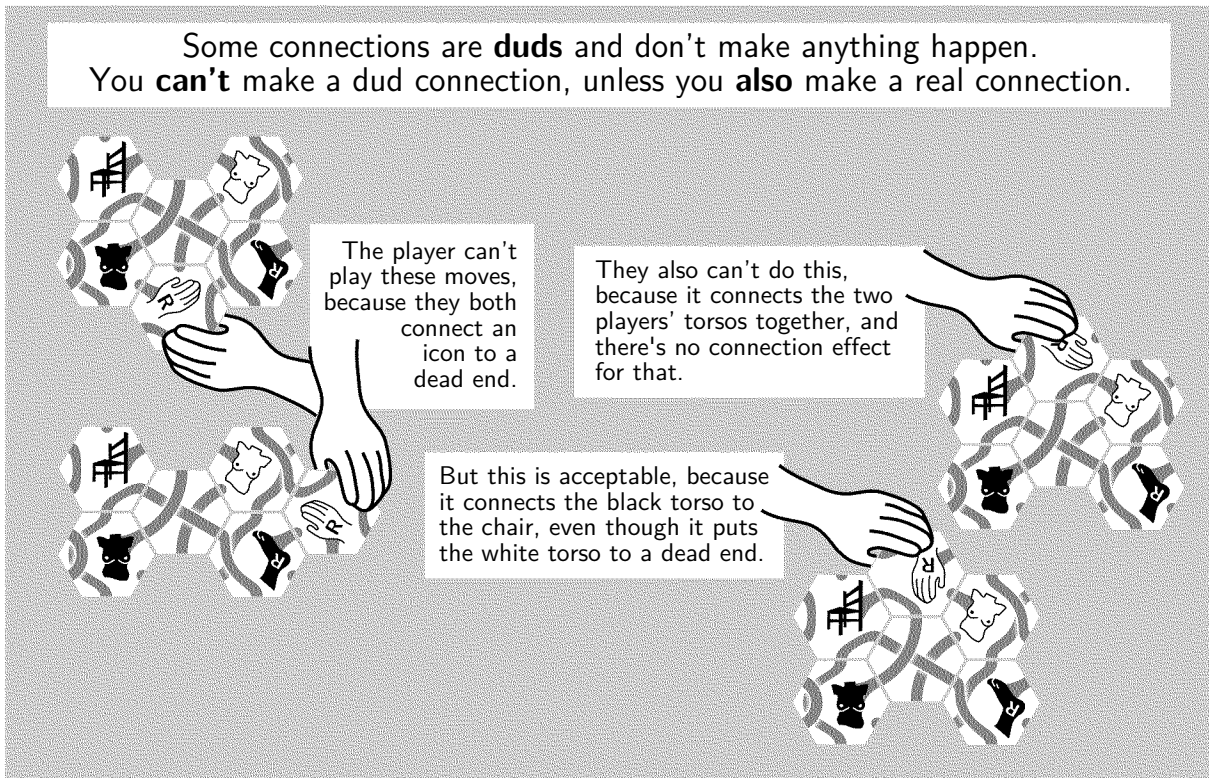
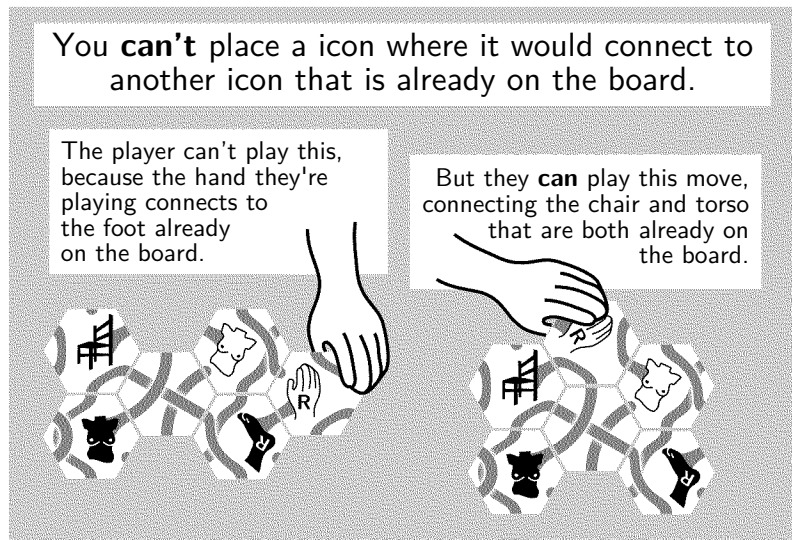
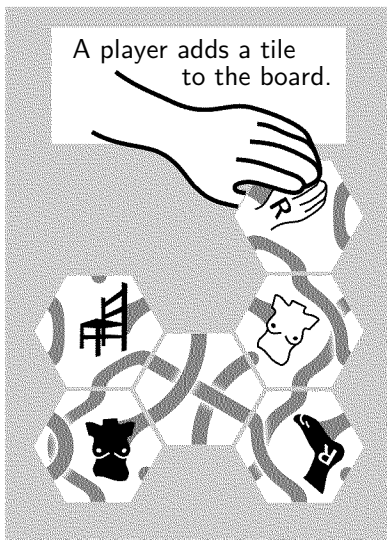
Otherwise, place it next to a tile already on the board (see below).

If your move connects two icons, other things happen (see next page).

If there are no tiles left, the game is a draw.

If you're too tied up to reach the tiles, you **lose the game**.

But you can always spend a **scissors** to undo the effect of any one connection.



# Connection effects

“You” and “your opponent” are defined by the color of the icons, not by the person who placed the connecting tile.



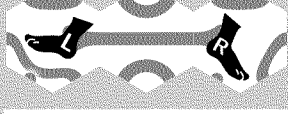
Two of your **hands** (same or different)

Tie your hands together in front of you.  
Already did? Retie them behind you.



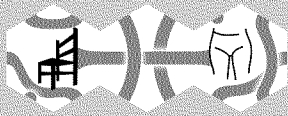
Your **hand** to your own **foot**

Tie that hand to that foot.



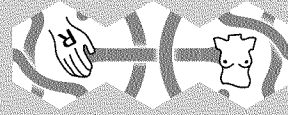
Two of your **feet**  
(same or different)

Tie your feet together.



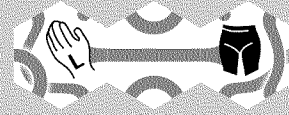
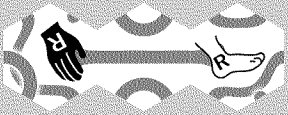
Any of your body parts to **furniture**

Tie that body part to a piece of furniture  
(e.g. a chair or a bed frame).



Any of your body parts to your own **torso** or **crotch**

Remove a piece of clothing from that area.  
(If the connection is between your torso and your crotch,  
you choose which area to remove from.)

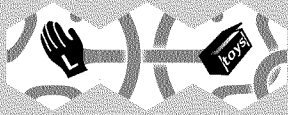


Opponent's **hand** to your **torso**, **crotch** or **foot**,  
or opponent's **foot** to your **torso** or **crotch**

Your opponent can now use that limb to stimulate that body part during your turns, to distract you.  
Players should discuss what kinds of simulation they want, before the game starts.

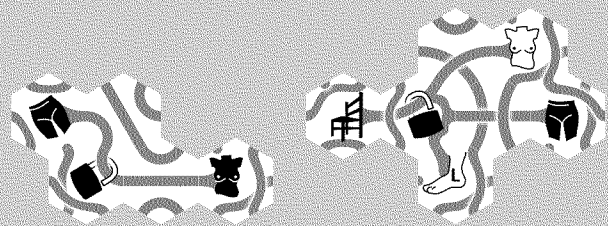
Some possibilities: Tickling, stroking, nipple/genital rubbing, slapping, pinching, hitting/punching  
(caution: **never** hit someone along their spine)

If they've gotten toys from the **toybox**, they can use those toys as well.



Opponent's **hand** to a **toybox**

Give your opponent one of the toys  
that you chose before the game, so they  
can use it on you whenever they're  
allowed to stimulate you by the rule above.



**Arbitrary tie** tiles are a special kind of path, not an icon.  
Anything connected through one is tied together,  
instead of connecting normally. Be creative.

If your opponent is tied to you, you still have to let them  
play their turns, as long as it's physically possible.  
But you can struggle a bit to distract them.

If there's nothing left that the  
connection effect can change,  
you take a penalty: You lose a  
**scissors**, or if you have none,  
you skip two turns.

*There are countless ways to adapt the game. Here are a few.*

## **Different amount of scissors**

More scissors makes a longer game. Fewer scissors makes a shorter game. To give one player an advantage, give them more scissors.

## **One-way bondage**

This variant is for one player who just wants to be tied up (the receiver) and one player who wants to tie the other up (the binder).

- Connections that would tie up the binder do nothing (but the receiver can still play them to waste the icons).  
The receiver will inevitably lose unless the tiles run out.
- Optionally, the binder also can't be stimulated or undressed.
- Optionally, the stimulation rule is "any binder's body part to any receiver's body part".

## **Multiplayer**

- For each extra player, add tiles of another color/pattern.  
(Add all the tiles from the sheets to keep the right proportions.)
- You can play until one player loses, or until only one player is left, or until half of the players lose, or anything else.  
It all depends on what you want the winners to do with the losers.
- No one starts with any **scissors**, unless you want a very long game.
- When two players' torsos/crotches connect, they both remove clothing.
- The **toybox** connects to your own body parts, not your opponent's hand.  
Then all your opponents can use that toy on you.
- When a player loses, their body parts become dead ends, and if you draw one, discard it and pass the turn.

## **Team play**

Use the multiplayer rules, and add these:

- You skip your turn if you draw a teammate's torso or crotch.
- A team only loses once it has no players left.
- If a team member has lost, their teammates play their turns for them.
- If two teammates' hands or feet connect, tie them together.

## **For players with fewer hands or feet...**

- If you have only one usable hand/foot:  
ignore the left/right distinction of the tiles, and "tie your hands/feet together" becomes "tie it to another body part".
- If you have only one usable hand, you also start with one extra scissors.
- If you don't have any usable feet, remove all the tiles of your feet from the supply (or just discard them as they come up).

## **Personalize it!**

The game comes with a sheet of blank tiles.

Draw whatever you want on them, and make up your own rules!