Holodeck Malfunction! A kinky three-day trek

This document contains all the printed materials created for the game as run at The Geeky Kink Event in November, 2017. It contains basically everything you would need to run the game again in another venue, or to adapt it for some other purpose.

Please feel free to remix or alter elements of this game in whatever way makes sense for you and your crowd. I claim no rights whatsoever over the licensed properties referenced within this game. However, please give credit where appropriate by linking back to:

eutopia-rising.com/holodeck

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Printing instructions:

Rules and personal logs are designed to be printed on front and back of the same sheet of plain paper, and then cut out.

Holodeck program cards can be printed on perforated sheets of blank business cards.

Crew Personnel File Cards can be printed out on card stock, then cut out manually.

The sticker sets are designed for 1.5" diameter round sheets, such as Avery #8293

Number labels are laid out for Avery #5167/8167

Intensity Ratings:

ENSIGN: •

These programs are basically innocent, if occasionally suggestive. Minimal physical contact. Very little scene negotiation required.

LIEUTENANT: • •

Definitely suggestive, may involve some highly charged, fully clothed physical contact. Potential for emotional intensity; checking in before and after is recommended.

COMMANDER: • • •

Strong suggestion of nudity and/or use of kinky implements. Find an appropriate and comfortable place before attempting, have barriers on hand as needed, and consider appropriate aftercare.

CAPTAIN: • • • •

These programs involve either sex, intense kinky play, or both. Take all appropriate safety precautions and make sure you know what you're doing.

Species flavors:



Betazoid: Public nudity, cuddling, and talking about feelings. Light, fun and sexually liberated.



Cardassian: Bondage, domination, humiliation, and degradation. Dark and cruel, but in a funny way.



Ferengi: Games, deals and objectification. Also erotic ear play and silly clothes. Sleazy and silly.



Human: Into solving problems with science! Generally helpful, positive, and team-oriented. Adventurous and upbeat.



Klingon: Violence, acts of courage, and yelling a lot. Over-the-top exhibitionism and S&M in a good natured viking style.



Vulcan: Quiet activities and supportive roles. Logical, detached, and largely asexual.

HOLODECK MALFUNCTION! A KINKY TREK FOR YOUR CREW

You are a member of the crew on the Starship Eutopia. Unfortunately, as so often happens, you are currently trapped inside a holodeck simulation that refuses to shut down or let anyone escape. There's a malicious bug hiding somewhere in memory, and the only way to find it is to run through every program stored on the main computer. Of course, a lot of these programs are from the crew's private collections. The kind of stuff that makes you wish the holodeck's doors had functioning locks. Lieutenant Barclay knows what I'm talking about.

Your goal is to play through as many different holodeck programs as possible over the course of the event, in the hopes of finding the bug. Each program card contains a mini scene suggestion for you to play out with another member of the crew. If you see someone wearing a Crew Personnel File badge, you should feel free to politely ask if they'd like to act out one of the programs you've selected (unless they are wearing a cloaking device sticker, signalling that they do not wish to be approached). If they agree, play out the scene however you all feel comfortable, and then note the program's number in your personal log (on the reverse).

Every program is designed to be run with two or more people who have opted in to participate. Do not include anyone in your scene who has not given their explicit consent to join.

At the end of the game, a random number will be selected from among the programs run by the crew. If you have that number in your log, you share the prize for finding the bug and saving the ship!

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PERSONAL LOG

Note the number of every holodeck program you have participated in running below. (Consensual voyerism is still participation!)You may run each program as many times, and with as many different people as you wish.

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PERSONAL LOG

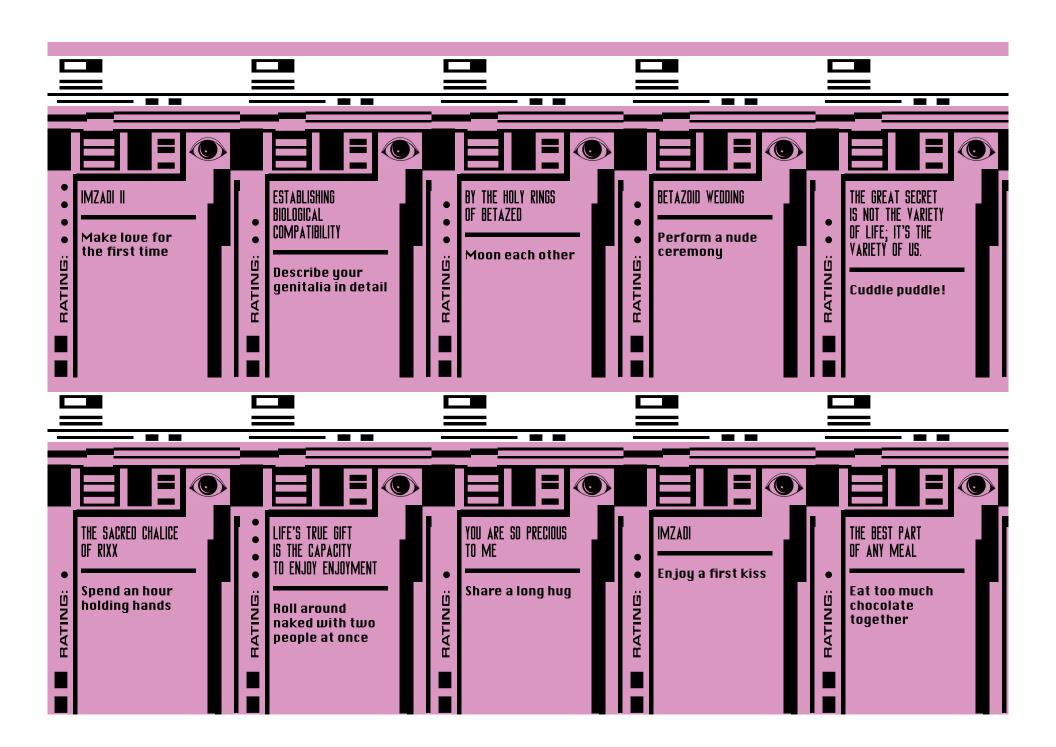
Note the number of every holodeck program you have participated in running below. (Consensual voyerism is still participation!)You may run each program as many times, and with as many different people as you wish.

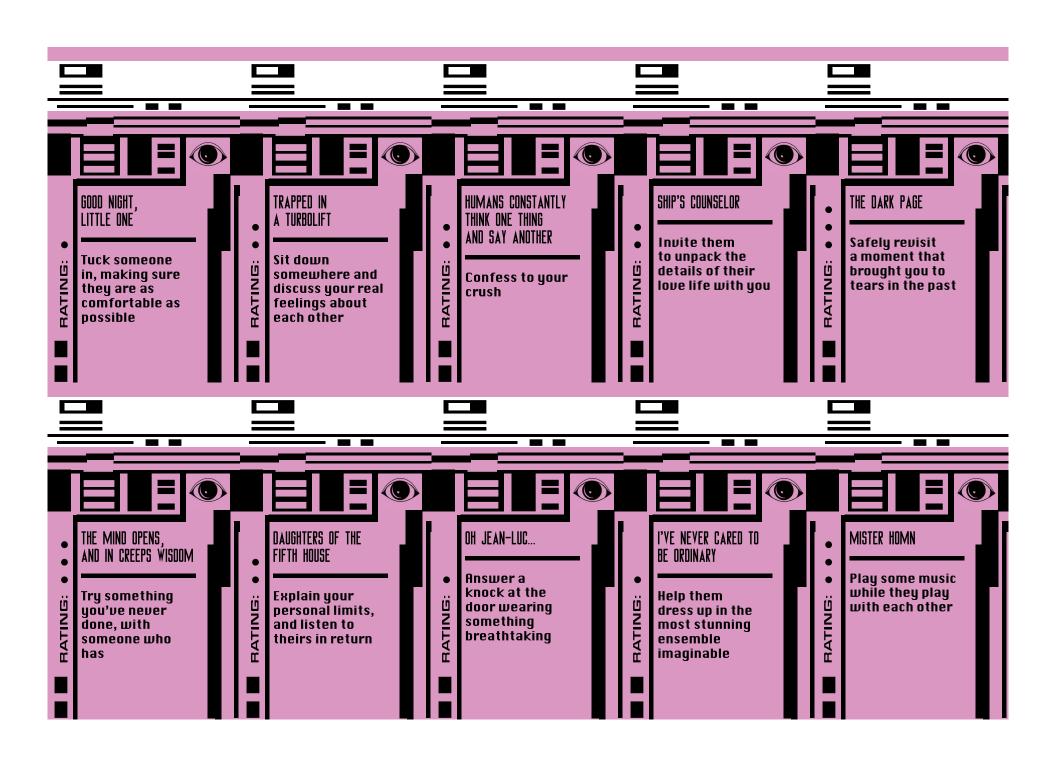
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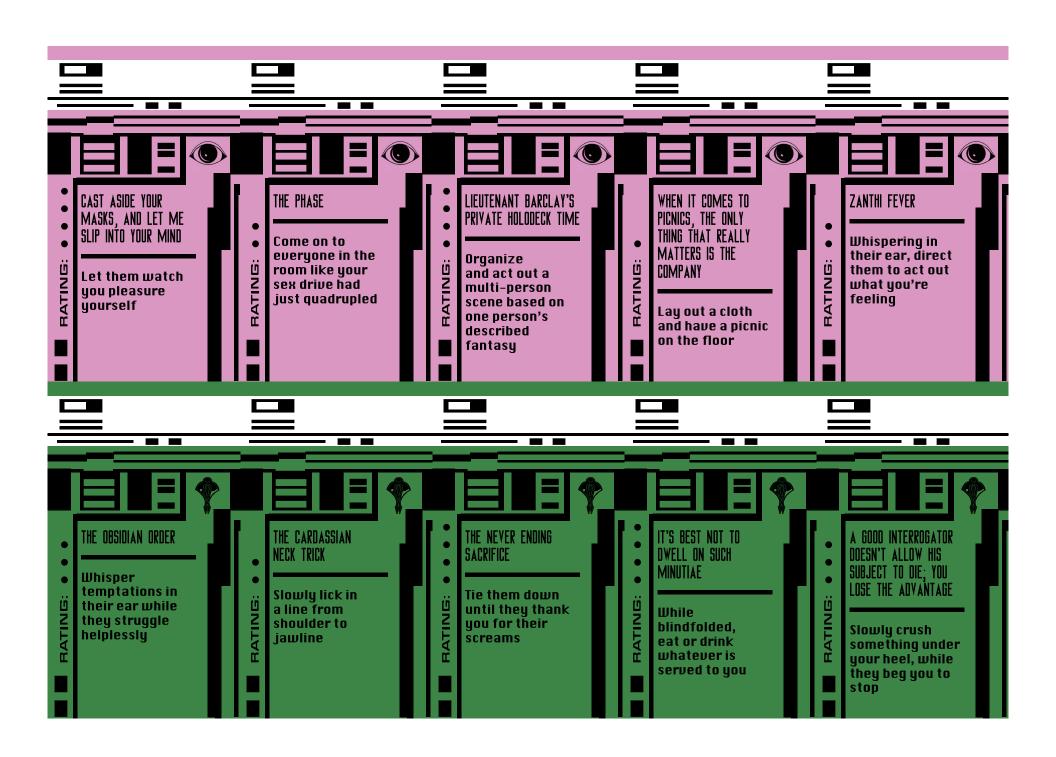
PERSONAL LOG

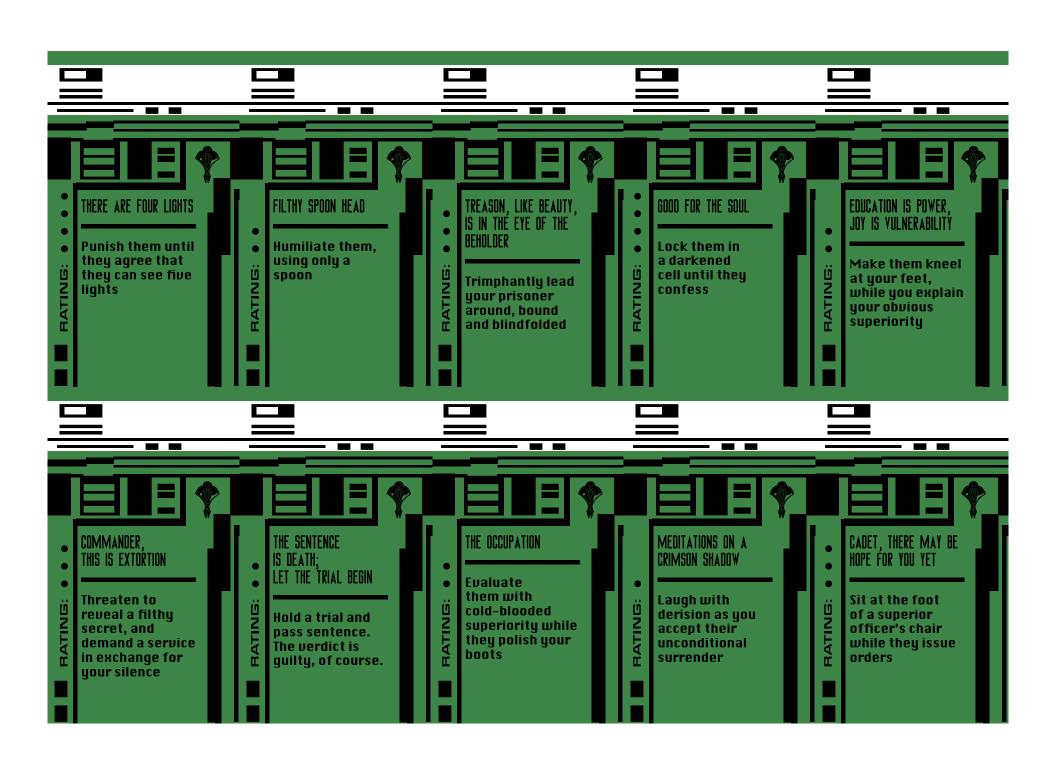
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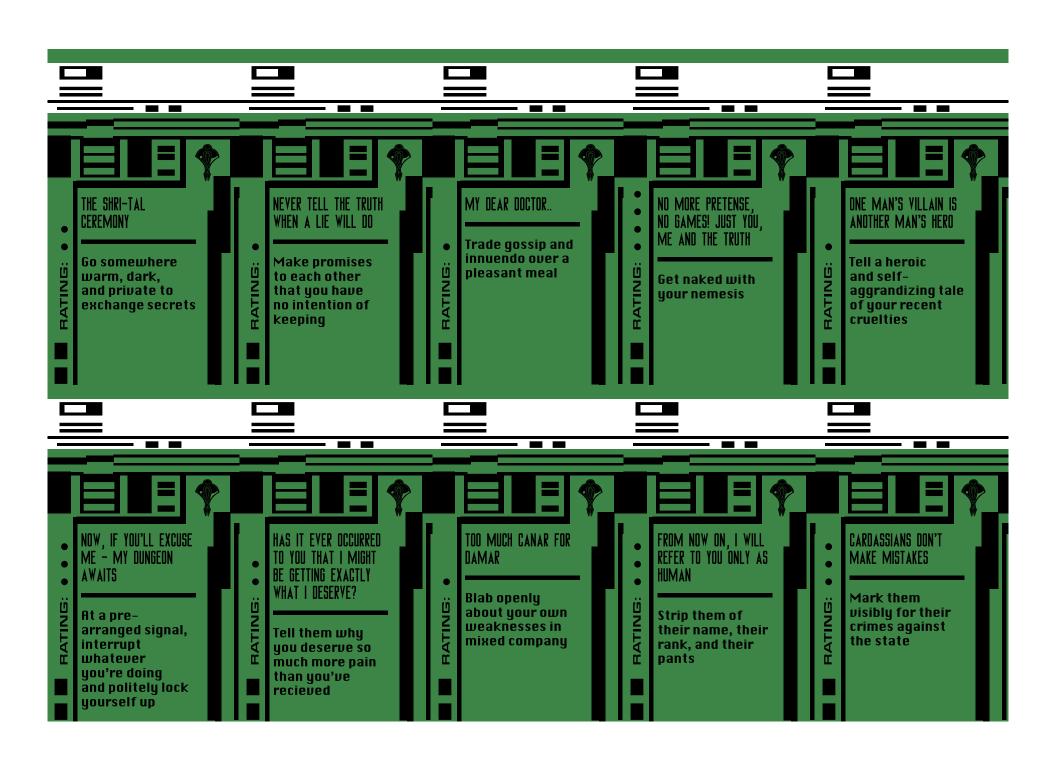
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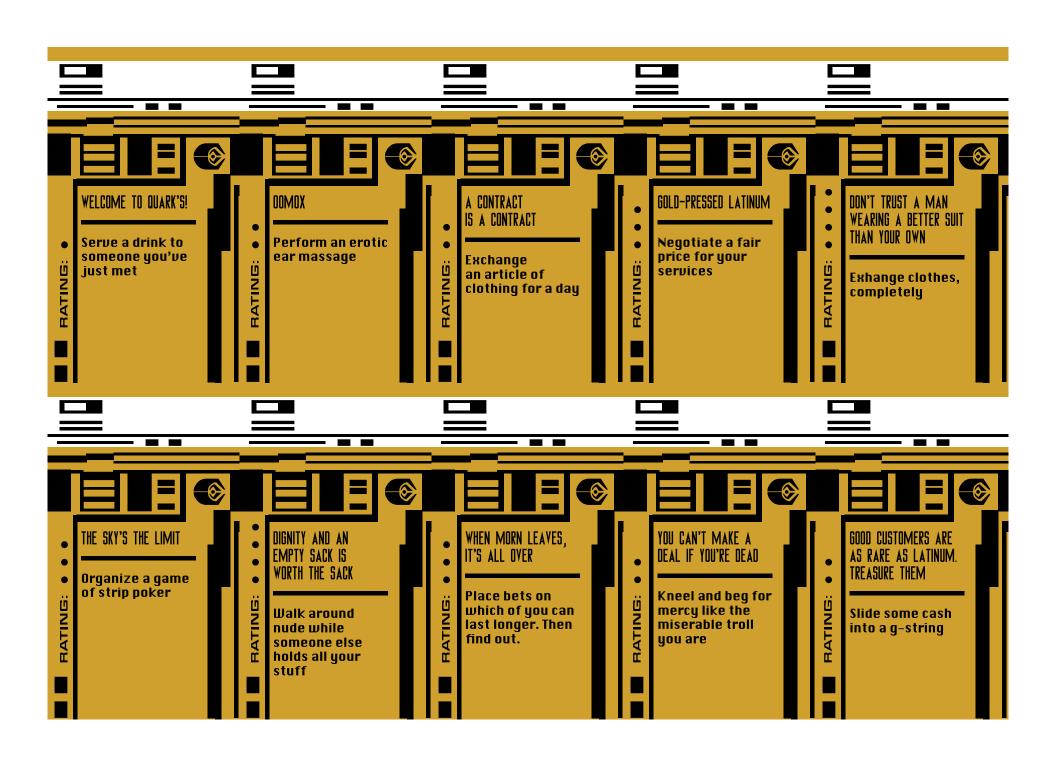


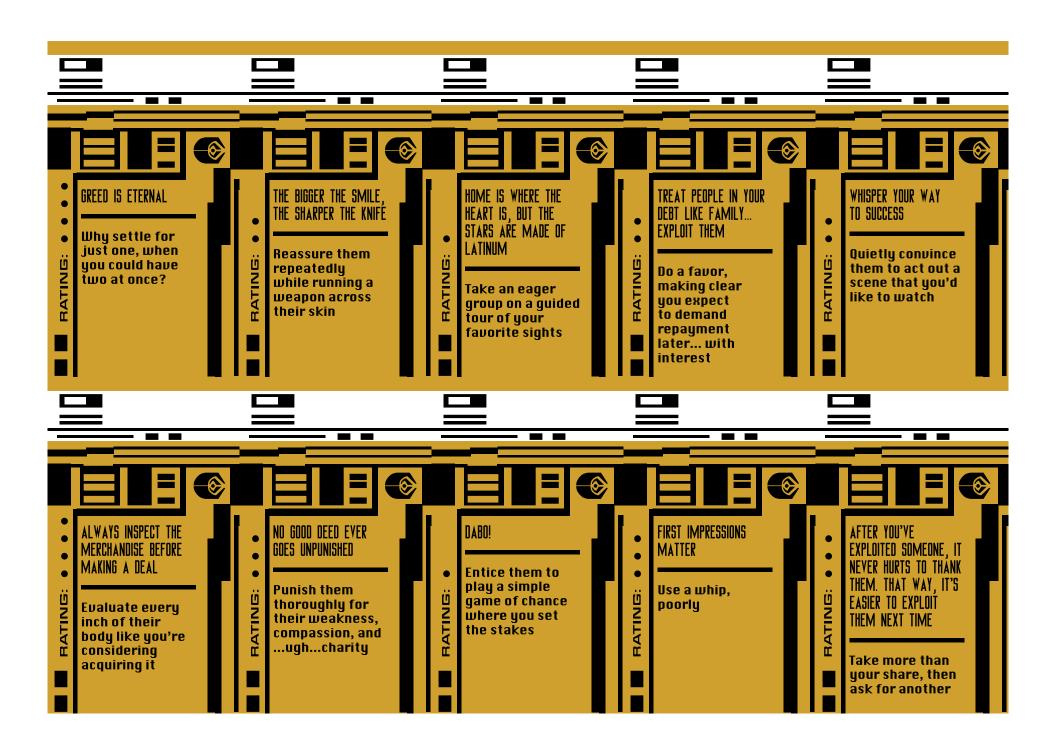


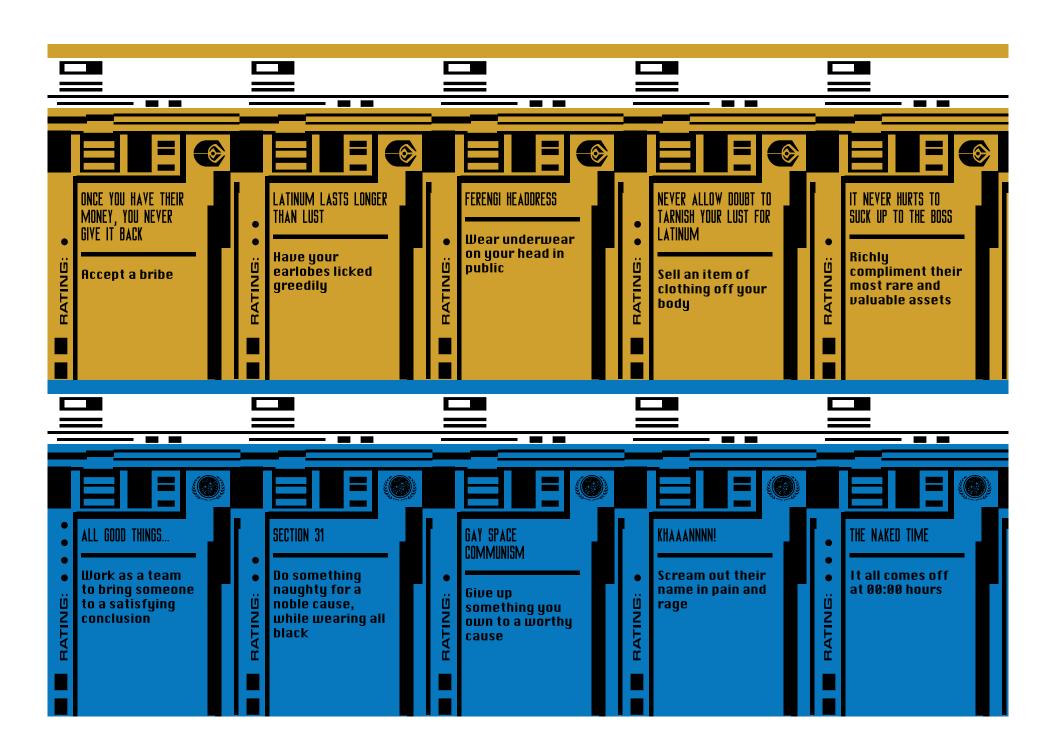


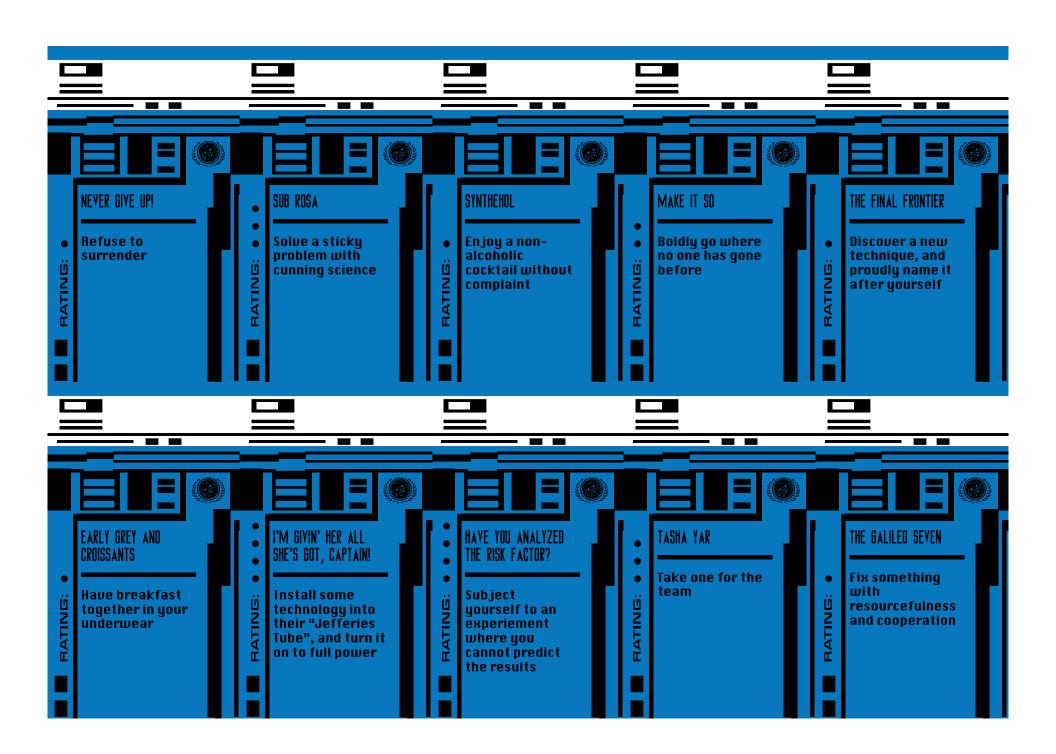


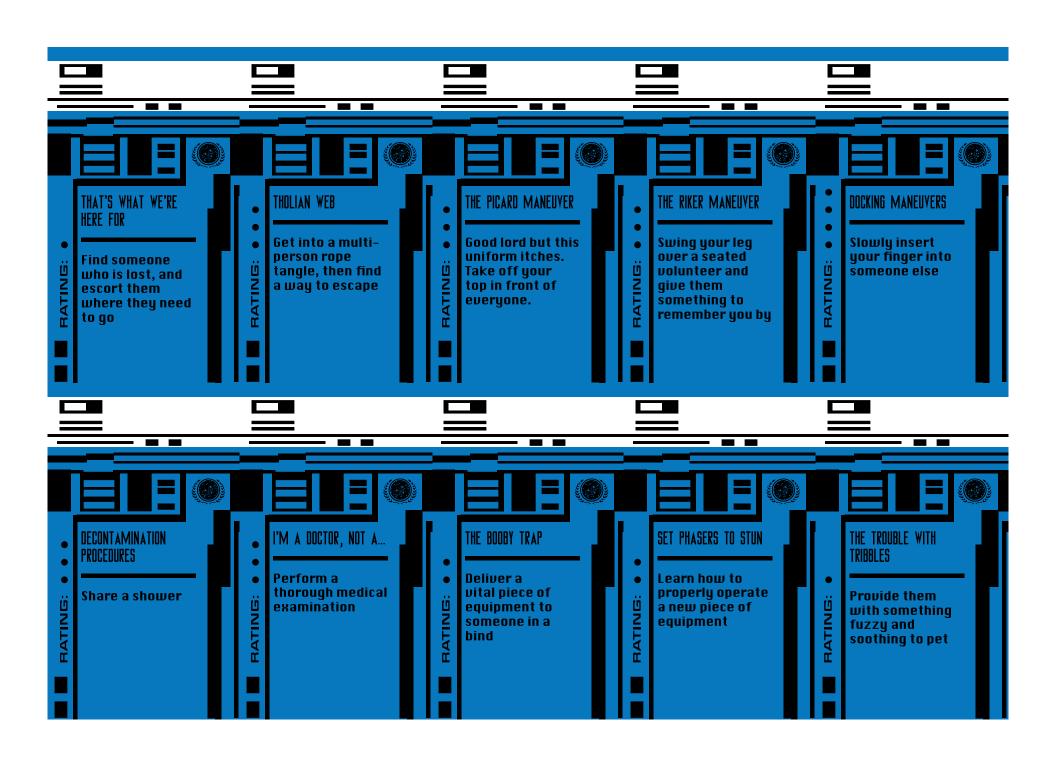


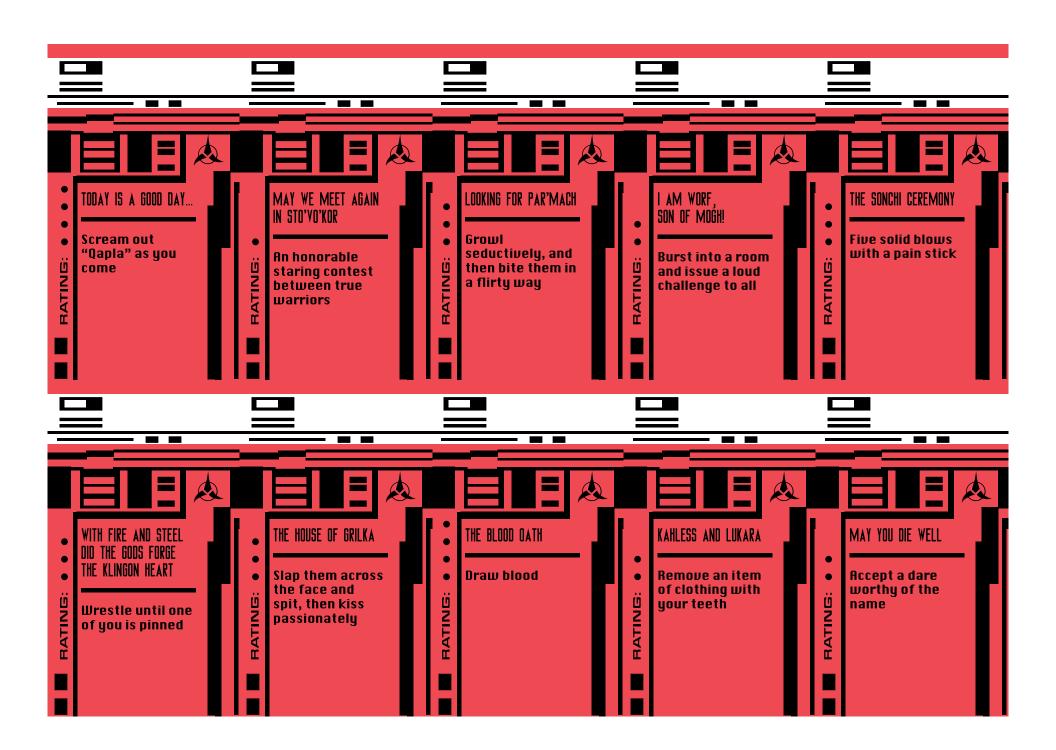


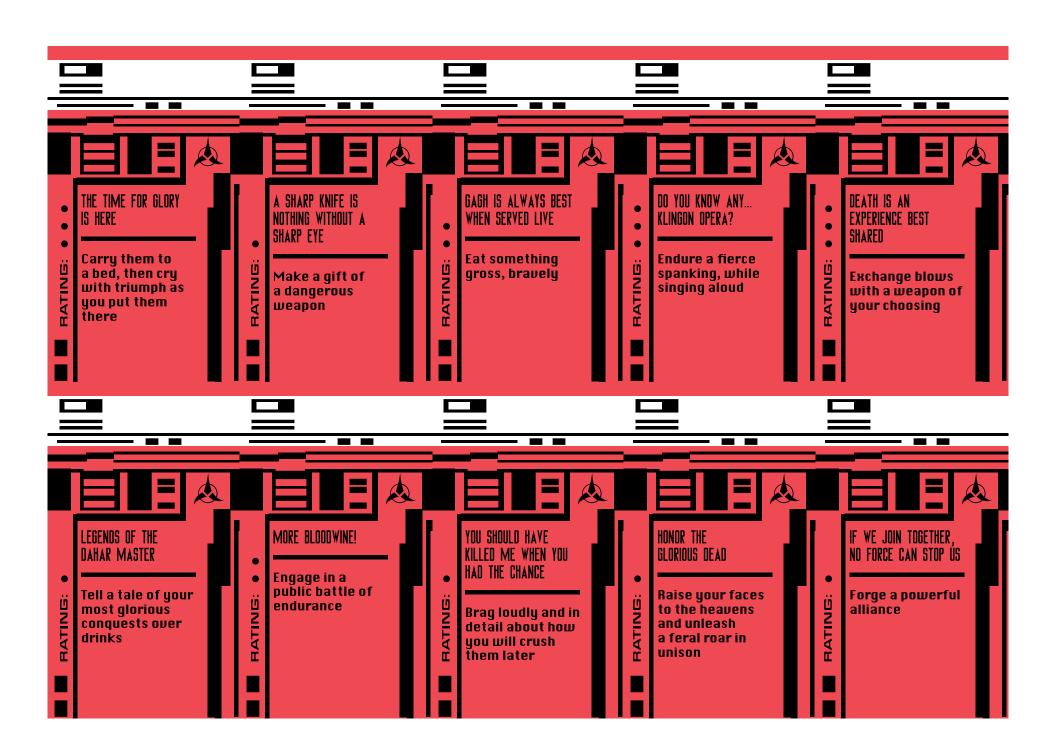


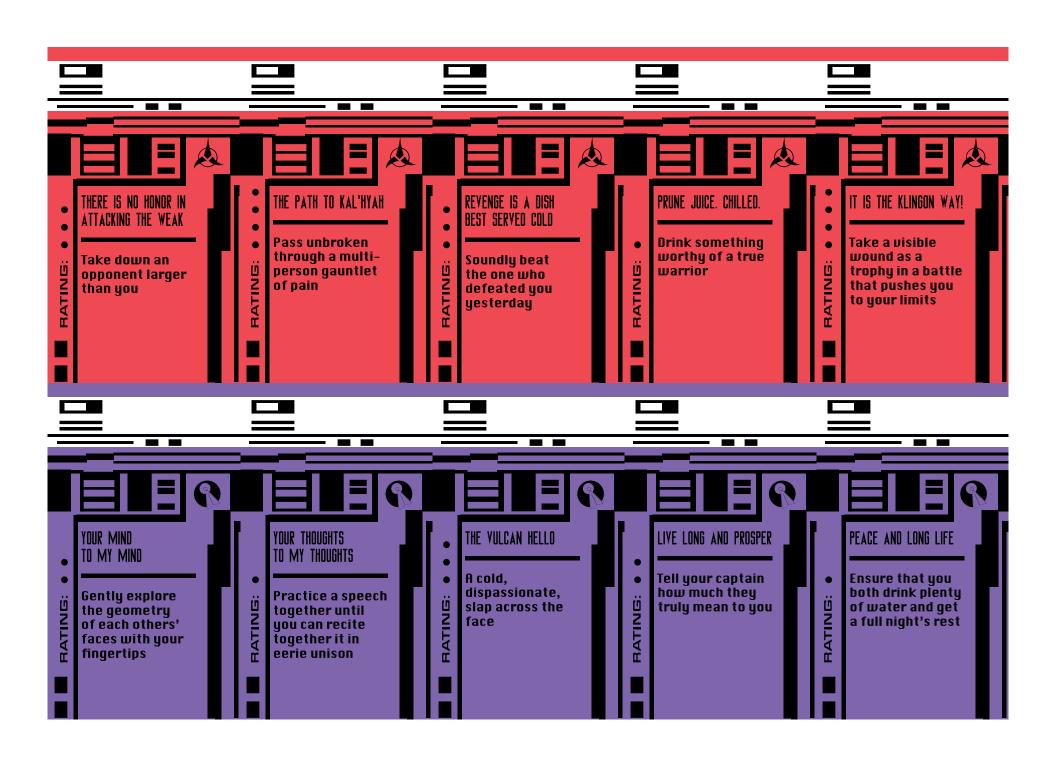






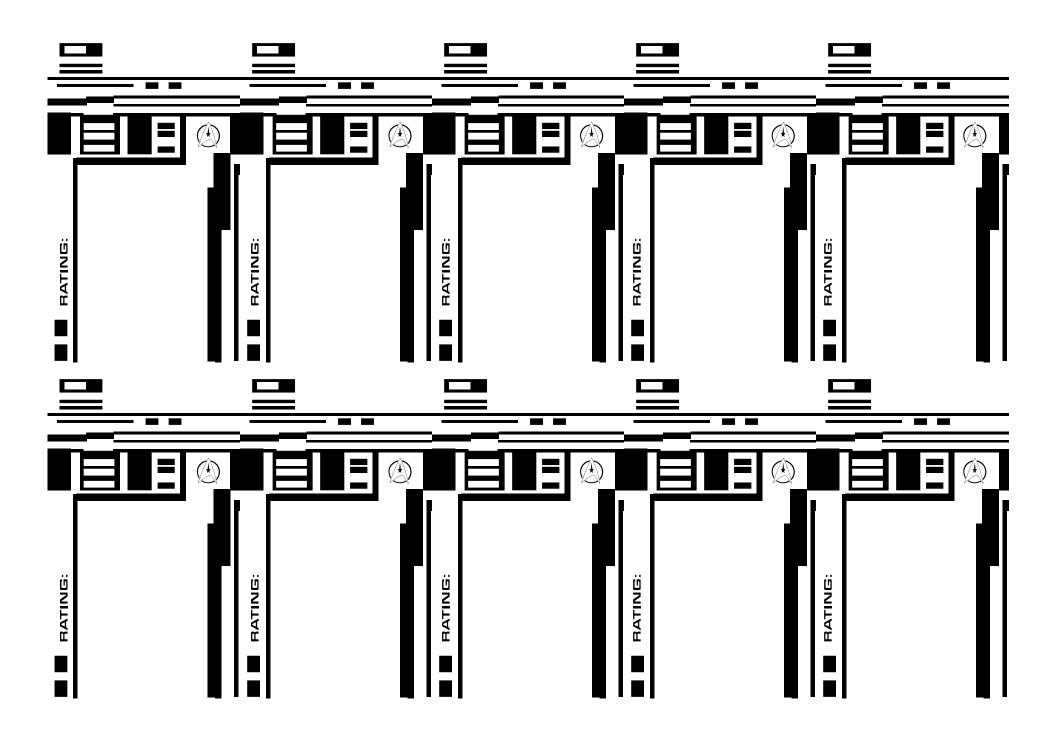


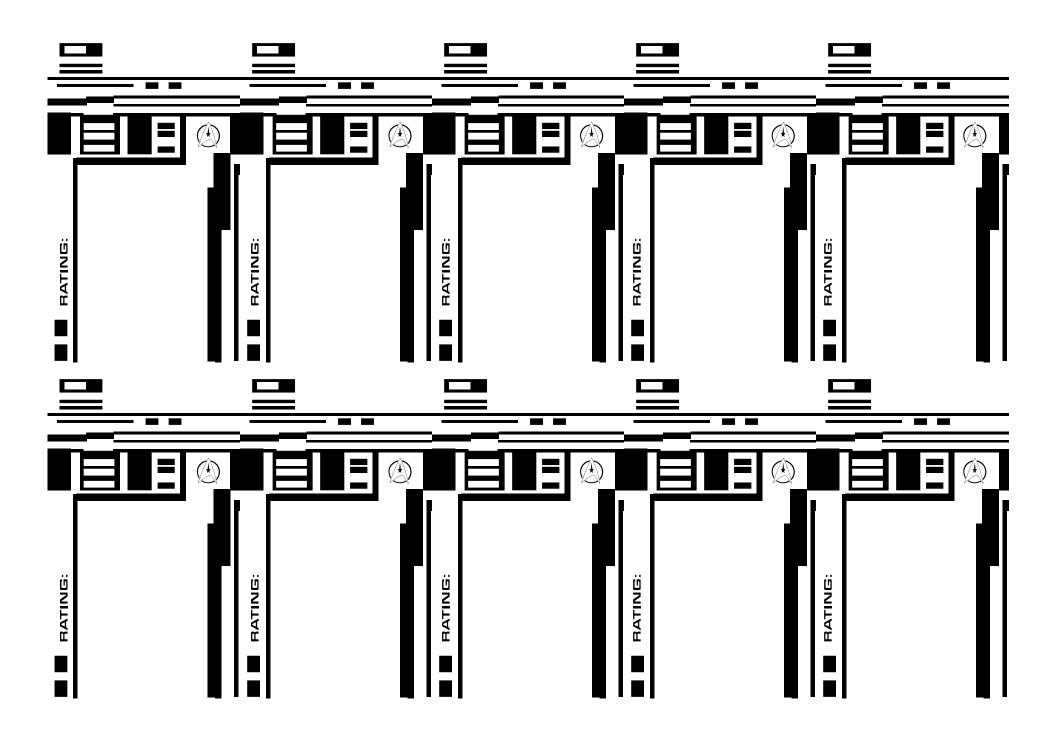


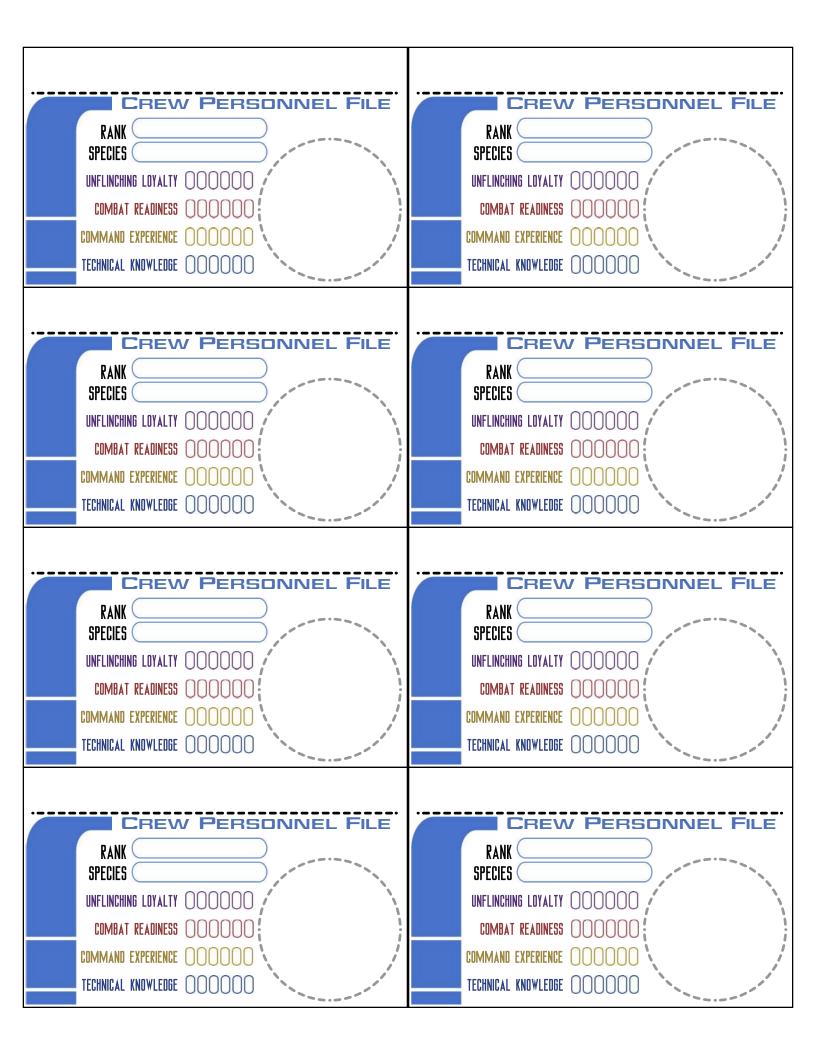






















































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