

# The *Beast*

by Aleksandra Sontowska and Kamil Węgrzynowicz

## INTRODUCTION

*The Beast* is an unsettling erotic game for a single player. During the play you will imagine engaging in sex acts with the Beast—an alien and inhuman creature—and then write a diary describing your erotic encounters, your fears and your anxieties.

The game is meant to be played over the course of 21 days. Every day you will draw a card with an event or a question and write down your reaction or answer in the diary. The cards are meant to stimulate associations and invite you to visit unusual and perverse regions of your imagination.

### To play you will need:

- The deck of *The Beast* cards.
- The Beasionnaire.
- Something to write with.
- A notebook that will serve as your diary.
- About ten to 15 minutes of free time every day for 21 consecutive days.

You may download The Beasionnaire from DriveThru or from [beast.nakedfemalegiant.pl](http://beast.nakedfemalegiant.pl).

## DAY ONE

On the first day create your Beast by filling out the Beasionnaire.

### The Beasionnaire

The Beasionnaire is a short questionnaire in which you describe your Beast. The Beasionnaire is meant to inspire you to invent your own Beast.

- Choose options which you find exciting, arousing, striking or unsettling—or add your own. Think about what disgusts and repulses you. Think about what fascinates you, what you consider to be pleasant, sensual, what causes you to feel excitement or desire.
- When you have filled out the Beasionnaire, place it in the diary.
- When you are finished, count out nineteen cards and add the Closure card to the bottom of the stack. Put the rest of the cards aside—they won't be used to play.

## DAYS TWO—TWENTY

Every day, devote fifteen minutes to being alone with the Beast. Make sure that you will be able to have some peace and quiet, and that no one will interrupt you. Prepare the Beasionnaire, the cards, the diary and something to write.

- Read through your answers in the Beasionnaire, read through the diary, remind yourself of the previous entries.
- Pull a card from the prepared deck. Pay attention to the thoughts and emotions elicited by the card. Write your answer or reaction to what happened in the diary. It can be as short or as long as you like; see: *Answering the Cards*.
- Pick up all the items and hide the diary. Place it in a secret place to make sure nobody will find it.
- If you want to stop playing or if you don't want to answer a question, see: *Playing in Comfort*.
- If for whatever reason you aren't able to play at some point, don't worry. Simply come back to the game again on the next day when you find the time.

On the third day, repeat this step. Make a diary entry every day until the twenty-first day.

## DAY TWENTY-ONE

On the twenty-first day, prepare the diary and the last card.

- Read through the diary and remind yourself what has happened until now.
- Draw the last card from the prepared deck: the Closure card.
- Listen to your thoughts and emotions about the Beast and what went on between the two of you. Think about who or what the Beast was for you. Choose one of the options on the card and write in your diary how the affair ended, your reaction and your emotions.
- Pick up all the items. Hide or burn the diary.

## ANSWERING THE CARDS

You will find some of the cards obvious, and you'll instantly, intuitively know what to write. Sometimes, however, especially in the beginning you might think that you lack good ideas. Don't worry about it. At this point all ideas are good.

Build on what you wrote or imagined up until now. Refer to what has already happened. It might be a repeat of a certain motif (a person or an event) or expanding on it. The current event might be a consequence of previous events or choices, or shed some light on what has happened before. Add details from your life or environment: your acquaintances, your favourite cup, or the colour of the shower curtain.

This will make your fiction more real. You might also find that you have several equally good ideas. Choose whichever—when you write it down, it will become a true fact in your story. In such a situation you can let your readiness to explore the thread to guide your choice.

Accept what the cards say. It is their task to provoke and surprise you—let them surprise, astonish, or scandalise you! Some of the cards may question your assumptions about the Beast. You don't get to fully decide whom or what the Beast is—treat this as a challenge! It might also happen that you will want to say “no”. “No, I'm not doing that” is also a good answer—why not? Expand on it!

## PLAYING IN COMFORT

The theme of the game is related to sex, physiology, hidden erotic fantasies, and carnality. It might happen that a card will be too unsettling and you will not want to answer the question, or will prefer to end the game. That's all right.

If you want to skip a question, do it. You can write it down (if you think that you will want to answer it later) or not. Do not draw a new card. Next day, continue the play as usual.

If you want to end the game, discard all but the Closure card. Draw it and follow the instructions for day 21.

## RULES SUMMARY

### Day One

- Fill out the Beasionnaire.
- Make a deck (19 cards followed by the Closure card).

### Days Two Through Twenty

- Pull a card.
- Write your answer or reaction to the event on the card in the diary.
- Reference *How to Answer the Cards* and *Playing in Comfort* as needed.

### Day Twenty-One

- Draw the Closure card.
- Choose one of the options and write your reaction to the ending in the diary.
- Hide or burn the diary.

## MEDIOGRAPHY

### Films

- David Cronenberg: *Dead Ringers*; *M. Butterfly*; *The Fly*.
- Per Fly: *The Woman Who Dreamed of a Man*.

### Novels and short stories

- J.G. Ballard: *Crash*.
- Everything by Clive Barker.
- Carita Forsgren: *Hairball*.
- Kathe Koja: *The Cipher*; *Bad Brains*.

### Games

- D. Vincent Baker: *Spin the Beetle*.
- Naomi Clark: *Consentacle*.
- Avery Mcdaldno: *Abnormal*.
- Porpentine: *Until Our Two Alien Hearts Beat As One*.

## CREDITS

This game was created by Aleksandra Sontowska and Kamil Węgrzynowicz.

This whole project wouldn't be possible without many great people:

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# *Beastionnaire*

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I HAVE SEX WITH THE BEAST.

IT'S A SECRET.

*Select and circle at least one option in each paragraph.*

Its smell reminds me of ♦ meat ♦ wild flowers ♦ faeces ♦ oranges ♦  
a pond ♦ dust ♦ perfume ♦ wet soil ♦ rust ♦ something else (*what?*)

..... ♦

It feels ♦ rough ♦ silky ♦ slimy ♦ scaly ♦ meaty ♦ hairy ♦ different  
(*how?*) ..... to the touch.

I hide it ♦ in the bathtub ♦ in the attic ♦ in the forest ♦ under the bed  
♦ in the garage ♦ somewhere else (*where?*)

I'm attracted and aroused by the Beast's .....

I'm repulsed and disgusted by the Beast's .....

I think of the Beast as ♦ she ♦ this ♦ he ♦ they ♦ it ♦ ze ♦ I don't know.