

Erosphere Game Universal Rules System

(EGURS)

What is it? EGURS* is a set of rules to play a choose-your-own-destiny style of RPG within the scope of a Cock Hero production. These rules apply to Erosphere productions. The Erosphere is a “Cock-Hero Gaming Universe” created by Ragaraja and Tittyluvr. They are comprised of a series of story-driven Cock Hero videos that all use the same general theme (sexual temptation and corruption) and rules of play. They put the viewer as the protagonist in the story, similar to a traditional Role-Playing Game (RPG). Similar to an RPG, the player of an Erosphere game can earn points, learn new abilities, find wondrous magical items, and most importantly make choices that affect future gameplay.

TERMS

Round: Consider each song is its own round.

FS/R: During and between rounds, there will be breaks in the music and/or action, where you will see this prompt in the upper-left corner. This means “FreeStyle or Rest.” Essentially you are encouraged to do whatever you wish to maintain stimulation however you see fit.

Ability: These are skills that are unlocked for accomplishing (or possibly not accomplishing) game goals.

Virtue Points: A point based currency you earn in game which are used to invoke your abilities.

Magic Items: Similar to abilities, you may find these along your adventures. Unless otherwise stated, these will only work once and then cease to function. They provide small advantages without costing points to activate.

A round is a song. Some “scenes” of certain characters may be comprised of multiple songs – so a “round” is a song for the purpose of these rules. So such a scene may contain two or more rounds. Each round is a “test” of one’s stamina and virtue. If you successfully complete a round, you earn Virtue Points (VPs). At the end of each round your earned VPs will be displayed in the upper-right corner. These points are cumulative with each successful round. To successfully complete a round, you must have stroked and/or followed other such directions in accordance with the prompts and the stated tempo/rhythm, and cannot have released at all during (or at the end of) that round. Failing to complete a round by releasing at any point during (or at the end), or failing to follow the stroke instructions, forfeits the VPs for that round. VPs will unlock abilities and allow use of them which will assist you in later installments. Furthermore, a minimum amount of earned VPs are sometimes required before proceeding to the next produced installment.

Erosphere Cock Hero adventures are designed to allow release at various points; you do not have to wait until the end. Think of this as a “choose-your-own-adventure.” The idea is that in order to allow

an immersive experience for yourself within the story, you are encouraged to take on the role of the hero, and release when you feel you would like to (or maybe if you just can't help it). Perhaps you cannot contain yourself, or perhaps you are particularly fond of a character(s), and really want to release with her/them, or perhaps you just feel that this is how your story should proceed; afterall, you are protagonist. What would you do? However, as a story of temptation, there are often times consequences for giving in or trusting the wrong person or making the wrong choices. In this case, "choice" is essentially when and with whom you wish to release. These choices will create dynamic responses, consequences, or even rewards. As it is in life, you don't know the outcome of a choice you make until you've made it. At the end of each round, if you choose to (or accidentally) release, you will be directed (upper left hand) to skip to a specific spot at the end of the production, where your fate is revealed in a customized epilogue. Take note to watch ONLY that Epilogue that you were directed to. When it is over, stop the video. There is a 10 second lead-in before each Epilogue begins to give warning before proceeding.

Some abilities may be invoked during a round, before a round begins, or even after you release (see below for details of individual abilities). Your abilities can change your experience during a round or after completion. As such, your abilities make these productions, more interactive and puts you in the pilot's seat of their direction. Between the ability to modify your experience with abilities (and items), and epilogues containing a specified fate to unveil, these productions lend themselves to quite unique experiences from someone else, and allows a level of re-playability.

FAQ

Can I play Erosphere Cock Hero productions without all these rules and points?

Absolutely! In its base form, it's a Cock Hero project with the same concept of stroking to beats. If not playing EGURS, simply stroke to the beats and try to last as long as you can as you would any of the previous Cock Hero projects.

At the end of a round how will I know what to do again?

If you succeed, look to the upper-right for your VP award and allow the video to proceed. If you fail, allow the current song to finish, and look to the upper-left for a time-stamp where you are to fast-forward to for your fate to be revealed in one of several Epilogues.

Did I read correctly that I can take these points and abilities and stuff with me to other videos?

Yes. The Erosphere production team considered a much bigger picture when we started these. We decided that we would place all of our videos within this same universe, and apply the same general rules and ideas to each one. Feel free to use your learned abilities in future installments, and carry over unused points. But remember, activating the abilities require a prerequisite amount of points, and each future installment will require that you spend an amount before starting it.

Why would future projects cost points to start them?

Not all of them will, but those that are sequels will definitely; so as to encourage continuity of story. This also means that the first time you play a particular video, you will not likely have a huge pool of points to hack it with, making the choices of what abilities to use and when to use them very important. After all, we still want it to be a challenge.

This sounds great – when can we expect the next one to be out?

After.

ABILITIES *

Name: (Cost in VPs – When can it be invoked)

Narrative description.

Mechanics description.

* This is not an exhaustive list. These will be updated as more are developed and integrated.



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FEIGN DEATH

20 VP

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BETWEEN ROUNDS

Your legendary skill as a Cock Hero has granted you the ability to manipulate your own breathing and heartbeat, by forcing all of your blood into other more fun parts of your anatomy. This effectively allows you to "play-possum" as your heartbeat is undetectable, giving the illusion to others that you are unconscious or dead.

This allows you to treat all HEARTBEAT rhythms in the next round as Freestyle-Rest. This ability can be handy if you're struggling to survive.

SPECIAL - This ability can only be used in certain scenes. You will be prompted before relevant scene begin.

TELEPORTATION

50 VP

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DURING ROUND

Your abilities have awakened even greater power within you, Cock Hero. You now possess the ability to simply instantly remove yourself from a given location and return to a recently visited location.

This ability allows you to instantly stop in the middle of a round to avoid releasing, and turn off the game. You must later return to the beginning of this scene before being allowed to continue.

ABILITY

SENSORY MANIPULATION

30 VP

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BETWEEN ROUNDS - SPECIAL

Your legendary skill as a Cock Hero has granted you the ability to affect the visual acuity of another, making that person unable to see you.

Using this ability allows you to choose not to stroke (if you do not wish to), whenever the target character is on screen, as she will be unable to see you.

SPECIAL - This ability can only be used in certain scenes. Before a relevant scene begins, you will be prompted that you can use this ability to ignore a particular stated character.

TIME CONTROL

25 VP

BETWEEN ROUNDS

Your legendary skill as a Cock Hero has granted you the ability to manipulate time, giving the illusion to others that you are moving faster than you are.

This allows you to treat all DOUBLETIME rhythms in the next round as NORMAL 1:1 tempo – treat one beat as a downstroke and the next beat as an upstroke as opposed to both up and down on each beat. This ability can be handy if you're struggling to survive.

ABILITY