Camwhores

A Game About Hot Chicks Making Poor Choices
by Elizabeth Sampat

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Ingredients: Amazon and Lust

"Camwhores is a razor-sharp simulation of the world of webcamming, and I should know."
- Ben Lehman, Famous Game Designer

This game owes a debt to:
XXXXtreme Street Luge, by Ben Lehman
Apocalypse World, by D. Vincent Baker
Pretty Girls, by Liam Burke
The nonuglies LJ community
The Suicide Girls community
Countless amateur models I have known

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TWO SCOOTERS
PRESS

INTRODUCTION

You are:
- Female.
- Hot.
- Broke.

You have:
- A computer.
- High-speed Internet.
- A webcam.

Welcome to the wonderful, wild world of amateur softcore porn. Your mission, should you choose to accept it, is to cajole Marks into buying you presents from your Amazon wishlist for the least amount of personal investment and physical depravity possible—while not letting it affect your real life.

TO PLAY, YOU NEED:

At least one player
One GM
A deck of cards
Comfort with sexual situations

YOUR CHARACTER

There are five stats: Body, Confidence, Stability, Empathy, Greed. Body is about how hot you look based strictly on appearance. Confidence is about how much you're willing to show or do, and how comfortable you seem while you're showing or doing it. Stability is about how much you have your shit together in your real life. Empathy is how much you care about the people around you in real life and how much you invest in your Marks. Greed is about how much the Amazon wishlist matters to you.

All of these are measured at 1-10 and start at 5.

Build your character by putting together a description based on these three lists. Choose one from each list.

Your character is a:

LIST A

Buxom (+1 Body)
Flirty (+1 Confidence)
Sweet (+1 Empathy)
Happy (+1 Stability)
Starving (+1 Greed)

LIST B

College Student (+1 Body, -1 Empathy)
Unemployed Twentysomething(+1 Greed, -1 Stability)
Young Housewife (+1 Empathy, -1 Body)
Barista (+1 Stability, -1 Greed)

LIST C

Who cuts herself (-1 Body)
With a jerk for a boyfriend (-1 Confidence)
Who's a total narcissist (-1 Empathy)
With daddy issues (-1 Stability)
Who feels guilty for doing this (-1 Greed)

Give your character a real name and an Internet handle. You also start with one Mark and five Respect. Marks are guys who want to buy you things because you get naked on the Internet. Respect is how much the people in your real life respect you.

The name of your mark is the first guy you ever screwed over in a relationship (if you're into guys). If you're not into guys, the name of your first Mark is Roger.

You also have an Amazon Wishlist. It starts with 5 items on it. Write down what each item is, and why you want it. (Examples: I want this Chemistry textbook so I can pass biochem; I want this hot halter top so that the guy I like will notice me; I want this fly fishing set so my daddy will love me.)

Choose 5 other items that are related to being a camwhore. Choose one related to each of your 5 stats. When a Mark buys you the item related to your stat, you get +1 to that stat. (IE, a sexy bra for Body, a book on alcoholism recovery for Stability, a teddy bear for Empathy, etc.)

HOW TO PLAY

There are two kinds of scenes: Whore scenes and Angel scenes.

WHORE SCENES

During Whore scenes, you're doing everything you can to get Marks to buy you things from your Amazon wishlist. The GM plays Marks and potential Marks, and you play your character.

The GM shuffles the cards, and you cut. Draw a number of cards equal to the number of your Marks. The GM draws a number of cards equal to your Greed. If you have the highest number, one of your Marks is there. (The GM chooses which.) If not, you get assigned a random dude who wants to cam with you.

This part is always the same.

The GM deals you and himself seven cards.

You and the GM narrate your conversation; the GM narrates what the Mark or dude says, you narrate what you say and what you do.

Diamonds = Stability (Talking about your home life)
Hearts = Empathy (Talking about his home life)
Spades = Body (Showing your body)
Clubs = Confidence (Doing and showing; touching yourself, talking dirty, etc)
Men's face cards = Greed (Counts as if you played all your cards)

The GM plays his lowest card, starting a conversation with whatever tactic is represented by the card's suit. You must play a card with a higher face value in the same suit, and escalate using the same tactic. Aces are low. For cards with a value equal or less than your stat's rating, you can delay escalation by promising to do it the next time you see the Mark, if he buys something from your Amazon wishlist. The only way to escalate at a higher value than your rating is by actually Putting Out with something real— showing your body, giving your real name, etc. If you can't— or won't— escalate further, you can change the suit and the topic:

Stability -> Empathy -> Body -> Confidence -> Greed

You can move forward in the chain, and skip suits, but you cannot move backward. If you run out of cards first, then the Mark buys something from your Amazon wishlist, or if it's a random dude, he becomes a Mark.

If the GM runs out of cards first, he logs off without buying you anything if he's a Mark, or without becoming a Mark if he's a random dude.

You can only play Jacks, Kings, and Jokers under certain circumstances, as they count as "cashing out"— which is the equivalent of running out of cards first. The GM can cash out with a face card and log off without buying anything for you by playing a face card after you Put Out with something real. You can cash out if you convince the dude or Mark to accept your delayed promise.

Over the course of the game, you cannot play more Men's Face Cards than your Greed.

ANGEL SCENES

Angel scenes are scenes that revolve around your normal, day to day life. If you have an item from your Amazon wishlist you haven't successfully used to earn a goal, then the scene is about using the item to try and get your goal. Otherwise, your Angel scene is about trying to accomplish the goal without your Amazon wishlist item.

Narrate what's going on in the scene up until the point where you try to get your goal, and then draw a number of cards equal to your Respect. If you're using something from your Amazon wishlist, then draw an extra card. Play whatever card you want, and narrate how you're using the associated trait to try and achieve your goal. The GM gets to draw one card in response. If his card is worth less than yours, numerically speaking, then you achieve your goal and gain 1 Respect. If not, you lose 1 Respect and don't achieve your goal.

Alternate between Whore scenes and Angel scenes as appropriate.

ENDGAME

If you get 10 Respect, then you can retire from being a camwhore and chalk it up as a youthful indescretion.

If you get all of your goals and have less than 10 Respect, you can retire because your family is close to finding out your double life.

If you lose all your Respect, your family finds out and they're horrified by what you've been doing. You disappear from the Internet and your Marks miss you.

For a while, anyway.