

## Pain Game

Supplies: deck of cards, one die, clothespins or clamps for slave's cock and balls, toe clamps (black binder clamps work, padded with a toilet paper roll or pieces of cardboard if needed), appropriate whips for slave's ass, feet, and cock

The goal is for slave to make it through the entire deck; each turn consists of burning (discarding) cards and flipping over cards to determine the punishment. Begin by burning the top card and flipping over the next card; slave can either: 1) take that many lashes to the ass (see chart for values for J,Q,K,A); or 2) take another card and pick one card to be the number of minutes it has to spend with clamps on its toes, the other card is the number of lashes to slave's feet at the end of that time; or 3) slave can take a third card and pick one card for the number of clothespins/clamps that go on its cock and balls, one for the number of minutes they stay on, and the third is the number of lashes to slave's cock and balls after that many minutes. If slave takes the lashes to the ass it only gets to burn one card before the next turn; if slave took a foot or cock punishment it gets to roll a die to see how many cards to burn.

J/Q/K/A values: first number is the value for J/Q/K, second is for aces

	Lashes	Time	Clothespins
Ass	15, 20		
Feet	10, 15	10, 15	
Cock	10, 15	10, 15	15, 20

Additional rules (at Master's discretion): slave's cock must be locked up during any breaks. Master will assign forfeit penalties if slave fails to complete a turn (e.g. nipple clamps or a buttplug for the rest of the game, gag slave with a dirty sock or a mouthful of piss, etc).