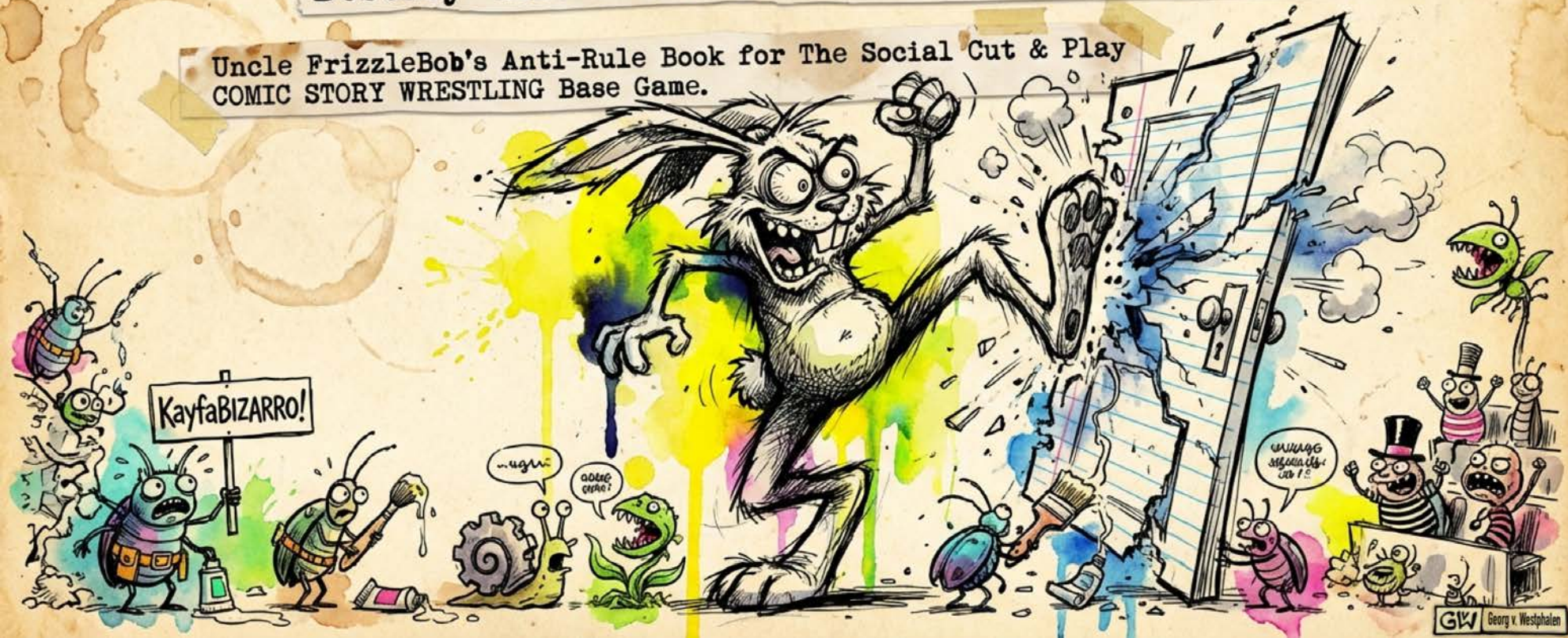


Krazy KAYFABIZARRO FREESTYLE

Destroy this book. Cut the cards. Start playing.

Uncle FrizzleBob's Anti-Rule Book for The Social Cut & Play
COMIC STORY WRESTLING Base Game.



Welcome To The Komik Kard Kult Klub

No winners. No losers. Just epistemic sabotage.



What the
FLUFF?!

**Yes-and.
Yes-but.
Never: "that
didn't
happen."**

This isn't a game you learn. It's a game you use.
You're gonna tell stories that don't make sense
Play until something shift. looking for permission
to make this your own - you already have it.

THE SCRAPS & THE GEAR

No board. No tokens. No health bars.



Image Cards:
The more
mismatched,
the better.

HUMBUG!

Story-Mode Die:
1 per player.

Quest Die:
1 shared D6
(Starts at 1).

2-6
Mutants.

THE RING (YOUR PLAY AREA)

Three slots for reality, one slot for your ego.



THE STAGE:
3 shared slots.
The shared reality.

QUEST CARD:
The End Panel.
The unresolved
tension.

ACTOR SLOT:
Your character.
Face-up in front
of you.

QUEST DIE:
Tracks
narrative
pressure.



PRE-MATCH WARMUP (SETUP)

Three cards in hand, one foot in the ring.

1. Deal 3 cards to each player.
2. Choose 1 as your Actor.
3. Wrestler Intro (Go around the table once).
4. Start player introduces Quest.
5. Quest Die to 1.

First Game? Round 1 has no Mode Die.
Just introduce yourself and your truth.



RITUAL 1: Cut the Promo

Name it. Claim it. Threaten it. (30 Seconds Max!)

The Intro isn't a character sheet. It's a promise to the table. Commit!

NAME IT:
Announce your character. Loud.

CLAIM IT:
One sentence: what does this entity want?

THREATEN IT:
What changes because they're here?

10/10

KayfaBINGO!

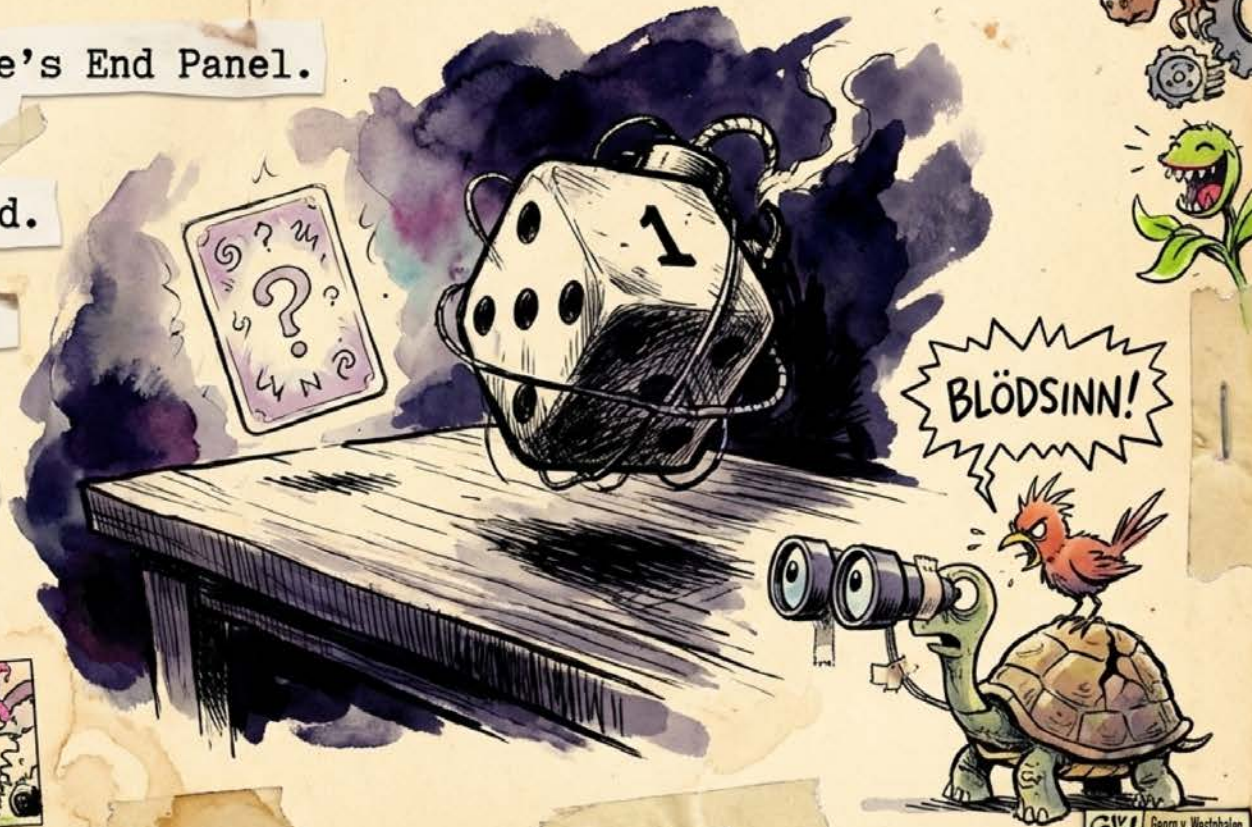


RITUAL 2: The End Panel

Setting the bomb everyone is pretending not to notice.

The Quest is the episode's End Panel.
Not a goal, a question.

1. Draw/reveal Quest card.
2. Introduce the tension in character.
3. Frame the End Panel: what will be decided when it collapses?
4. Set Quest Die to 1.



The Grind: Your Turn

Five steps. No exceptions. No skipping.

1. DRAW
(Hand to 4)

2. ROLL
(Stipulation)

3. PLAY
(To Stage)

4. NARRATE
(In Mode)

5. PRESSURE
(Quest Die +1)



What the
FLUFF?!



TWISTING REALITY (STAGE RULES)

Re-frame, don't erase.

Empty Slot: Fill it.

Stage Full (3/3): Overwrite. Old card discarded.

Actor Switch: Play a card as your NEW Actor instead of to the Stage. Do a brief exit for the old, and a Wrestler Intro for the new.

KayfaBOGGLE!

When you overwrite, you twist reality. You don't delete it.



Spitting Fire (Scene Rules)

Did you sell it?

1. POV: Speak as your Actor.
First person. Present tense.

2. Story-Mode: Play the scene
in the rolled Stipulation tone.

3. Stage Context: Acknowledge
every card on the Stage.

4. Quest Direction: Push
toward the End Panel.

Optional Handoff: "...something
shifts at the edge of the Stage..."



HUMBUG!



THE VIBE CHECK (MODES 1 TO 3)

The Stipulation is a frame, not a cage.

1 - TRAGIC: Loss is inevitable. Play toward it anyway.

2 - COMIC: Everything goes slightly wrong in ways that are your fault.

3 - ABSURD: Logic has broken down. Treat the impossible as ordinary.



Stay fluffy!

THE VIBE CHECK (MODES 4 TO 6)

Make the table uncomfortable. That's the job.

KayfaBIZARRO!

4 - HEROIC: Your Actor is exactly right for this moment. Play the peak.

5 - MYSTICAL: Something is happening beneath the surface.

6 - FORBIDDEN: Cross a boundary the story has politely avoided.



The Reality Check

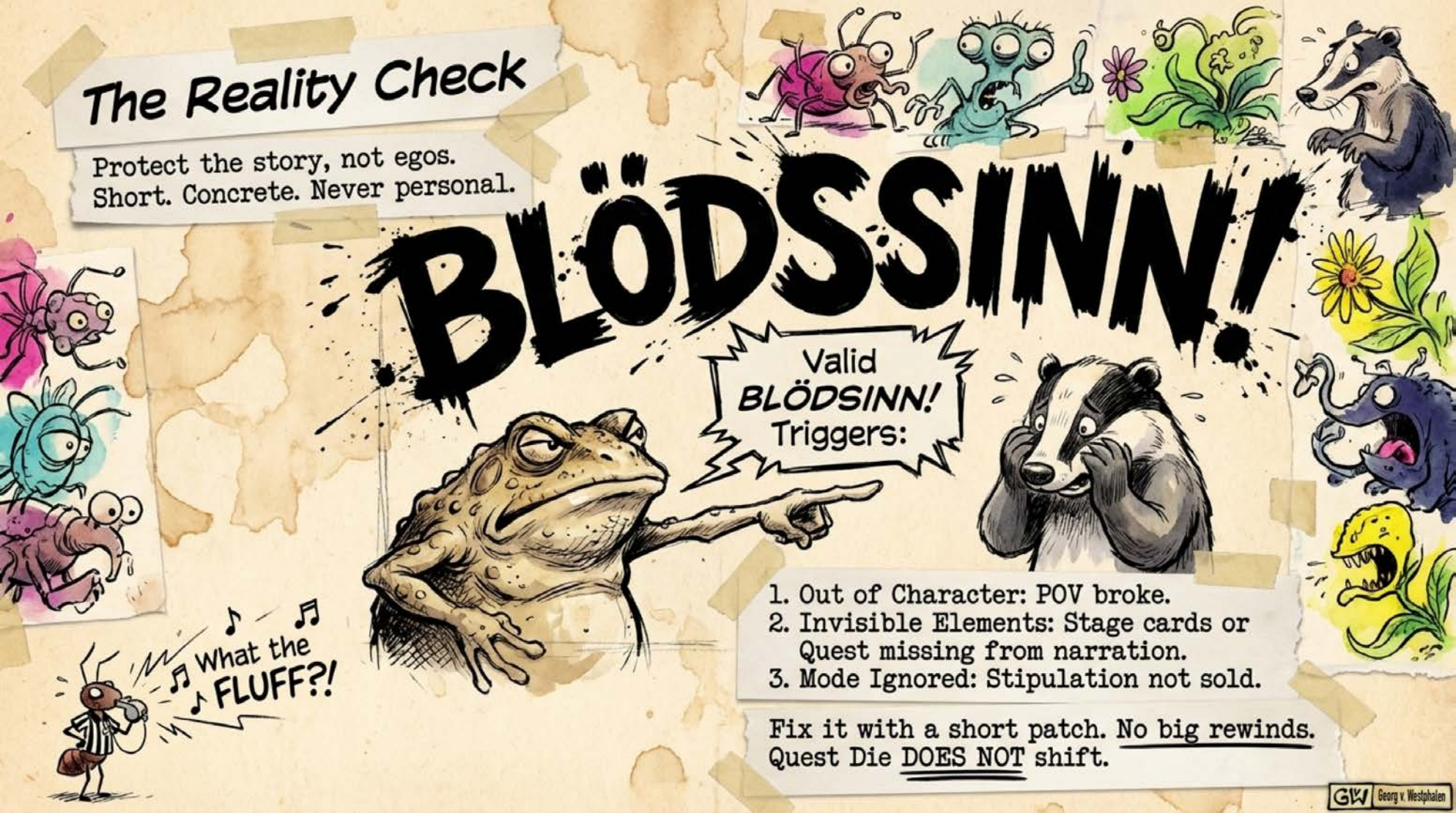
Protect the story, not egos.
Short. Concrete. Never personal.

BLÖDSSINN!

Valid
BLÖDSINN!
Triggers:

1. Out of Character: POV broke.
2. Invisible Elements: Stage cards or Quest missing from narration.
3. Mode Ignored: Stipulation not sold.

Fix it with a short patch. No big rewinds.
Quest Die DOES NOT shift.



THE HEAVY CROWN OF KING K. FABIAN

Even the ref has term limits.



For tables where
BLÖDSINN! calls risk
becoming arguments.

Who: Player whose turn
just ended.

Power: Final call on
disputes for ONE scene.
Brief ruling.

Duration: One scene only.
Then passes left.
No campaigning.

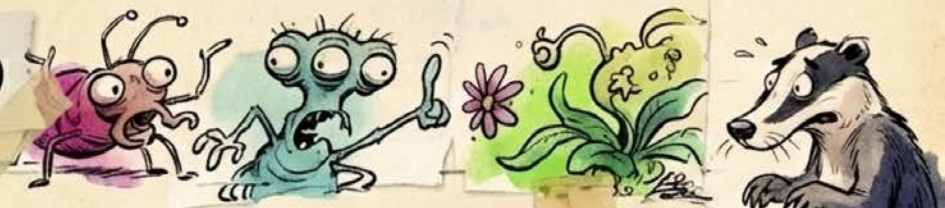
BLÖDSINN!

HUMBUG!



The Finale (Quest Collapse)

A bad ending that was earned beats a good ending that was imported.



When the Quest Die hits 6, the episode ends.

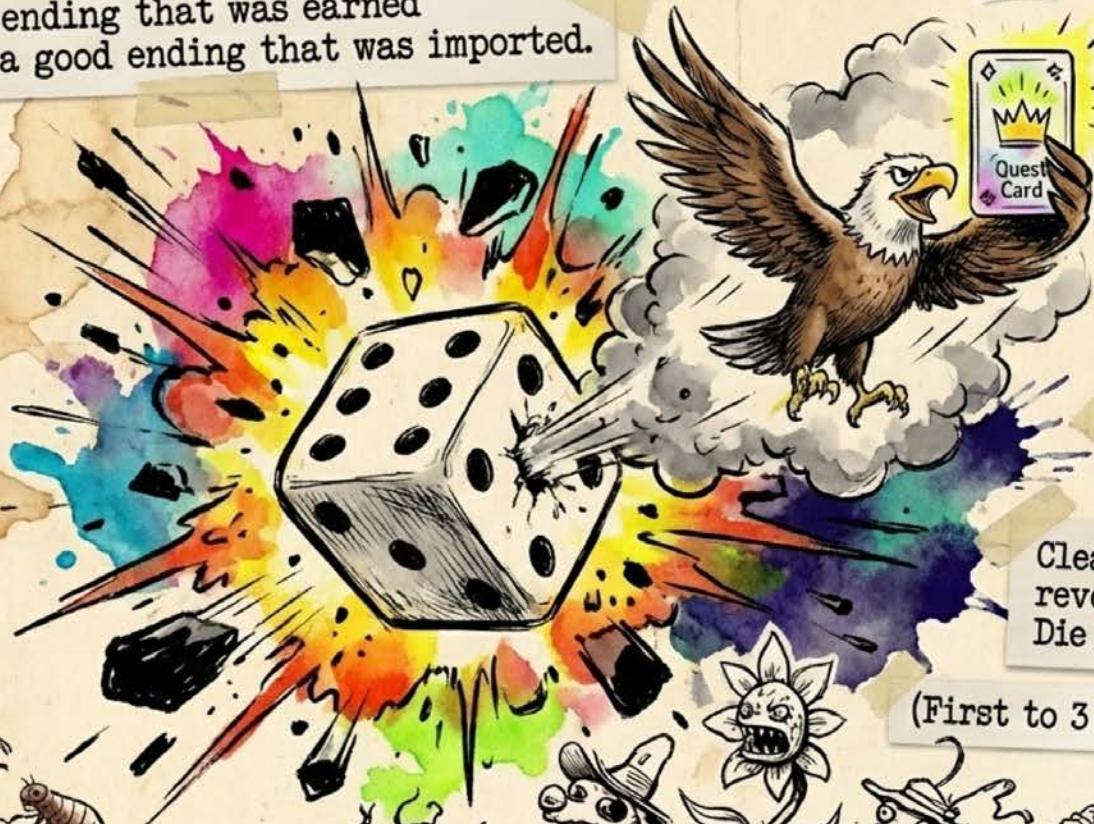
The final scene MUST resolve the Quest End Panel. The story must land.

Take the Quest Card as a Trophy.

Clear the Stage. Next player reveals a new Quest. Die resets to 1.

KayfaBINGO!

(First to 3 Trophies wins.)



KayfaBIZARRO!

Uncle FrizzleBob's Illegible Cheat Sheet

Destroy this book. Start playing.

Turn:

1. Draw →
2. Roll Mode →
3. Play to Stage/Switch →
4. Narrate →
5. Quest +1.

Modes:

1. Tragic 
2. Comic 
3. Absurd 
4. Heroic 
5. Mystical 
6. Forbidden.

Stay fluffy.

—Uncle FrizzleBob,
Professional Reality-Wrestler
& Epistemiologic Outlaw

BLÖDSINN!

POV broke /
Stage hidden /
Mode ignored.