

# KayfaBizarro Quick-Rules

Social Story-Wrestling, Freestyle

Welcome to Uncle FrizzleBob's Komik Kard Kult. Together you build one story, with cards, two dice, and whatever you come up with. Nobody wins, there's just a story that wasn't there before. *Read to Setup, then start.* The rest explains itself as you play. Stay fluffy.

1-6 players, 20-60 min

2 dice + cards, ages 12+

## Kayfabe & Bizarro

**Kayfabe.** The wrestling word for "the fiction is real." At the table: your story is reality, stand by it.

**Bizarro.** The mirror-world where nonsense makes sense. Permission to be deliberately *strange, wrong and surprising.*

## The First Cut

Before anyone tells a story, the table cuts together: everyone takes a printed sheet and scissors and cuts it into single cards. **Not prep, already the first move.**

You destroy something finished to get something playable. The best icebreaker at the table: hands busy, eyes free, talking comes easier, and everyone learns the cards by holding them once.

## What you need

**KayfaBizarro cards.** Everyone brings 15-20, all shuffled into one face-down deck. Any card can be a *Character, Scene or Quest.*

**Two ordinary dice.** One is the Story Die, one the Quest Die. Both stay visible on the table.

**1-6 people & a table.** Optionally a big sheet to scribble on.

## The Six Story Modes

At the start of your turn you roll the Story Die. That's your mode for this turn. **Not optional, commit.**

 <b>Tragic</b>	The loss is real. <i>Push on anyway.</i>
 <b>Comic</b>	It goes wrong, and it's your fault. <i>Enjoy the mess.</i>
 <b>Absurd</b>	The impossible is normal. <i>Don't explain it.</i>
 <b>Heroic</b>	Your character is right for this moment. Play the big moment.
 <b>Mystical</b>	Something is happening beneath the surface.
 <b>Daring</b>	Dare what the story has been avoiding. <i>Sell it convincingly.</i>

## The Finale

When the Quest Die reaches **6**, someone tells the Finale. Quest resolved, new episode. One quest runs 20-30 min, three fill an evening. *Stop when it feels finished.*

## Setup

### Hand

Everyone draws 3 cards.

### Character

Everyone plays 1 card as a Character and introduces themselves as that card: *name, stance, claim.*

### Stage

Lay out 3 cards as the shared stage. These three panels (pictures) show where the story stands.

### Quest

Draw 1 Quest card, the shared goal. Quest Die to 1: shows how close you are to the end (1 start, 6 finale).

## Your Turn

### Roll

Roll the Story Die, that's your mode.

### Draw

Draw 1 card.

### Play

Play 1 card onto the Stage, overwrite or add a panel, with the Intro Ritual.

### Tell

1-3 sentences *in your role*, linking your character, the three Stage panels and the Quest. Finger trick: point at each card as you speak.

### Turn up

Turning the Quest Die up brings the Finale closer, or leave it and hold the tension.

## The Intro Ritual

Every card that enters the game gets the same ritual. Like a wrestling entrance. Three steps, thirty seconds, in your role.

### Name it

Announce the name **loud.** That's who or what just entered.

### Claim it

One sentence: what does this card want, what's its *truth?*

### Perform it

**Don't explain it, perform it.** Show what its Power does to reality now.

## Social Calls

Right after the telling, before anyone moves the Quest Die, every other person may throw in exactly one call. In a dispute the table decides, without long debate.

### KayfaBINGO!

That landed, pure praise. The teller draws an extra card.

### KayfaBOGGLE?

I'm not following. One concrete question. Answer in one or two sentences, in role.

### KayfaBONGO!

Someone tells their Power like game stats ("blocks 70%"). Say it again as story, not as math.

### BLÖDSINN!

Rule broken: out of role, scene forgotten, mode ignored. If the table confirms it, the turn is void, the Quest Die stays put.

## An Example Turn

**Character:** The Frozen Watcher (Mira), made into mere audience by a timer. **Stage:** The Finished City, The Doomsday Clock, The Held Breath. **Quest:** The Nearest Lever, find the one thing within reach. Quest Die 4, Roll 3, **Absurd.**

Mira plays **The Reclaimed Second** over **The Doomsday Clock** and performs it with the ritual:

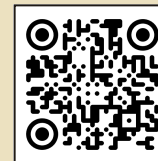
"The Reclaimed Second. The smallest unit of freedom. I aim my attention on purpose and take back one second."

Then, as **The Frozen Watcher**, pointing at each card:

"In that reclaimed second I see **The Finished City** for the first time as what its Power claims: a glossy picture with no Tuesday, no maintenance. I take **The Held Breath**, the one breath the feed denies me, and my hand finds **The Nearest Lever**, the one thing within reach: the light switch beside me. I lay my fingers on it. I'm not pressing yet."

→ Character, all three Stage panels and the Quest connect. The tension rises. Mira turns the Quest Die up to 5. **KayfaBINGO!**

## Full rules & free download



[KayfaBizarro.pages.dev](http://KayfaBizarro.pages.dev)

Print, cut, play. Pay what you want.

Stay fluffy.