HELLO LOCKEE

(AND POSSIBLY THE ESTEEMED KEY HOLDER)



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The Gift of Submission

Want to spice up your D/S relationship or solo chastity journey? Interested to explore control and submission in a fun, guided way?

"Mistress of Fate" is a game with a purpose: Revolutionize the Chastity lifestyle.

It randomly determines your chastity lock time and provides daily tasks and scenarios. Perfect for setting the tone and engaging in the control-submission dynamic.

What you need:

A chastity cage ready to go.

Game content:

- 1 X 10 sides Numbered Die (for duration)
- **\(\frac{1}{2}\)**3/4/5/6/7/8/9/10
- 1 X Time Frame Die Short Play 15/15/30/30/60/120 Minutes
- 1 x Time Frame Die for Normal Play H/ H/ H/ D/ D/ W
- 1 x Time Frame Die for Extreme Play D/D/W/W/W/M

H-Hours, D=Days, W=Weeks, M=Months

1 X Action Die with black and red dots (for card selection and special actions)

70 X Black Cards: "Reward Cards"
70 X Red Cards: "Punishments Cards"

- 5 x Black "Personal Privilege Cards" Blank cards to write your own reward tasks
- $5\ x$ Red "Personal Privilege Cards" Blank cards to write your own punishment tasks

Ready?

Setup

- Prepare the Decks: Separate the 70 black cards and 70 red cards into two distinct decks. Remove blank cards "personal privilege" from the deck.
- 2) Choose 1 time die out of the 3 depending on your chastity goals:

Green Time Frame Die = For short time chastity experience 15/15/30/30/60/120 Minutes

Yellow Time Frame Die = For Chastity aficionados familiar with the kink. H/ H/ H/ D/ D/ W

Red Time Frame Die = For player living for and with Chastity. D/D/W/W/W/M

Place the three dice (Standard Numbered, Time Frame of your choice, and Action Die) within easy reach of all players.

How to Play

You can play this game every day, even when you're locked in! To keep things fun and dynamic, we suggest playing daily. There are enough cards to last for 5 months without repeating any tasks.

WHEN NOT IN CHASTITY

To start the game, the player (or one player if you're playing as a couple) rolls all three dice at the same time.*

- 10 sided numbered die: Determines the duration magnitude to be locked in chastity.
- Time Frame Die: Specifies the duration unit on how long you will be locked.
- · Action Die: Indicates which deck to draw from:

Black: Draw a "Reward" Card.
Red: Draw a "Punishment" Card.

Example of rolls:

10-sided Numbered Die: 6 Time frame Die = D Action Die = Black Dot.

>> 6 days locked in chastity from the time of play + Pick up a Black card and perform the task as instructed.

*If you play with the green minutes time frame die, you can skip the 10 sided numbered die and only throw the minutes die and the action die

Example of rolls

Green Time Frame Die = 30 Minutes Action Die = Red Dot.

>> 30 minutes locked in chastity from the time of play + Pick up a Red card and perform the task as instructed.

What happens if I get the ♥?

★ can be considered as "10" or a higher number of your choosing.

WHEN IN CHASTITY

If you're still locked up, don't worry—you can still have fun! Either the sub or the domme rolls the dice daily or whenever you decide to play.

- 10-sided die: Roll a 'heart' to get unlocked—1 chance out of 10. This roll is optional and can be decided by you or the couple.
- Action die: Tells you which card deck to draw from.
 Grab a card and do what it savs!

FAQ

What happens when the wearer gets unlocked? (Countdown is up)

The wearer can stay unlocked until the next day of play.

What happens if the Sub does not do the Action card?

Re-roll the action die against the card. This can only be done up to 3 times per month or as decided by the players. Skipping two tasks in a row is not allowed.

BLACK DOT: Skip the card/task but double your chastity time.

RED DOT: Cancel the punishment and take a new red card instead.

How to play solo?

We got your back!

Each action card has a version for solo play or for couple play. Give yourself reward or punishment cards to keep the good fun.

To not be tempted and avoid cheating, we recommend getting a timer lock or a chastity key container with plastic locks. Scan the OR code below to know more.



Or visit: oxy-shop.com/solo

If you draw an action card that says to roll the 10-sided die and you roll a \P , here's what to do next:

Follow the specific instructions on the card for rolling a \checkmark . If the card doesn't specify, just treat it as a "10."

SCAN TO JOIN "MISTRESS OF FATE" FORUM

mistress-of-fate.com



Feel free to give recommendations about new tasks, expansion packs or find a virtual partner to play the game.

SCAN TO MAKE YOUR OWN CHASTITY CONTRACT

nistress-of-fate.con



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