Outline:
Parts
Tutorials
Basics
Design
Do these things:
Do not do these things:
The Champion
The Champion's Statistics
Variables
Decision statements and Psedo code
The Bad End
Status effects and special events like pregnancy
Non-humanoids

Outline:

Parts

These are all the different parts that will be included, and brief summaries of them.

- Basics; what it means to write for CoC, what you can and can't do, general recommendations. (first draft done)
- Design: DOs and DON'Ts; The general things you should and should not do when designing scenes and characters, as well as design in general for something CoC related. (first draft done)
- The Champion (first draft done)
- Variables; dealing with and using variables in your writing. (first draft done)
- Decision statements and basic psedo code for CoC.
- The Bad Ending or gameover
- Pregnancy and other special events
- dealing with non humanoids

Tutorials

- Putting together a basic scene for CoC; a tutorial on putting together a basic scene that is gender neutral, and does not have sex.
- Putting together a sex scene for CoC; same as before, but for a sex scene.
- Putting together a monster encounter for CoC

- Putting together an NPC encounter for CoC; an encounter that evolves or changes between visits.
- Putting together a camp follower or romance for CoC; the most difficult undertaking.

Basics

To start off, this guide isn't about teaching you how to write well, or about the English language. This is a guide that explains how someone who already has a grasp on these things writes specifically for the game *Corruption of Campions*.

When writing for anything, the first thing to bear in mind when writing for anything is to consider what it is you are writing for. *Corruption of Champions* (CoC) is an erotic text adventure game heavily based on the transformation fetish. Writing for a game is very different than writing for almost anything else as it is an interactive medium. This is doubly the case for CoC, as the main character that the game centers around has a highly variable appearance and personality. This means that your written events must be able to handle or make sense for the myriad of possible player characters (PC). It also means that sex scenes are going to be very complicated, and each event should be able to handle all four possible genders that the PC can be.

You also need to be aware that Fenoxo Fenfen is in charge of the whole game, and he may decide that he doesn't like something that you want to write, or he may not like it and not implement it. He also will not implement things that aren't arousing for him, or are downright disterbing for him. The most notable of these things that he will not implement are Vore (being eaten), Loli/Shota (underage), gore (blood or extreme bodily damage), scat (poop), watersports (pee), bestiality (animals; unless the PC is also an animal), necrophilia (dead or rotting), death (in any general events; exception, events that have left the PC vulnerable to death if they are cut off from something that they are dependent on), or forced transformations. Don't even bother requesting or suggesting these things as there is no way that they will ever be put into the game.

Fen also doesn't like things that he feels are heavily overdone, such as vampires, werewolves, or dragons. Avoid these events unless you are certain that you'll be able to blow Fen away with the submission. DO NOT start with one of these events.

The last thing you need to be aware of is that to submit events to the game (unless you have already submitted something to the game or where publicly writing it before January 26, 2012), you must agree to the following licence for your event to be added:

> "By submitting content to Fenoxo for addition to Corruption of Champions, I agree to give up any and all

creative and legal control over how the characters and events from my submissions are used within the confines of the game, its character viewer application, and any sequels. I retain all rights to said characters and events outside of their usage in these games. I also agree that Fenoxo will be a rad dude and do his damnedest not to screw me with this legalese." Any content submitted before this was added on 2012/1/26 is excluded from it, as I can't go back and time and make people agree to this.

Design

If you are only writing one to three scenes, you can just do this whole process in your head. Its still a good idea to read over this and it's a very bad idea to skip over it.

When you do go to make an event, the first thing you have to do is to design it. Figure out what the contents of the event are, what fetishes you will be appealing too, and if it involves a new NPC or creature, you need to figure out how they think and what kind of personality they have. Writing up a mock codex is good way to start. If you are adding something to a pre-existing creature or NPC, be sure to think about their personality and attitude. Chatting with the original author is oftentimes a good idea.

I advise that once you have a good idea of what you are going to do, you should put it down on paper (or type it up) and look it over. Make sure you get a feel for what sorts of things that you want your character to be able to do, and what you'll need to do for that to happen. For instance, if you want to design a character that has a morph-able dick, you should write their scenes to include a variable for the changed dick, or if you plan on having unique scenes for each, make certain you have a manageable number of them, or they can be relatively easily altered to suit the alternative forms if you change your mind down the line.

Important note: Once you've reached this point, send what you have to Fen so that he can approve it. I highly recommend that you wait to continue at this point until after he has given his approval. Once you have sent this to him, try to avoid adding any additional ideas or kinks to it that Fen doesn't suggest after reading the doc, otherwise the event may be rejected even after he has given the green light.

The next step would be to write down a list of the scenes that you are going to write (some people can be intimidated by this, but at some point you'll need to write the list so that you don't forget anything). In my mind this is an important step because its where you decide whether or not you really want to go through with the whole project. Be sure to also include variations for if you are going to allow the encounter to be altered by the PC's actions or stats. You also need to be aware of possible PCs that can make sex scenes simply not work. The most common issue here is the size of the PC's dick(s). If there is going to be any kind of penetration, you need to have scene variants for when they won't fit, or alternatively for if the PC is too small to penetrate the subject.

If its a big project, this is also the point where you should decide if you want to spit it up into manageable self contained parts that can be implemented on their own. At the same time, keep going back to your design document so you don't forget something important that is going to give you a whole lot more work down the line.

Below are some general tips for those who are first starting out. For more in-depth information, look at the individual guides.

Do these things:

- Send a message to Fen or post your idea on the forums *before* you start writing it. Make sure it will work within the world of CoC before you start writing. **Restated for emphasis.**
- Start with something simple, write a single set of sex scenes or a simple monster encounter before you do anything else.
- Research the game before hand before you suggest something and make sure it's consistent with what's already in the game; don't suggest a raw animal morph that is only hermaphroditic, when members of that animal race are already present in the world and are clearly not all herms.
- Listen to what other people have to say about your submissions. You probably won't get things right the first time, and you'll never get things perfect. If people have reasonable suggestions for you, you should listen to them. Especially Fen, the editors SoS and Ashi, and the experienced writers.

Do not do these things:

- Skip the design step entirely and go straight to writing.
- Write a stand-alone scene that has nothing to do with sex or transformations, as the game is heavily focused around sex and transformations, it is very unlikely that submitted events that do not include these things will be accepted.
- Write an encounter that only works for one form or gender. All events or characters that are submitted should be able to handle the following at the very least: all four genders, all possible biped characters.
- Write a transformative item that only has one effect, and does not vary at all from that effect.
- Write the PC in your scenes to be excessively bad ass or pathetic without very good reasons for them to be that way. The PC doesn't flinch when faced with a God or a powerful demon, but neither are they without fear.
- Create the most awesome character ever that will always be better than the PC, no matter what they do. Seriously, if the character is going to be able to fuck with the PC, the PC should be able to fuck with them if they've got the stats.
- Write something for the main story, unless you've been writing for the game for some

time, Fen probably won't trust you with that.
- Write scenes that don't use variable checking for the PC's variable body parts. Don't forget either that the PC's fluid production for milk, cum, and vaginal fluids is also highly variable.
- Write all of the PC's dialogue in direct quotations, you should give a brief summary of what the PC says most of the time, but let the player fill in what they actually want the PC to say in their minds. Occasional directly quoted lines are fine so long as they are something that anyone would likely say in that situation. Scenes where it isn't the PC's mind isn't their own are also fine.

The Champion

The Champion is the player character (PC) of the game, the player's avatar, and the main character of the game's story. With the exception of epilogues, the entire story is told in the second person from the perspective of the the champion, and all submitted events will be viewed from the champion's perspective. No events should be added to the game, unless they are meant to be perceived by the player as if they were the champion. For instance, a scene where the champion is raped by a horrifying monster should be expected to be interpreted to be from the perspective of the champion when it is added to the game, and you should expect the player to see themselves in the champion's position.

The other thing that you must be aware of for the champion is that their personality is relatively vague, so that the PC can interpret them the way that they want to. You should never try to force certain personalities or characteristics on to them, without them responding to situations where they are given a choice, or unless something is influencing their minds.

The rest of this part will detail what has been confirmed about the champion, and what will always be true. These things are not up for debate, if they were changed, the whole structure of the game would have to be altered.

- The Champion has been well trained in combat and the use of weapons and armor. They are proficient with all conventional melee weapons, and have a very good idea on how to fight both armed and unarmed.
- The Champion is fiercely loyal to their mission, and will never abandon it without something fundamentally altering their minds in some way. If such an event were to happen, the game is immediately ended in a game over or bad end of some kind.
- Similarly, the Champion will never abandon their camp outside the portal, they will always return to the portal to check it and see if anything has been messing with it while they were away.
- While uncorrupted, the PC has a strong sense of what is right and wrong, and are acutely aware of when something they are doing or seeing is fundamentally wrong on a moral level.

- As they become corrupted, their sexual and moral inhibitions are slowly erased, and they become more interested in things that they wouldn't otherwise be and care less and less about the safety and comfort of those that they rape.
- The PC is not an extremely horny person, unless they have a high libido score, or a high corruption score. Similarly, they are not sexually interested in things that most people are not interested in, unless they have the body of something that would be interested, or have a high corruption score.

The Champion's Statistics

This section goes over the player's main statistics and what they mean. I also give some advice on how they should be applied and used in events.

Note that these are pre-tone and thickness, so some of the informations is outdated.

Strength:
A measure of the champion's physical power, and how muscular they look. In game its used to determine how much damage the champion is able to deal with a physical attack. It also is tied to perks for increasing how much the champion can carry at a time. A character with 100 strength could lift a ton of weight. Strength should be tested whenever the champion is in a situation where raw physical power is important. For instance, breaking the demon tribe's bonds. It is one of the least often used states in the game.

Toughness:
Toughness is a measure of the champion's endurance and durability. In game it is used to determine how much hit points the champion has, and partially contributes to how well they resist damage. A character with a toughness score of 100 could be hit by a truck and keep going, like nothing happened. Currently I'm not aware of any events in game that check a character's durability, but it could be used by another character to gauge how much damage they think the character could take before they go down.

Speed:
Speed represents how fast the champion is, and how good their reflexes are. In game its used to increase the likelihood that you escape from an enemy when you run, the chance that you hit an enemy, and reduces the chance they hit you. It also is used to determine if you react quickly enough to accomplish something like catching the fairy. A character with 100 speed can outrun a horse, at least over short distances, and has machine like reflexes. Any scene that involves the champion's reflexes or running speed should use this stat. This stat is applied in the game quite often.

Intelligence:
Intelligence is a measure of how sharp the champion's mind is in both quick thinking wit and

understanding complex concepts, it also represents their willpower and mental fortitude. In game it is used to determine if the champion understands things like how to assemble a milker, or makes the connection between something they see recently and something that they saw previously. It determines their magical power, improving the effectiveness of their spells and letting them learn more, and how readily they resist assaults on their minds, allowing them to avoid the auto-rapes from the bee girl and minotaur more effectively. It also is a measure of how aware they are of their surroundings, helping them avoid ambushes like that or the slime beast. A character with an intelligence of 100 is a master of understanding the world around them and manipulating it through the power of their magic. This stat is probably the second most applied stat in the game, and is generally applied in any scene where the PC can fail through something not directly related to their physical abilities.

Libido:
Libido is a measure of how generally aroused the champion is. Within the game it represents one's weakness to mental stimulation and how much lust they gain every hour. A character with 100 libido would be able to go from no arousal to full sexual readiness in a moment, and generally does at the first sight of something sexual. Any scenes that involve the champion being mentally stimulated should use libido to determine how much lust they gain from it and how partially tie into how they respond to it. It also makes the PC more susceptible to the minotaur and bee girl auto rapes. It is applied in the game quite often, and should be used when determining the weakness of the PC's mind to all things that they may find arousing.

Sensitivity:
Sensitivity is a measure of how sensitive the champion is to pleasure from being touched. Within the game it represents one's weakness to physical stimulation, very low scores can also stop a character from orgasming when they're being raped by a foe in certain scenes. A character with 100 sensitivity might orgasm from being stroked once. Any scenes that involve the champion being physically stimulated should use sensitivity to determine how much lust they gain from it and how they respond to it. It generally isn't applied anywhere else, and is probably the stat least often applied in game.

Corruption:
Corruption is probably the most important and the most often used stat in the game. It represents the hold of the demon's power over the champion and how much they've given themselves over to corruption. A character with 100 corruption has completely given themselves over demonic power and is on the verge of transforming into a demon. They have no moral or sexual inhibitions, and are willing to do anything at all for their own enjoyment. Additionally, they no longer have any sexual likes or dislikes, anything that could be sexual is enjoyable to them. Any time that the PC would react to a situation either sexually or in revulsion uses corruption to determine it. Similarly, it determines how eagerly they rape their foes, and whether or not they care about what happens to their victim, for instance, rapes where the PC hurts their victim, or forces them to do something they wouldn't want would require a fairly high corruption score. Very high corruption scores also allow the PC to use corrupting magic on

those they rape, allowing the PC to warp the bodies and minds of their victims. As was said previously, this is the most important, and most often checked stat in the game.

Level:
Level approximately represents the champion's amount of experience in the world of Mareth, as well as their level of confidence. It doesn't have a fixed maximum, but as it increases the PC's confidence and competence within the world increases as well. Thus a character at level 1 is frightened and out of their element, an approximately level 3 character is starting to understand what is going on, and an approximately level 6 character knows how to handle themselves well. This, as well as the date, can be used as an effective measure of how the PC should respond when confronted with situations that would unnerve people, or cause them to respond meekly (if not after a fight, or as the result of some form of mind control). It is used as a threshold requirement for certain monsters to appear, such as the demon tribe which doesn't appear until the PC is at least level 2, and can be used to show just how far the PC is willing to explore from their camp. It is checked rather rarely, but should probably be used in dialogue that you think that a PC might respond shyly or in an inexperienced fashion.

Variables

This is one of the most important parts about writing for CoC. Do not forget about these in your writing, or else your scenes may not make sense in some simple contexts, or create a whole lot of unnecessary work for the editors, or for Fen.

As the PC's form is not fixed, you will need to use these when writing anything beyond simple events and interactions. There are two types of variables, strings or text variables, and numeric ones. Text variables will generally be what you use inside the event text, such as a word for the PC's ears, and numeric ones will generally be used in decision statements, such as the PC's height. To access either, you use a function call inside your text or decision statement. A function call looks like this:

```
player.tallness()
```

This particular function call will ask the program for the player's height, and replace this line with that value in inches when its run by the computer. When you're writing something involving a text variable, just imagine that its any of the possible words it could be, all at once. Don't look at it like its the variable name.

To actually implement the variables into your text however, you need to follow a specific format:

```
"Hello, my name is Generico, and I can see you're " + player.tallness() + " inches tall!"
```

Decision statements and Psedo code

The Bad End

Status effects and special events like pregnancy

Non-humanoids