

Boyce Park

1.11 by Walkir

based on [a story of on CHYOA by a user named kindmaster](#), this is about a Pittsburgh park where you can hunt women for enslaving or just some sex.

It's a mostly generic thing - some public park with a section where women can go in to get hunted down and either just fucked and let go (the foxes) or enslaved and taken home as pets (the bitches).

For those enslaved, there is a two month trial period, after which they have the right to be released into freedom again if they changed their mind for any reason whatsoever.

Beginning with the trial, municipal government covers extra cost created by your catches.

Have 1,000 CHYOA Points.

Origins

You start in Pittsburgh, age (at least 18) is a free pick.

All origins can be drop-in.

Fox

A woman that is only in the park for day trips to have some fun.

Bitch

A woman in the park to get caught and enslaved as a pet. Remains in the park for days and weeks until hunted.

Hunter

A man out to hunt some sluts, be it for some fun or to get a slave or several.

Ranger

Park security making sure the rules are enforced. Male. You want a "female ranger", build a bitch because she's a station pet.

Vanilla Daytripper

Just some random park visitor not interested in the lewds. Or at least unaware of them.

Pick any gender.

As usual, 100CP perks and items are free to their origin, and discounts are 50%. Everything is only free once, after that this is reduced to discounted.

Perks

General

Safety (free/100)

No STDs, no unwanted pregnancies, enough stamina to deal with your entire catch, no actual damage caused by a hunt, that sort of thing.

Free for the duration of the jump, 100CP to keep.

Fox

Runner's Tits (100)

You gain a minor speed bonus while naked, with your own bouncing tits not hindering you the slightest. On top of this, their jigging is also always maximally attractive while simply never inconvenient.

Cheeky Prey (200)

Be it by humor or other means, You have a talent to appear very likable, making hunters more likely to pick you than others if they want a good time, less likely if they actually look for someone to hurt and anyone much more likely to go easy on you after the catch.

GM Intervention (600)

Written and unwritten rules of any social interaction you are in are always enforced on you and those interacting with you. As the rules in the park revolve around consent, this means you cannot be held against your will, a hunt always ends at the park's borders, etc. pp.

Bitch

Stamina (100)

You can stay naked in the open for days without any adverse effects, including a resistance against natural elements such as resting in a tree or running barefoot through woods.

Also prevents sores from bondage and issue from being kept in an uncomfortable position for a while.

Trustworthiness (200)

It's easy for you to convince others that you are more trustworthy than you are. This helps with playing along as one of the group while actually working on delivering it to a hunter you have an agreement with.

The Ancient Ways (600)

You now have the ancient stamina to run for hours on end, even carrying light clothes and gear (not that you can have those in the park). Not only does this allow you to escape many a hunt, you can now also run animals to death by exhaustion should you ever need to hunt for food. Somewhere else than the park, because your kind is the only huntable large prey in here.

Hunter

Homo Homini Lupus (100)

The skills required to track and hunt down human prey. This includes the proper use of tranquilizers, traps and nets, silent stalking, a talent in silencing them just in time, tying them up for temporary storage etc.

Pack Hunter (200)

You are great in coordinating with others on the hunt, be it other hunters or assisting hunting bitches.

Charismatic Hunter (600)

You are the sort of guy women want to be owned by. If they have the choice between two hunters getting them, or were not 100% sure if they want to be foxes or bitches, they'll pick becoming your pets. Also makes them happy to support you in catching more pets, and other hunters more likely to trade you their catches.

Ranger

Park Ranger (100)

You have the training required to be an actual park ranger of the non-lewd variety.

Local Expert (200)

On top of this, you possess an encyclopedic knowledge of all animals, plants, structures and scheduled events in the park, allowing you to easily act as tour guide or hold classes, but also to identify if someone needs any medical attention due to those. You are also very familiar with the regulars, be they vanilla, hunter, prey or external staff involved in running the park. Knowledge about flora and fauna updates for the region the park is inserted in.

Law Enforcer (600)

You can easily make any rules you are authorized to enforce stick. As long as you apply a scintilla of common sense, you won't even get into trouble for it. You could, for example, turn a bunch of women who remained in the park on their own fault long after closing into bitches, full entry exams and all, even if they entered as foxes or vanillas. Or stop a bunch of armed hunters from going too far.

Vanilla Daytripper

Ignorance is Bliss (100)

The ability to cross the park without ever noticing or getting involved in the lewds, for yourself and any group you're in unless someone tries to introduce you in good faith. Can be toggled on and off at will.

Skiing (200)

You have good experience in skiing down the park's slopes.

Guardian (600)

Groups accompanied by you can avoid all sorts of trouble from the secret parts of any region you cross. Even one completely made from first year college girls can completely avoid all trouble with the lewder parts of the Park - no hunter will consider them targets, no one will step in a trap or get hit by rogue tranq darts.

This also applies to any masqueraded worlds, organized crime and similar.

Items

All items can be imported like to like for free, gaining the new functions and an alt form without losing anything. Will return after 24 hours when stolen/destroyed/lost.

General

COL Stamps (free/100)

Cost of Living Stamps to cover expenses caused by pets caught in the park. Only valid in the city they were caught in (or their starting location in future jumps).

Basically provides a geographically limited form of Basic Necessities for any slaves you get in jump.

Free for jump duration, 100CP to keep.

Money (50)

\$500,000, not refreshing. Can be taken multiple times.

Fox

Secure Locker (100)

A place where you can store your stuff during the time in the park. Impossible to break into.

Feeding Station (200)

An animal feeding station where Rangers drop off food for the slut population daily.

Unprocessed food, not protected against access by regular animals. Obviously a hunter hotspot. Comes with signal horn to signal buffet opening.

Can become a soup kitchen with follower staff in future jumps if you want some dignity for future users.

Free Use Haven (600)

A park plaza close to the hunting area providing basic utilities for the lewd section and is the location of the regular slave market. There are public toilets, showers, changing rooms, shops for sex toys and hunting gear, a small food court, a stage.

It's a free use zone for women, with a few spots to have sex out of public, and sex can be payment in any of those.

Bitch

Camp (100)

You will always find a reasonably dry place to sleep with access to food and water, even in a public park.

Hidey Hole (200)

The place you find will now be fully protected from the weather, have a clean water source and food nearby. It is big enough for four people comfortably.

Collar and Leash (600)

A special collar that can't be forced on you, but doesn't open without your owner's permission once it is shut. The same goes for shutting down all agreed on powers, allowing you to submit fully even after a dozen-jump chain. The leash is unbreakable and never gets in the way.

Those legally mark you as owned property and never draw unwanted attention.

Hunter

Method of Marking (100)

A method to mark catches as your official property. In the story, it is tattoo stamps, but this can be changed at will once per jump.

Any pet freely agreeing to remain your property and brought back to the slave registry closest to place of catching or freely consents at end of jump receives a permanent marker instead.

Hunting Gear (200)

A refilling backpack with everything you need to catch and immobilize your prey. This includes collars and leashes, rope, gags, some cloth, binoculars, a flashlight, chloroform, etc. Also comes with a tranquilizer and a net gun, either merged or separate. Each of those has 4 spare magazine-equivalents.

Home (600)

A comfortable house with a pool, garden, mounting points for leashes and chains, a BDSM playroom and enough rooms to securely hold all your catches in whatever comfort you want to give them. Neighbors are curious, but won't question anything lewd happening on your property. After getting used to your pets, some nice girls and/or MILFs next door are even open to a trip to the park.

Bigger on the inside, all bills and utilities paid.

Ranger

Ranger Badge (100)

A badge identifying you as having the authority to enforce the park's rules, or any official rules in future jumps. Also a damage-resistant uniform (bodypainting for station pets).

Ranger Car (200)

A fully electric car fit for park ranger duty large enough to transport as many persons or cargo as required in a safe way. Unlimited range on park business.

Ranger Station (600)

Located at a park entry, where rangers do their work, Foxes can store their stuff, the vouchers are handled etc.

Also a branch of the slave registry office, issuing official slave IDs backed by law, even if slavery normally is not a thing (fanwank the details) and a slave market.

Vanilla Daytripper

Day Pass (100)

This day pass allows you to enter the park as prey and then get out at the end of the day, with legal protection of your status. You get a new pass every time the park opens for the day as long as you are not inside at the time.

In future jumps, this allows you to enter areas dangerous to you for less than one day and get out safely again.

Electric Car (200)

A standard, fully electric van, with guarantee to find a convenient, open parking spot at your destination.

Boyce Park (600)

You own a copy of the 1,100-acre/4.452km² park inserted to a city of your choice in any future jumps where it is not a warehouse attachment.

There are several small lakes, extensive hilly woodlands, some orchards for the bitches, some hot springs and the source of a creek.

The park passively supports rule enforcement, making it much easier for the Rangers to apply any of them while vastly reducing random littering, vandalism and other generic public park nuisances. No matter the local stance on slavery or public nudity, the government will help enforce the park's rules.

Besides the lewd areas, it is a normal public park with a wave pool, tennis courts, ball fields, a nature center, greenhouse, arboretum and trails. There is even a downhill skiing area with ski lifts and a lodge.

Companions and Followers

Crew (50 - 400)

Imports into this world, be it as hunters, rangers, hunting bitches or actual prey. 50 for one, 100 for 4, 200 for 8 and 400 for all. They get an origin with all freebies and discounts as well as 600CP to spend on perks and items.

Local (50 per)

Create or take up to 8 of the locals to take them with you, same benefits as the imports.

Stable (100, free Hunter)

Every pet you caught in here to be exported into the chain as followers. They get the bitch perk tree and free item, 100CP-**Safety** and **Runner's Tits**.

Drawbacks

If a drawback says the opposite of a perk, the drawback wins. Companions can take drawbacks marked with a *.

Setting Roles (+0)

Switch from male hunters – female prey to whatever you want. Adapt perk descriptions accordingly. If that means a hunter could also be prey, Method of Marking also serves as Hunter ID.

Location (+0)

Even without supplement mode, it does not need to be Pittsburgh. Place the park in any location you want, and/or add some IRL attractions from that location's park(s), be it a mere addition or replacement.

Choose your own crossover insertion (+0)

CHYOA provides a ton of stories not bound to a certain location, and for those that are, see above. Feel free to insert yourself in as many stories from that site as you can make fit into this jump setting.

Bad Luck of the Hunt (+200)

Most women you meet in the park that are involved in the lewd elements that aren't ugly are either foxes not interested in becoming bitches or already caught by other hunters.

Weather (+300)

Whenever you're in the park, weather is not conducive to extended stays outside.

Assholes* (+300)

Most of the guys hunting you are assholes and will not care much about your comfort or

sometimes even consent. This reaches from too rough sex and bondage to trying to attach trackers to you against your will.

Supplement Mode

Boyce Park can exist anywhere public parks can, be they fantasy, scifi or based on the real world, and applying it also adds the sort of slavery involved here.

Whatever it is, the rules are as follows.

- You only get the 1,000CP once
- no CP from reused Drawbacks
- CP may only be used in the jump they are gained in or the Gift Shop
- Each application is a new continuity
- Starting location is defined by the other jump.

The End

Stay

Enjoying the stay? Just remain here, then.

Go home

It was nice, but it is enough. Time to ho home.

Next jump

After a nice little break, the adventure continues!

Notes

Enslaving

Feel free to dismiss the slave registry thing and everything but these thing covered in canon:

- A two-month trial period with temporary tattoos that can be exchanged for permanent ones if the pets agree to become lifelong slaves
- the COL stamps
- Park Rangers exist and take away the day pass and clothes of a woman remaining in the park after closing
- there's an exit control to see
- a slave market exists somewhere
- until they decide to go for slavery after those two months, bitches have rights.

I think these points added by me make sense:

- There is a slave registry
- As part of the city administration, Rangers cooperate with that
- Entering the park as a bitch involves a medical examination to limit park liability, and help establish the pet's monetary value.
- There is another examination at bringing her out of the pak to get her away from her new owner and establish if she actually consents and to provide a baseline to identify abuse in the trial period.

The story

While I looked around and scanned the other chapters for perk/item ideas to avoid filling in completely new stuff to varying degrees of success, this jump is primarily based on this path:

1.1 Introduction by kindmaster

==> 2.1 Keeping walking, looking for what is special by kindmaster

==> 3.1 Ask what a day tripper is? by kindmaster

==> 4.1 Looking for a pet by blighton

==> 5.1 She says yes by blighton

==> 6.1 He return next evening by hellbentnow

==> 6.2 Go on the Hunt by Blackhand

==> 7.1 He Finds A Pack by Blackhand

==> 8.1 Stealthfully by Bobrt

==> 9.1 The redhead by Bobrt

==> 10.1 She agrees and sets up her best friend. by Bobrt

==> 11.1 Yes, you catch her too. by Bobrt

==> 12.1 Not yet- you give her 2 choices instead. by Bobrt

==> 13.1 Blinks Twice by TheWriteStuff

==> 14.1 She is okay with the trade by TheWriteStuff

==> 15.1 You are interrupted by Jenny's return by TheWriteStuff

==> 16.1 Yes by TheWriteStuff*

==> 17.1 He doesn't want the girl back by TheWriteStuff

==> 18.1 With good humor by TheWriteStuff

*this is where the Ranges come from.

Acknowledgments

Thanks for ideas and feedback to Velk, rosh3n and BetweenTheLines over at QQ. Also user “...” and an anonymous one (or multiple? It's anon...).

Change Log

1.0 first, jumpable version

1.1 added some cash

1.11 ...moved the cash to items. Derp. Some minor adaptations.