



THE CHRYSALIS REVOLT: 2709-2710™

**A parlor narration roleplaying game
by W.J. MacGuffin**



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THE CHRYSALIS REVOLT: 2709-2710™

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THE CHRYSALIS REVOLT

Welcome to *The Chrysalis Revolt: 2709-2710*, a parlor narration roleplaying game. If you've ever sat around with a few friends and told stories, then you are already familiar with how to play.

This is a roleplaying game, meaning you will take the role of an imaginary person when telling these stories. While some details about your character will be decided before the game begins, you will also create a lot of details as you play the game.

But this is also a parlor narration game. That means you will be trading stories rather than using miniatures. You can play this game almost anywhere because all you need is this book, a deck of cards, and people.

During the game, you will challenge the other player's stories. (And they will challenge yours!) The game uses a deck of cards to settle these challenges. Eventually, the game will end and some of the players' characters will die while others will survive.

Which fate will your character face? Will you be feared, ignored, or dead?

GOAL OF THE GAME

The goal of *The Chrysalis Revolt: 2709-2710* is to survive an upcoming revolt while "helping" the other player-characters to die in it. The revolt happens at the end of the game!

You survive by one of two ways: by becoming so feared that the rebellion leaves you alone, or by becoming so insignificant that the rebellion overlooks you. Both are done by telling stories and using a deck of playing cards to resolve challenges.

Whether you survive or not depends upon your character's Cruelty rating. This will change during the game as you challenge, and are challenged, during the telling of stories.

SETTING

The setting of the game is the planet **Chrysalis**, the capital of a vast interplanetary human empire. Chrysalis is home to the **Empress**, ruler of the empire, and seven aristocratic **Houses**. These are groups of people related by birth or marriage and can include hundreds of people. Each member of a House is an aristocrat: rich, politically connected, powerful, and above menial tasks like real work. They hold positions as heads of industry or powerful government administrators, while some are just independently wealthy. Not all members of a House are equal, and there's certainly plenty of arguments and grudges between Houses.

Life on Chrysalis is a paradise for the humans living there, thanks to the **drudgers**. Drudgers are an insect race native to Chrysalis, much larger and more intelligent than Earth insects. When humans settled Chrysalis, they genetically modified drudgers' intelligence, capabilities, and even size to serve humans in a wide variety of ways.

Drudgers farm the fields, dig the mines, and herd the animals. They work in factories, processing foods and goods. They serve humans as butlers, maids, cooks, guards, drivers, grounds men, and more. Giant-sized drudgers serve as transportation, shipping, even telecommunications. In short, they do all of the labor on Chrysalis, leaving the humans free to pursue lives of leisure.

All is not well among the drudgers. They have limited intelligence but are smart enough to know they are being abused by humans. They are planning a revolt against their human masters, a mass uprising of drudgers that will massacre the humans and overthrow their rule. Drudgers have secretly been storing weapons, but since they easily outnumber humans 10 to 1, their sheer numbers alone guarantee a victory.

When the game begins, your characters are attending the social event of the year, the Empress' Ball, completely oblivious to the drudgers' plans. You have gathered in the Walking Palace, a small city built on the back of a giant drudger to allow the Empress to move with the seasons without leaving her home. The ball is strictly for humans, but there

are many drudger servants present. They hear your stories, and as you talk, they will decide if you should be killed, ignored, or avoided in the armed insurrection.

Your character had no knowledge of the revolt, of course. He's just here to have some drinks and tell some good stories.

Needed to Play

In order to play the game, you will need one regular deck of playing cards. You will also need something to keep track of a very important number, your character's Cruelty. Poker chips would work, as would a pencil and scrap of paper.

You may also want more paper to write down some details about your character on the Character Sheet included at the end of this book. While this is recommended, you can always skip it. The only thing you really need is the cards. (And

even those can be ignored—see the Alternate Rules section near the end.)

Once you have your materials, it's time to create a character.

Character Generation

Summary of Character Generation:

1. Pick a gender and name.
2. Pick a House.
3. Set Cruelty at 5.

As you create a character using the rules below, keep the setting in mind. No matter who your character turns out to be, he is A) human, B) rich, C) aristocratic, and D) living on Chrysalis. (Of course, 'he' can be a 'she'.) The closest historical equivalent to human society on Chrysalis is Victorian England. Think of the gentlemen and ladies of that era and you have a good idea of how humans look, think, and behave on Chrysalis before the drudger revolt.

First, pick a gender and name for your character. While the game's setting is reminiscent of Victorian England, feel free to pick any name you want. The only real guideline is to make the name sound serious. "Elizabeth" or "Jules" are good choices, but "Chicky Baby" or "Frank the Knife" are not exactly good for the mood.

Houses

Then pick a House. A character's House affects the game by giving you two Favorite Details and two Hated Details. Details are used in the stories; see below for more information, but suffice to say that Favored Details give you bonuses during the game and Hated Details give you penalties.

Two or more characters can be from the same House or everyone can be from different Houses. Your character's last name does not have to be the same as your House name, as he may have married into the House.

There are seven Houses to choose from:



Worthington: Bankers and investors, known for their passionate devotion to the arts and their displeasure with anyone who opposes them.

- *Favored Details:* Prince Reginald (Love), Sherfield Extra Sweet (Profit)
- *Hated Details:* Drudger League (Opposition), Dark Woods (Mystery)

Keel: The royal family, known for spending lavishly, hiding their affairs, and being politically conservative.

- *Favored Details:* Dark Woods (Mystery), The Empress (Stability)
- *Hated Details:* Sherfield Extra Sweet (Profit), GenMod Labs (Creation)

Besterfield: Real estate developers, known for their exotic architecture, hot tempers, and disregard for historic preservation.

- *Favored Details:* GenMod Labs (Creation), Blue Fever (Anger)
- *Hated Details:* The Empress (Stability), Imperial Trade Office (Acquiescence)

Harris: Traders and retail giants, known for being very agreeable, educated, and for the tendency to be pack rats.

- *Favored Details:* Imperial Trade Office (Acquiescence), Bay of Palms (Revelation)
- *Hated Details:* Blue Fever (Anger), HMS *Valiant Charge* (Loss)

Gaines: Military leaders, known for their disregard for education, family ties, and the lives of civilians caught in their battles.

- *Favored Details:* HMS *Valiant Charge* (Loss), Flowermarket Square (Destruction)
- *Hated Details:* Bay of Palms (Revelation), Lost Cousin (Family)

Dortman: Authors and entertainers, known for being loyal to their House, romanticizing the past, and preserving old plays and tales.

- *Favored Details:* Lost Cousin (Family), Prince Reginald (Love)
- *Hated Details:* Flowermarket Square (Destruction), Walking Palace (Change)

Askerton: Career politicians and bureaucrats, known for cold demeanors, liberal politics, and readiness to argue.

- *Favored Details:* Walking Palace (Change), Drudger League (Opposition)
- *Hated Details:* Prince Reginald (Love), Sherfield Extra Sweet (Profit)

Cruelty

The last detail of your character is his Cruelty rating. This is a measure of how cruel your character is to the drudgers. It ranges from 1-10, with 1 meaning drudgers barely acknowledge your existence and 10 meaning drudgers are deathly afraid of you. All characters begin the game with Cruelty 5. If you are using poker chips or other tokens, each player gets five. If you're using paper, write down '5' for each character.

Dealing the first hand

One person (it doesn't matter who) should deal one card face up to each player. The player with the highest card becomes the first Narrator and will start the game. He should then take the deck, shuffle it, and deal 5 cards to each player, including himself.

The remaining deck should be put face down in the center of everyone. The Narrator should take the top card and place it face up next to the deck to start the discard pile. When the cards are set and every player has a character, you are read to begin.

Turn structure

The Chrysalis Revolt: 2709-2710 is played in turns. Each turn has the same basic structure:

1. The current Narrator picks a Topic and players may draw/discard one card.
2. Everyone joins in Small Talk.
3. The Narrator raises his hand and starts his story.
4. The Narrator includes a Cruel Detail that hasn't been used yet in this Topic and places one card face down.
5. Another player Challenges the Narrator and places a card face down.
6. The two players reveal their cards and the highest card wins.
 - a. The loser gets -1 Cruelty and must explain how they would never do the acts leading to the Cruel Outcome.
 - b. The winner gains +1 Cruelty and becomes the Narrator. He must explain how he helped the Cruel Outcome happen.
7. The winner is now the Narrator and continues the story with the current Topic or starts a new story with a new Topic
8. When all three Cruel Details connected to the current Topic have been introduced and resolved, the turn ends.

Topics

Before starting any stories, the Narrator must pick a **Topic** from the table on the next page. All stories told by Narrators must relate somehow to the current Topic. For example, if the Topic was "New Drudger Types", you could tell a story about hunting foxes only if it leads to talking about new types of drudgers. "We were hunting foxes in Blanden Wod when we came across a type of drudger I've never seen before ..." is a great way to meld topic and story.

BAD EXAMPLE: *The Topic is "Mysterious Drudger Deaths" and your story is about how you got really drunk*

in college. This has nothing to do with drudgers dying mysteriously and shouldn't be done.

GOOD EXAMPLE: *The Topic is "Mysterious Drudger Deaths" and your story is about how you found five dead drudgers not far from your winery. This fits the Topic nicely and includes a good made-up detail about your character (e.g., he has a winery).*

Each Topic has three connected **Cruel Details**. These are used by Narrators to initiate Challenges and to increase or decrease Cruelty ratings. They can be used in any order. Using any of the three connected Cruel Details is free and helps provide some structure to the stories being told under this Topic.

Once the Topic is picked by the Narrator, all players may draw one card from the deck. Anyone drawing a card must also discard one card from their hand after drawing one. If no card is drawn, nothing needs to be discarded. When this is finished, players may begin making Small Talk.

Small Talk

This is a period of time where all players start talking in-character (as if they were wealthy aristocrats attending the Empress' Ball in the Walking Palace). Small Talk should be just that: lighthearted discussions of nothing important. It should still relate to the Topic, but this time should be just for fun.

BAD EXAMPLE: *"So, this topic is about Mysterious Drudger Deaths, huh? I bet there's a serial killer out there." First, this isn't very in character. Second, it jumps straight to the story, which is the Narrator's responsibility.*

GOOD EXAMPLE: *"Has anyone here bought drudgers from a reputable business? I need to replace a few servants." This is in-character and sets up the Narrator's story within the chosen*

Topic	1st Cruel Detail	2nd Cruel Detail	3rd Cruel Detail
<i>Drudger Behemoths</i>	Lost Cousin (Family)	Walking Palace (Change)	Prince Reginald (Love)
<i>Drudger Sales</i>	The Empress (Stability)	Blue Fever (Anger)	Imperial Trade Office (Acquiescence)
<i>Empress' Suitors</i>	Walking Palace (Change)	Prince Reginald (Love)	Drudger League (Opposition)
<i>Human Genetic Modification</i>	GenMod Labs (Creation)	The Empress (Stability)	Blue Fever (Anger)
<i>Imperial Embargoes</i>	Prince Reginald (Love)	Drudger League (Opposition)	Sherfield Extra Sweet (Profit)
<i>Mysterious Drudger Deaths</i>	Blue Fever (Anger)	Imperial Trade Office (Acquiescence)	HMS <i>Valiant Charge</i> (Loss)
<i>New Drudger Types</i>	Sherfield Extra Sweet (Profit)	Dark Woods (Mystery)	GenMod Labs (Creation)
<i>Off-World Drudger Use</i>	HMS <i>Valiant Charge</i> (Loss)	Bay of Palms (Revelation)	Flowermarket Square (Destruction)
<i>Quarterly Profits</i>	Imperial Trade Office (Acquiescence)	HMS <i>Valiant Charge</i> (Loss)	Bay of Palms (Revelation)
<i>Recent Immigration</i>	Drudger League (Opposition)	Sherfield Extra Sweet (Profit)	Dark Woods (Mystery)
<i>Resort Locales</i>	Flowermarket Square (Destruction)	Lost Cousin (Family)	Walking Palace (Change)
<i>Royal Family Scandals</i>	Bay of Palms (Revelation)	Flowermarket Square (Destruction)	Lost Cousin (Family)
<i>Runaway Drudgers</i>	The Empress (Stability)	Blue Fever (Anger)	Imperial Trade Office (Acquiescence)

Topic by suggesting your character's drudgers may have died.

When the Narrator is ready, he ends the Small Talk by raising his hand and starting his story.

The Story

This is the main part of the game. As we said earlier, the story must relate to the Topic and is primarily told by the current Narrator. The player serving as the Narrator may be as creative and imaginative as they want, and is encouraged to

make up facts, places, events, histories, people, and more as he sees fit! The only guidelines are to remain within the Topic and to eventually introduce a Cruel Detail

Cruel Details

Once the Narrator has established a story and told a few lines, he must then initiate a **Challenge** by bringing a *Cruel Detail* into the story. While the Cruel Detail does not have to be included seamlessly, it shouldn't be abrupt and jarring either. To help define this, each Detail as a connected **Theme**. Themes have two purposes:



1) They help players introduce the Cruel Detail. Prince Reginald is connected to Love, so Narrators can use Love (romance, friendship, etc.) to guide their inclusion of Prince Reginald into a story.

2) As an *optional rule* for playing. Players may, if they agree, disregard the specifics of the Detail and only use the Theme when dropping a Detail in a story. For example, the Detail “Drudger Modification Labs” has the theme “Creation”. Instead of specifically referring to the Drudger Modification Labs in a story, the Narrator may use the theme of Creation.

BAD EXAMPLE: “Yeah, so I found these dead drudgers and I said to myself, ‘Let’s visit the Dark Woods.’” This makes no sense—why would dead drudgers make you think of visiting the Dark Woods? Plus, the Dark Woods theme of Mystery isn’t utilized.

GOOD EXAMPLE: “As I thought about the dead drudgers, I remembered that grisly scene five years ago just outside the Dark Woods when we found all those drudgers dead from some sort of animal attack.” Same Detail, but now it relates to the current Topic. It also brings some Mystery to the story—are the deaths related somehow? What killed the drudgers five years ago? Is it responsible for the new drudger deaths?

Cruel Details are vague on purpose. Narrators are free to define these as the game progresses. For example, what is the Drudger League? Is it a group of humans working to prevent abuses to drudgers? Or maybe it’s a group of drudgers convinced that their species should be subservient to humanity? It’s up to the Narrator to decide when he introduces the Cruel Detail as long as it fits the Theme of Opposition.

Once the Detail has been introduced, the current Narrator must place one card face down in front of him.

Horrid Outcomes

There’s a good reason why the details are called Cruel Details—they always lead to cruelty

against drudgers. This cruelty is called the **Horrid Outcome**. The Narrator does not fully explain the Horrid Outcome; he only brings the story to the edge of a scene of cruelty against drudgers ... but stops before going into the details. The Horrid Outcome is not decided until the Challenge has been decided.

How does a Narrator know when to stop describing the Horrid Outcome? That's why he places a card face down when he includes the Cruel Detail. This signals to the other players that they can Challenge him. If the Narrator starts discussing the Horrid Outcome and no one has taken the Challenge, then the Narrator finishes the Horrid Outcome. (See "Unchallenged Narrators" below.) If one player takes the Challenge, then the Narrator must stop.

BAD EXAMPLE: *"All those drudgers dead outside of the Dark Woods were maimed by some kind of animal. Yesterday, I heard a strange noise in the drudger lodge on my estate. I went inside and found they had all been killed! But they were killed by gunshots!" This doesn't work because the Narrator never waits to see if someone challenges him. He also explains the Horrid Outcome details (shot to death).*

GOOD EXAMPLE: *"As I thought about the drudger deaths out by the Dark Woods, I heard drudgers crying and screaming from their lodge on my estate. I ran there as fast as I could and found" Excellent. The Narrator brought the story to the edge of cruelty and waited. If no one took the Challenge, then the Narrator would finish the story however he wanted.*

Challenges

These are conflicts between two players that lead to changing the Cruelty ratings of each player's character. Since these ratings can end the game and decide which characters survive or die in the upcoming drudger revolt, *Challenges*

are very important to the game.

As stated above, a Challenge begins when the current Narrator uses a Cruel Detail in his story. The Narrator places a card face down in front of him. Then, before he fully explains the Horrid Outcome, another player take up the Challenge.

To take the Challenge, another player must play a card face down from his hand. If more than one non-Narrator players put cards face down, then they can either decide among themselves who gets to take the Challenge or they can draw cards from the deck—high card wins and takes the Challenge.

At this point, there should be two cards in play face down: one from the Narrator and another from the challenging player. The two players flip over their cards, and the high card wins. If there is a tie, the players must draw from the deck and try again until there is a clear winner. Once the winner is decided, each player draws one card from the deck and puts it in his hand to replace the used card.

There are some factors that may change how a Challenge is resolved.

- If the Cruel Detail is also a **Favored Detail** for a player (as determined by his House), then that player draws two cards from the deck *after putting a card face down to take the Challenge but before any cards are revealed*. Then, this player may swap the face down card with any card in his hand, including the two new cards.
- If the Cruel Detail is also a **Hated Detail** for a player (as determined by his House), then that player must shuffle his hand and randomly pick one card to replace the one he put face down to take the Challenge. Also, *this player does not draw a new card after the Challenge is over*.

Losing a Challenge

The player who loses the Challenge must decrease his character's Cruelty rating by 1 point

(-1 Cruelty). If he was the Narrator, then he loses control of the story and is no longer the Narrator. (If he was not the Narrator, there is no change.) His last contribution to the story is to explain why his character wouldn't want the Horrid Outcome to happen, whether he was the Narrator or not.

expressed sympathy for the drudgers, and Bill became the new Narrator.

Winning a Challenge

The player who wins the Challenge must increase his character's Cruelty rating by 1 point (+1 Cruelty). If he was the Narrator, then he retains control of the story. If he was not the Narrator, then he takes control and becomes the new Narrator and must explain the details of the Horrid Outcome.

Either way, *the Horrid Outcome always happens unless no one takes the Challenge.* (This is why the drudgers are getting ready to revolt!) The only difference is which player describes the details of the Horrid Outcome.

BAD EXAMPLE: *Sarah is the Narrator and Bill takes the Challenge. Sarah plays a 4; Bill plays a 10. Then Sarah says, "In the drudger lodge, they were all dead! Someone left a note that said more deaths would come, and it was signed by the Anti-Drudger League. That's why, last month, I went out to buy some new drudgers ..." Sorry, but Sarah lost the Challenge and does not get to describe the Horrid Outcome. She also kept on telling the story, when Bill should have become the new Narrator.*

GOOD EXAMPLE: *Sarah is the Narrator and Bill takes the Challenge. Sarah plays a 4; Bill plays a 10. Bill says, "I heard about this. Didn't you find several drudgers brutally killed and mutilated?" Sarah says, "Yes. I didn't even have my surviving drudger servants clean up. I dug the graves myself." Bill then says, "That was a waste of your time. Who cares about drudgers' feelings? In fact, last year when I went to the Walking Palace" Sarah lost and gave the story to Bill. Bill explained the Horrid Outcome, Sarah*

Unchallenged Narrators

If no one takes the Challenge, the current Narrator decides if the Horrid Outcome happened or not. If it happened, then the Narrator gets +1 Cruelty and must explain the Horrid Outcome to the players. If it didn't happen, then the Narrator gets -1 Cruelty and must explain why the Horrid Outcome didn't happen.

Ending a Topic

When all three of its connected Cruel Details have been used, that Topic is done and may not be used again by a player this game.

Ending the Game

The game ends when any player reaches Cruelty 10 or Cruelty 1. At this point, the drudgers reveal their weapons and start attacking--the revolt begins!

Each player announces his character's Cruelty rating to decide the character's fate.

- *If Cruelty is 9 or 10*, then the drudgers are too afraid of his reputation to even think of attacking him. This character survives the revolt.
- *If Cruelty is 1 or 2*, then the drudgers don't consider him a threat and skip him for more important targets. This character survives the revolt.
- *If Cruelty is 3-8*, then the drudgers believe he is a perfect target for their anger and revenge. This character dies in the revolt.



Strategy

The following are some ideas to help you play the game. Since this is your game, feel free to ignore these and play however you want.

Winning Challenges: If your Cruelty is high enough, your character will survive. That means you have to win Challenges. Use your high cards often to win, and when a new Topic is started, draw a new card and swap out your lowest card.

Losing Challenges on Purpose: Characters can also survive by having really low Cruelty. Since Cruelty goes down each time you lose a Challenge, that means you can survive the revolt by losing Challenges. Play your low cards during Challenges and swap out your high cards when a new Topic is started.

Keep Players Guessing: Since there's two ways to survive (high Cruelty or low Cruelty), players will be trying to guess which one you're going for. You could rush towards one end of the Cruelty scale, but that might make the other players know how to stop you. Consider 'throwing' a Challenge or two so the other players aren't sure about your strategy.

Favored Details: Since introducing a Favored Detail gets you two cards, and lets you pick the best one to play, bring in your Houses' Favored Details when you are the Narrator, if you can.

Hated Details: You obviously want to avoid introducing your own Hated Details, but introducing other players' Hated Details is good strategy. They have to pick randomly from their hand rather and don't get to draw a replacement

card, further limiting their options in the future.

Example of Play

Chris is playing Reginald Michael Worthington, Esq. (House Worthington). Sarah is playing Amelia Van Hout (House Dortman). Bill is playing Colonel Michael Gaines (House Gaines)

Chris: Okay, here's everyone's five cards and five chips. Now, one more card face up to see who goes first ... Sarah gets the high card. You go first.

Sarah: Let's see. I'm starting with the Topic "Drudger Behemoths." Connected Cruel Details include Lost Cousin, the Walking Palace, and Prince Reginald.

Bill: You would pick that Topic.

Sarah: Huh? What's wrong?

Bill: As a member of House Gaines, that gives me no Favored Details and one Hated Detail.

Sarah: Oh, does it? My, I didn't know that. Honest. Well, too late now. Anyone want to change a card?

Chris and Bill: No.

Sarah: I will. I'll discard this one and pick another. There. Let's gets started.

[Play now begins in character.]

Amelia: Is there any more wine, do you think?

Reginald: Of course! The Empress always keep a fine cellar, even if the cellar is on the back of a giant drudger.

Michael: I would never second guess the Empress' decisions, but building the Walking Palace feels a bit ... odd to me. Still, I suppose it makes a siege all but impossible.

Amelia: Oh, drudger! Here, please! Thank you, another glass of wine. Cote de Rhone or a Roja, nothing younger than 2680. Off with you.

Michael: You think it will actually know the difference?

Amelia: Certainly! [Sarah raises her hand.] You'd be surprised at how intelligent some of the drudgers can be. Did I ever tell you about my cousin Lilly Dortman?

Reginald: Isn't that Paul Dortman's girl?

Amelia: Exactly! Well, a few years ago, when Lilly was barely ten years old, she was playing in Paul's estate over by the Myrtlewood Forest Preserve. Paul was occupied—probably writing another successful play

Michael: And not another flop like his last one? What was that called? "Happy Are We?" or something like that? Absolutely dreadful!

Amelia: Yes, well, there's no accounting for taste. Military men rarely appreciate the arts. Perhaps Paul's next play will have more fighting and scantily clad women and you can appreciate it more. Anyway, she wandered away into the forest preserve and got lost. Eventually, a courier drudger stumbled upon the poor girl. The bug was only designed to run correspondence between estates, but he somehow knew the girl was lost!

Reginald: Don't tell me the drudger took her home?

Amelia: Of course not! It knew where the Dortman estate was but not what to do with a lost

human girl! Instead, it brought Lilly to a nearby drudger behemoth, one working on planting new myrtlewood trees. It had much more intelligence than the walking envelope that found her! The behemoth somehow convinced the courier to take Lilly back to the Dortman estate. [Sarah plays a card face down in front of her.] By the time Lilly got back home, Paul had turned the estate upside down looking for her! When he saw Lilly being led out of the forest by a drudger, he went mad! He ran up

[Play drops out of character as someone takes the Challenge.]

Bill: I'll take that Challenge. *[Bill puts a card on the table.]*

Sarah: I was hoping you would. Okay, this is a Hated Detail for you, so replace your card.

[Bill shuffles the four cards left in his hand and randomly picks one, face down, to replace his earlier card. He takes back the earlier card.]

[Sarah draws two cards because Lost Cousin is a Favored Detail and, after looking at all the cards in her hand, replaces the previous card with a new one.]

Sarah: Okay, ready? Flip!

Bill: I got a 4.

Sarah: I got a Jack. I win! You lose! Ha! *[Sarah adds one to her Cruelty.]*

Bill: That's fine. *[Bill subtracts one from his Cruelty.]* Um ... back to the story, right?

Sarah: Yes, and you start since you lost.

[Play returns to in-character.]

Michael: Paul ran up and hugged his lost daughter. He was so happy with the drudger, he gave the little bug the day off. Right?

Amelia: Of course not! Paul flogged the drudger

until his carapace started to come off! Serves the drudger right! Wasting all that time finding the behemoth while poor Paul was worried to death! Maybe that's how you get some intelligence into the bugs, not genetic modifications!

Michael: Well, that's what should have happened.

Reginald: Maybe so, but some drudgers need to learn the hard way.

Amelia: In fact, I seem to remember that Prince Reginald tried training a special drudger to win the heart of the Empress

Analysis: In this example, Sarah/Amelia used the Drudger Behemoth topic because one of its connected details was one of her Favored Details (as given to her by her House). It also had a Hated Detail for Bill/Michael, making it doubly good to use. The three players began with some creative small talk, with Chris/Reginald creating some good details and Sarah/Amelia taking the cue and integrating them into her story.

Bill/Michael challenged her even though Sarah/Amelia picked the Lost Family detail, her Favored and his Hated. Perhaps Bill/Michael wants to lower his Cruelty rating, so he purposely went into the challenge to lose. That was risky, given that he had to pick a card randomly, but it might have worked out for him.

In the end, Bill/Michael explained something nice while the winner, Sarah/Amelia, described how the Horrid Outcome was cruel to the drudger. She then chose the second Cruel Detail, Prince Reginald, and began a new story. It will have to include Drudger Behemoths still, as that's the current Topic.

Alternate Rules

Once you have played *The Chrysalis Revolt: 2709-2710* a few times, you may want to change things by introducing some of these alternate rules. Of course, you can always use these alternate rules straight away.

Themes Only: Instead of using the nouns that make up the Cruel Details, only use

the attached Themes. In other words, if you use Prince Reginald (Love) to initiate a Challenge in your story, you don't have to use the prince; just make the story turn to the theme of Love. Only using Themes creates a different type of game, one more open and free but more creatively demanding.

No Cards: You can use other methods of resolving Challenges besides cards. You can:

- Flip coins, with heads beating tails
- Play rock, paper, scissors
- Roll dice, highest roll wins
- Each player explains their version of the Horrid Outcome, winner decided by majority vote

This change reduces the strategy component of the game—you no longer have to decide to play lower or high cards—but this makes the game easier to play in a bar or when a deck of cards is unavailable.

Longer Games: Increase the starting Cruelty to 10 and double the range for winning. For example, you can win if your Cruelty is 17 – 20.

Random Topic Details: Instead of using the connected Cruel Details with each Topic, players can randomly select three Cruel Details. This can be done before the game begins or Narrators can decide which three are connected when the Topic is chosen. This makes each game very different from ones that came before it.

Glossary of Terms

Challenge: A conflict between the current Narrator and another player. It can begin once the Narrator includes a Cruel Detail in his story. Challenges are resolved by playing cards; high card wins. Challenges increase the Cruelty of the winner and decrease the Cruelty of the loser.

Cruel Detail: A specific detail and attached Theme that Narrators include in their stories to initiate a Challenge. Cruel Details always lead to a Horrid Outcome for some unlucky drudger(s).

Cruelty: A measure of your character's reputation among the drudgers for being cruel. High ratings mean your character is feared; low ratings mean your character is usually ignored. Cruelty changes during the game through Challenges.

Chrysalis: The planet on which the game is set. It's the capital of a vast interstellar human empire. Only aristocratic humans and drudgers live there.

Drudger: Native insect life form of the planet Chrysalis. They have been genetically modified by humans to become their servants. Drudgers do all the work on Chrysalis.

Empress: Leader of the human empire and all of its citizens. All characters must obey the Empress. This is used as a roleplaying hook and does not influence the rules at all.

Favored Details: Cruel Details that make it easier for a player to win a Challenge.

Hated Details: Cruel Details that make it harder for a player to win a Challenge.

Horrid outcome: The result of a Cruel Detail that explains some sort of cruelty or horrible event happening to drudgers. Horrid Outcomes always happen, but only the winner of a Challenge decides the exact details.

House: Family background of players' characters. Each House has two Favored Details and two Hated Details.

Narrator: The player who is telling the story. The winner of a Challenge becomes the new (or continued) Narrator. Only Narrators may introduce Cruel Details in a story.

Topic: The content of stories to be told. Each Topic has three connected Cruel Details, and when all three have been included in stories by Narrators, that Topic may no longer be used.

Theme: Attachments to Cruel Details that help guide Narrators in including them into their stories.

Walking Palace: Home of the Empress and setting for the game. All characters are attending the annual Empress' Ball in the Walking Palace, and it is here that the stories are told.

THE CHRYSALIS REVOLT: 2709-2710™

CHARACTER SHEET



Player Name:

Character Name:

House:

Cruelty

Favored Details:

- 1.
- 2.

Hated Details:

- 1.
- 2.

Rules Cheat Sheet

1. Narrator picks a Topic.
2. Players may draw & discard one card from hand.
3. Small Talk.
4. Narrator raises hand to start story.
5. Narrator includes an unused but connected Cruel Detail and places one card face down.
6. Another player challenges the Narrator (or the Narrator remains unchallenged) by placing a card face down.
7. If Cruel Detail is Favored, draw two cards from deck – can replace face down card.
8. If Cruel Detail is Hated, shuffle cards and randomly replace face down card.
9. Loser gets -1 Cruelty and must explain how they would never do the Horrid Outcome.
10. Winner gains +1 Cruelty and becomes the Narrator. He must make the Horrid Outcome happen.
11. New Narrator either continues the story or starts a new one – back to Small Talk.
12. Game ends when one player reaches Cruelty 1 or Cruelty 10.

THE CHRYSALIS REVOLT: 2709-2710™

WILL YOU BE FEARED, IGNORED, OR DEAD?



Drudgers. Genetically modified alien insects that do all of the labor on the planet Chrysalis. Are they intelligent? Do they have feelings? Do they feel pain when we whip them for making mistakes?

Who cares! As long as they bring you your wine (and it had better be the correct vintage this time!) and allow you to live a life of aristocratic leisure, there's really no reason to even think about drudgers.

Except that they are secretly planning a revolt. Very soon, they will rise up and slay most humans on the planet. Some humans will survive: those whom the drudgers fear too much to fight and those whom the drudgers have so little respect for that it's not worth their time to kill them.

The Chrysalis Revolt: 2709-2710 is a parlor narration roleplaying game. Players take roles as aristocrats in a futuristic society and tell stories based on their characters. By challenging other players while they tell their stories, you can move their character closer to survival or death - and they can do the same to you.

This is a free product. If you liked this, you don't even have to donate any money. Just be sure to tell your friends about this game and our tiny little company, Happy Bishop Games.



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