

Inspired by the French Revolution  
Ingredients: Invincible, Accuser, Companion  
Rules restriction: no character sheets

Revolution  
A game of rebellion for two players

"Many factors led to the (French) revolution; to some extent the old order succumbed to its own rigidity in the face of a changing world; to some extent, it fell to the ambitions of a rising [[bourgeoisie]], allied with aggrieved peasants, wage-earners, and individuals of all classes who had come under the influence of the ideas of [[the Enlightenment]]. As the revolution proceeded and as power devolved from the monarchy to legislative bodies, the conflicting interests of these initially allied groups would become the source of conflict and bloodshed."

-Wikipedia

This game was thematically inspired by the French Revolution; specifically, the period after the revolution, when the noble agenda of the revolutionaries devolved into that which they hated in the first place. This game is about some kind of rebellion and it's aftermath.

So, the two players start by filling in this statement:

" (A) has been so \_\_\_\_\_'ed by (B) that he/she/they can't take it anymore and plan(s) to \_\_\_\_\_ so that he/she/they \_\_\_\_\_."

One player represents the agenda of (A), one player takes on the agenda of (B). If the setting isn't implied in the previous sentence, then the two players talk it out until they're both satisfied. Then, the players describe the character(s) they will be playing. They can take on individuals, groups, whatever as their characters. No character sheets needed.

Example 1) "The peasants have been so oppressed by the nobility that they can't take it anymore and plan to revolt so that they can live in freedom and justice." Setting: France 1700's Characters: peasant, noble, etc. Example 2) "Sally has been so bored by Harry that she can't take it anymore and plans to leave him so that she can have excitement and romance in her life again." Setting: modern-day New York Characters: Harry, Sally, friends, etc.

Once setting, situation, characters are established, scenes start.

Scenes are framed in the following way: each player rolls a six-sided die. Highest roll gets to answer any question from the list first, thereby establishing that fact for this particular scene. The other player then answers one question from the list. Players go back and forth until all the questions are answered for this scene.

Scene List: Who is in the scene?  
Where does the scene take place?  
When does the scene take place?  
What (props, things, etc.) is in the scene?  
When does the scene end? (Whoever picks this question gets to end the scene.)  
At what point does the scene start?

Example: Scene Framing: Player A's character is Sally. Harry is played by Player B. They roll the dice. A rolls 5, B rolls 3. A gets to answer the first scene framing question of her choice.

A: "The scene takes place in a swanky restaurant."  
B: "Harry and Sally are in the scene, with some other diners in the background."  
A: "The scene starts after Sally orders her fifth drink."  
B: "The scene takes place two days after the big fight in the previous scene."  
A: "I get to end the scene."  
B: "There's a collection of old love letters from Sally in Harry's pocket."

In a scene, players will try to advance their agendas (A will try to move closer to realizing her/his plan, and B will try to preserve the status quo.) Whoever lost the scene framing roll goes first in the scene.

Players go back and forth, making-up character dialogue, actions, or other developments to advance their agenda. At any time one player can oppose the comments of another player and call for a roll. The player who has been challenged then rolls the die, and consults the following:

Conflict resolution: roll dice (from pool reward dice plus one basic?): 1-2 Companion outcome: "No, but." You don't get what you want, but something that "supports" your agenda happens. 3-4 Accuser outcome: "Yes, but." The other person says, "yes, you get your outcome, but you have to \_\_\_\_\_." The \_\_\_\_\_ is a moral line that is crossed in order to achieve the outcome. The player who rolled can either accept that they did something nasty to reach their goal, or they can give up the goal. 5-6 Invincible outcome: You get your desired outcome. It can't be touched by the other player.

Example: Conflict Resolution:

A: "The peasants destroy the Count's summer cottage!"  
B: "Nuh, uh. roll it."

A rolls a 5-6: the peasants destroy the cottage the way she wants. A rolls a 3-4: (B says): "Okay, you destroy the cottage, but you burn the Count's children along with the cottage, you rotten revolutionary, you!" A rolls 1-2: (A says): "They don't burn the cottage, but the Count retreats like a coward into the hills!"

When the scene is ended (by whoever has that privilege) then another scene is framed. When both players run out of scene ideas, the endgame round happens. Remember that sentence that you completed at the start of the game? That little last part about "so she can \_\_\_\_\_?" Player A tallies all the little victories that she/he can remember in the scenes that brought her closer to that goal. Player B tallies all the little failures, barriers, and moral compromises that A had to make to achieve said goal. Whoever comes up with the most tallies, wins!

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