

# THE BOWEL TAPEWORMS OF

## The Tragic Life of Disgusting 30 Feet-Long Freeloaders Squiggling Inside You

### A DRAMATICALLY REPUGNANT ROLE PLAYING GAME

This matchless role playing game explores an innovative premise that will revolutionize, literally, the annals of interactive storytelling. Mercilessly engaged by a terrible struggle for survival, a handful of ferocious tapeworms (*tenia solium*) fight for the supreme right to rule undisputed over the lightless gulf of Mister....'s intestinal tract. Only one winner will emerge from this frenzied carnage, to insure the prosperity of the tapeworm species for the decades to come.

### SPAWNING TAPEWORMS

As a group, choose by consensus someone you loathe. This person will become Mister..., the tapeworms' host, for the current story.

Each player is allowed a single tapeworm for character, his persona in the story to come. Tapeworms have three Paradigms among which a player divides 6 points. Minimums are set at 1, maximums at 4. A tapeworm's triad of Paradigms is:

- **APPETITE** measures the tapeworm's feeding capacity
- **FEROCITY** measures its instinctive belligerence
- **FIERCENESS** measures its tenacity against attacks

All players should describe their worm's Name (vowel-less), its Demeanour, Key Past Life Events, Grandest Dreams, Zoological Subclass (*Cestodaria* or *Eucestoda*), Appearance (i.e., colour, length, rings), Favourite Habitat (intestine, appendix, bile duct, pancreas) and associated Symptom (intestinal blockage, gastrointestinal torment, abdominal discomposure, diarrhoea). Each of these 9 categories should be described in one or two words; these descriptors will henceforth be referred to as 'Protagonisations'.

Once all tapeworms are spawned, all players vote for the one with the most compelling background, gratifying it with an additional Paradigm point to spend as its player alter ego chooses.

### SCENE FRAMING

Every story begins by a **PRELUDE**. Each player narrating in turn, in flashback fashion, his tapeworm's greatest aspirations as it meditates over its melancholy solitude in the warm, viscous bowels of Mister... The **STRUGGLE** immediately follows as the worms inescapably stroke each other, breaking their eerie contemplation (frequent occurrences when 30-foot long bodies cohabit in a single intestine). The tapeworms' unspeakably cruel nature then forces them to engage in a fratricidal struggle until a single one of them floats in the claustrophobic expanses of Mister... 's entrails.

This intense phase of conflict plays out as follows:

1. All players roll a single eight-sided die (d8), adding the tenia's **APPETITE**, to determine initiative. Subsequent attacks are resolved by descending initiative order. Equal ranks indicate simultaneous attacks.
2. All players then roll a d8, adding their worm's **FEROCITY** to the result. Moreover, the player must check off one Protagonisation from his worm's list and narrate how it supports this attack. (*Attacks without a narrated Protagonisation get no FEROCITY bonus.*)
3. To assess damage, all players, except the highest roller, subtract 1 point from their tapeworm's **FIERCENESS**. The players of all the wounded parasites must also check off one Protagonisation, and narrate how this element relates to their loss. (*Worms whose wounds lack a narrated Protagonisation lose 2 FIERCENESS points instead of 1.*)
4. Whenever a tapeworm's **FIERCENESS** goes below 0 (i.e. negative) OR when it runs out of Protagonisations, it loses its will to live. It will be evacuated when time Mister... seeks relief. When this comes to pass, players should observe a minute of silence.
5. When a tapeworm grimly delivers the killing blow upon another, its player is entitled to erupt out loud its war cry. Doing so raises the victorious tapeworm's **FEROCITY** by +1 (maximum of 4) and to 'recharge' a single Protagonisation.

### STRATEGIES

- By forfeiting an attack, a wounded tapeworm can choose to feed and heal for a turn. Before any damage is assigned for that turn, the worm regenerates a number of **FIERCENESS** points equal to its **APPETITE**, up to its original **FIERCENESS** score. For each point recovered, the player can also write one Protagonisation to replace those written off.
- Each time the worm feeds instead of attacking, it loses a point of **FEROCITY**, growing complacent. Its player must also write off one Protagonisation (preferably a Symptom) and describe how this feeding adversely affects Mister...
- If a tapeworm's **FEROCITY** goes under zero, it falls asleep and cannot attack for that turn. However, the tragic pain of any wound it may suffer will immediately bring it back to its original **FEROCITY** score, but without 'recharging' its Protagonisations.

### EPILOGUE

When a single triumphant worm exterminates all its rivals, its player is given the privilege to narrate how its Grandest Dream is realized as it reigns over the darkness inside Mister... Until, at least, its own larvae challenge its supremacy...

*The Bowel Tapeworms of Mister... is a ground breaking evolution in progressive role playing, advocating the deeply poetic torment of an endangered species victimised by medical prejudice. LARP rules Cestodaria/Eucestoda sourcebooks available soon in all good bookstores*