

**The Tulip Academy's Society  
for Dangerous Gentlemen**



**BY**

**NICK SMITH**

**WITH ILLUSTRATIONS BY**

**KAYLA MAYER**

## **What is the Tulip Academy's Society for Dangerous Gentlemen?**

The Tulip Academy's Society for Dangerous Gentlemen is a role-playing game for 3-6 people. Players will take on the role of a member of the Dangerous Gentlemen, an elite group of boys and young men from the finest families in the world, hand selected from the student body of the prestigious Tulip Academy to become members of a most secret and ancient organization.

## **What is the Tulip Academy?**

The Tulip academy is a school for the children born from wealth and royalty. These are the children of Sheiks, Presidents, Kings and Queens, Barons and Dukes, Emperors and the most elite of the worlds leading businessmen, doctors, legal practitioners, money lenders and criminals. The school is located on a small island (an area of roughly 60 square miles). The exact location of the island varies depending on the stories being told, and rumors say that the school may exist in several locations at once, that it may only be found by those in possession of a certain map and jeweled skull or can only be sailed to on the first or final day of the year.

The Academy's enrollment process is grueling and terrifying. Less than one in one thousand applicants are accepted! Although bribes and donations often change hands, it takes more than a fat wallet or influential parent to guarantee enrollment (although both help). The Tulip Academy only accepts the finest young minds, and students come from around the world to attend the prestigious academy.

## What is the Society for Dangerous Gentlemen?

Every student of the Tulip Academy knows that when their time at the school is up they'll be expected to enter the world of adults and follow in the footsteps of their parents. The Society for Dangerous Gentlemen recognizes that while they are enrolled in the academy they are free to pursue their every interest and desire, without any legal or parental authority to stand in their way and with the unlimited resources that only the truly wealthy can muster. The Society has dedicated itself to making the most of these few years of freedom, for both themselves and their fellow students!



The Society for Dangerous Gentlemen has become famous for their elaborate parties, extravagant events and daring undertakings. They have been known to participate in duels to the death, cross continental racing, fierce political debate, arms smuggling, big game hunting and deep sea salvage. Their parties are legendary and their charity events have helped keep small countries from collapse. The Dangerous Gentlemen's influence can be felt world wide. They have the power to turn an armed conflict into an all out war, or end it with a peaceful cease fire. That same power can be turned to smaller matters, focused on bettering the life of a single unhappy student, helping a favorite teacher or making a special young woman feel like she's the center of the world.

The Society's exploits are legendary, often unbelievable. The first man to travel through time was a Dangerous Gentleman. The first atomic robot was invented in the student labs of the Tulip Academy. The Dangerous Gentlemen are the most brilliant and daring young minds in the world, and neither the laws of physics, the morals of the Western world or the threat of the unknown will stop them!

### **What do I need to play this game?**

You'll need a copy of this book, three to six players, a deck of playing cards (I prefer Bicycle brand) and a supply of pens and paper. The Tulip Academy's Society for Dangerous Gentlemen is best enjoyed with a cup of hot Belgian Mint tea (a blend of chocolate and mint dessert teas) and Pistachio marzipan dark chocolate bonbons (available from Jacques Torres Chocolates in Brooklyn).



## **Players define the Society for Dangerous Gentlemen:**

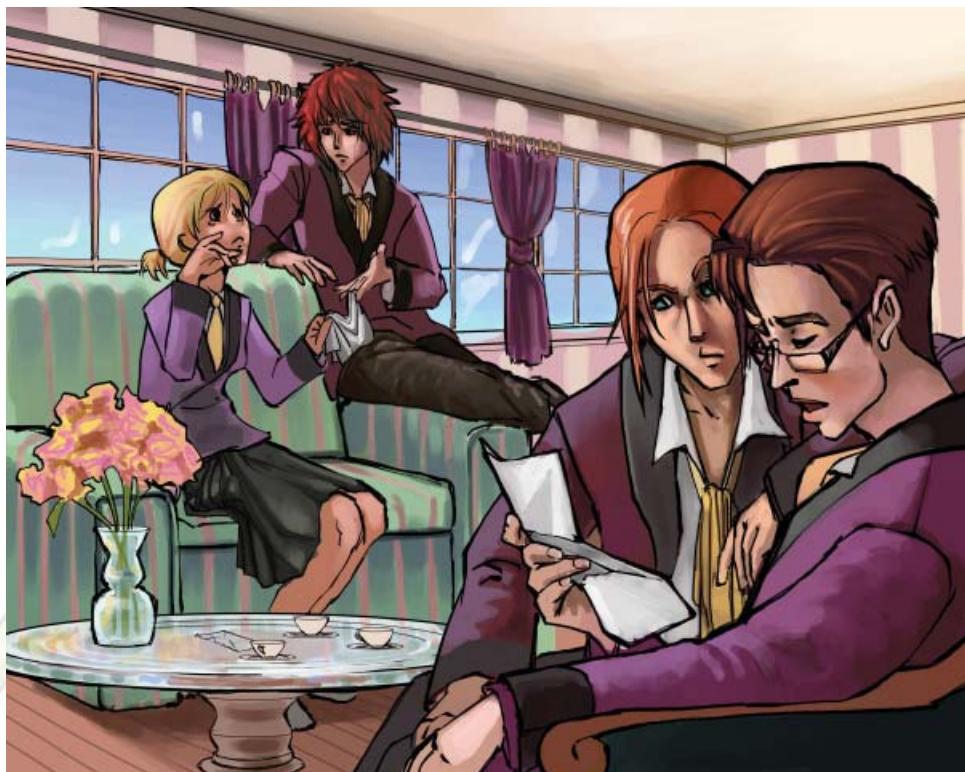
The first step to playing a Tulip Academy game is deciding exactly what the Dangerous Gentlemen do. The Society is dedicated to making student life as exciting as possible, but how they go about that is up to you! As a group you'll get to decide the nature of the Society. Is the the Society for Dangerous Gentlemen a world famous fencing club? A charitable organization known for their elaborate fund raising galas? A host club catering to the needs of beautiful, rich young women? A secret organization dedicated to ruling the world? Junior agents charged with guarding the children of the world's elite from any threat?

Players should decide on the focus of the Society for Dangerous Gentlemen before they begin play.

## **Creating a Dangerous Gentleman:**

Now that you know a little about the Tulip Academy and the Society for Dangerous Gentlemen it's time to dive right in and create a Dangerous Gentleman to call your own. Creating Gentlemen is a group activity and requires the participation of all the players.

Creating a Dangerous Gentlemen is easy. Just read the following seven questions and write down the answers on the corresponding areas on your Tulip Academy student ID. Answer the first four questions by yourself. Take your time, the more detail you put into your answers the more fuel your group has to build an interesting story.



**Question 1:** Who is your gentleman? Give a name and a brief description of your Gentleman's physical appearance and personality. Is he tall? Handsome? Charming? Blonde? Kinda dumb?

**Question 2:** How is your Gentleman able to attend the prestigious Tulip Academy? Is he royalty? A charity case? The son of a rich crime lord? A child prodigy? It's up to you to decide how your Gentleman pays his tuition.

**Question 3:** Why was your Gentleman chosen to be a member of the Society for Dangerous Gentlemen? What legendary act of bravery, chivalry, skill, heart or daring did you perform to be given the title of Dangerous Gentlemen?

**Question 4:** What is your Gentleman's drive or ultimate goal? does your gentlemen want to find true love? Become the heir to his families empire? Be the first to adventure into the unknown? This will be the thing your gentleman strives for throughout the game.

The next two questions are answered by your fellow Gentlemen. They will collaborate and come up with two answers for each of the following questions you will decide which of the two you wish to keep.

**Question 5:** What is your Gentleman's greatest strength?

**Question 6:** What is your Gentleman's greatest weakness?

For the final question you will draw a random card from the deck of playing cards and consult the student/faculty registry found in the middle of this book.

**Question 7:** Which student/faculty is my arch rival or unrequited love. The drawn card will reveal the answer! Decide whether you'd prefer a rival or a lover.

Lastly, draw a picture of your Gentleman. This will help both you and your fellow Gentlemen get a better idea of who your student is and why he was chosen to be a Dangerous Gentleman.

## Playing Tulip Academy

Start your game by determining a theme using the Session Theme chart. Draw a card and consult the chart below.

A~2 Mystery

3~4 Test/school project

5~6 Festival/event

7~8 Competition/challenge

9~10 Debauchery/relationships

J~Q Sabotage/revenge

K of D Psychic phenomenon

K of H Giant robots

K of S Zombie attack

K of C Magical adventure

The theme will be the overall focus of the episode. Once a theme is chosen players will discuss how they'd like to see the theme implemented in the episode. Go into as much detail as you'd like, brainstorming ideas for exploring the theme and incorporating it in play. How will your Gentlemen deal with the theme? What effects will it have on the school? Discuss the theme until everyone has had a chance to share their ideas.

## The Headquarters and the King

The dangerous Gentlemen work out of a secret headquarters hidden in the center of the Tulip Academy. The King is the leader of the Gentlemen, a senior student, president of the Society and it's most influential member. He may not be called "The King", but his power and influence is king-like. Before the episode starts players can describe the nature of the head



quarters, making it as fancy and fantastic as they like. The King always appears in the first and last scene. The player that facilitates the first scene will get to describe the King and determine his nature.

## **The First Scene!**

A player is randomly chosen to host the first scene. The first scene always takes place in the headquarters, with the entire Society assembled. During the first scene the King will address the Gentlemen, explaining this episode's mission, goal or activity (which will always be related to the episode's theme). In this scene the hosting player will play the part of the King. The purpose of the first scene is to set the stage for the rest of the episode by letting the other players know exactly what kind of mission, goal or activity they'll be pursuing. Sometimes the King will give the Gentlemen specific tasks, but usually the members of the Society are all on the same page and there is no reason for elaborate instructions. The King trusts his friends to complete their tasks in their own ways.

## **Further Scenes!**

Each player will take a turn hosting a scene, starting with the player to the right of the Gentleman who hosted the first scene and proceeding clockwise. The scene host draws a card and consults the scene location chart.

The scene host then draws two more cards from the deck and consults the student/faculty registry to determine which extra characters will populate the scene. If a card labeled "Theme" is drawn simply create a new character that matches the theme of the episode!



Once location has been determined and the extra characters have been selected the host will set the stage for the scene, describing what's happening as the scene begins. The host should do their best to tie the scene into the episodes theme.

The players decide if they want their Gentlemen to appear in this scene. They can also choose to play the part of one of the extra characters. The host's Gentleman will never appear in the scene. Instead, the host will narrate the scene, play extra characters and act as a force of opposition for the other gentlemen. The host will also decide when the scene ends.

During each scene the Gentleman's job to try to accomplish the goal, mission or activity assigned by the King at the beginning of the episode. A Gentleman may also try to accomplish the personal Goal that was established during character creation. No matter what else is happening, the Gentlemen will always try to accomplish their goal!

At the end of a scene the host will decide whether the Gentlemen passed or failed the scene. He'll write the result on a scrap of paper and hand it to the player who hosted the first scene. That player will hold it (without looking at it) until the After Party at the end of the game.

## **Ending the game**

The game ends once each player has hosted a scene. Now it's time for the After Party!

## **The After Party**

The After Party is the last scene of the game and always takes place in the headquarters. The player who hosted the first scene will also host the After Party and play the part of the King. The King will count the number of passes and fails and announce whether or not the Society has met the goal and won the game. If the Gentlemen win they'll pat each other on the back and have a party. If they lose, they'll each gain a weakness. Since Gentlemen hate weaknesses, they'll surely vow to never again fail in their duty!

At the After Party each Gentleman can also announce that they've completed their personal goal. The other Gentleman will vote, and if the majority agrees than the Gentleman will gain a Strength and get to choose a new goal to replace his old one!

## **Scene Location Chart:**

### **HEARTS**

A club room

2 concert hall

3 banquet hall

4 courtyard

5 garden maze

6 the cellar (science building)

7 the gallery (fine arts building)

8 the stadium (P.E. building)

9 the tower (language arts building)

10 the auditorium (performing arts building)

J the memorial (history building)

Q the hall for recreational activities

K the gentlemen's dormitories

### **DIAMONDS**

A the lady's dormitories

2 the nurse's office

3 the Principal's office

4 the secret tunnel

5 the dangerous gentlemen fan club headquarters

6 the rooftops

7 the Ministry for the defense of the Tulip Academy

8 the model U.N.

9 the zoo

10 the mystic forest

J the gazebo

Q the docks

K Montoya's studio of international fencing



## SPADES

A the Thorn Academy

2 the kitchens

3 the gentlemen's washroom

4 the lady's washroom

5 the basement

6 the sub basement

7 the sub sub basement

8 the society for proper tea drinking

9 the club for covert operations

10 the fellowship of morally questionable science

J the gallows (detention room)

Q the old lighthouse

K beach house

## CLUBS

A shopping mall

2 the boat for dangerous aquatic activities

3 the airplane for dangerous aerial activities

4 the city

5 the Deans office

6 the student council's court

7 the ancient time machine

8 room 111 (haunted)

9 academy press room

10 the table (high stakes poker)

J the volcano

Q the dualist balcony

K school records room

## **Student and Faculty Registry:**

### **DIAMONDS**

A Headmaster Rosewright

2 Dean Peter Hoot

3 Head of History Department, Sarah Summershy

4 Head of Language Arts Department, Humphrey Bell

5 Head of Science Department, Oliver Kane

6 Head of Physical Education, Emily Romanov

7 Head of Fine Arts, Leonard Aldo

8 Head of Performing Arts Katharine Crane

9 Coach Raymond Crusher

10 Freshman

J Theme

Q Theme

K Theme

### **HEARTS**

A Librarian Terra Silk

2 Seniors

3 The Dangerous Gentlemen Fan Club

4 The "Model" United Nations

5 Ninjas

6 Thorn Academy spy

7 sophomores

8 Foxborne gang

9 The Callahan twins

10 Student Body President Bruce Foxborne

J Theme

Q Theme

K Theme

## CLUBS

A Erwin Skagard

2 Hester Heisenberg

3 The Jasmines

4 Danny Rambo

6 Rashid Mahamajad

7 John Smith

8 Sakura Tanaka

9 Maria Enrica Gomez Gonzalez

10 Lee Wu

J Theme

Q Theme

K Theme

## SPADES

A Cesar Rizzo

2 Akinyi Adisa

3 Bae Dham

4 Francois Desmarais

5 The ghost of Gretchen Gills

6 The Hall Monitor

7 Princess Elizabeth Beauregard

8 Andrew Meyers

9 Sergio Valentinéz

10 Doctor Beatrix passion

J Theme

Q Theme

K Theme





## Conflicts

Sometimes a Dangerous Gentlemen will face a challenge they may not be able to overcome. These are called conflicts. Conflicts break down into three categories: Art, Science, Fencing.

Conflicts happen when a character wants to do something and someone or something else stands in their way. Conflicts are often between a Gentleman and the host (with the host representing an obstacle of some kind). Conflicts can also crop up between two or more Gentlemen, or Gentlemen and extra characters played by the host or other players. Any character in the scene can participate in a conflict.

### Who goes first?

A Gentleman always gives his opponent the opportunity to go first. Conflicts usually begin with the following exchange:

"You can go first."

"No, please. You go."

"No, I insist. You must go first!"

"No, no. After you, my friend."

And so on. Despite these pleasantries, eventually one of the Gentlemen will give in and seize the initiative, playing the first card.

## **Conflicts of Science**

A Conflict of Science is a conflict in which the Gentlemen must apply his proficiency and understanding of science to overcome an obstacle. Examples of Conflict of Science include solving a puzzle, springing a trap on someone, boxing (the sweet science), building complex machinery, horseback riding, concocting a love potion or piloting an airplane.

Each player in the conflict will draw a hand of 8 cards. The player who goes first will play a card face up on the table from his hand and announce a number based on the value of the card\*. They will then describe the action their Gentleman is taking. The next player will then place a card on top of the pile, adding the numbers together and announcing the total value of all the cards in the pile and describing the action his Gentleman is taking. Repeat this process until a player is forced to play a card that increases the total value of the pile above 21. That player loses the conflict.

\*Card values: Number cards add the number printed on the card to the total value of the pile. Face cards subtract from the total value. Jacks subtract 1, Queens subtract 2, Kings subtract 3 and Aces subtract 4.

## **Conflicts of Art**

A Conflict of Art is a conflict in which you would use your artistic skills or knowledge to succeed. Examples include playing a song to win the heart of a lady, giving a motivational speech, out-dancing another Gentlemen, painting a picture or drawing a portrait.





In a Conflict of Art each player is given a hand 8 cards. The first player will start by playing any card from his hand face down and saying “ace” and then describing the action his Gentleman is taking. The next player then plays any card face down on top of that card and says “two”, also describing an action. Player keep playing cards in this way (“Three”, “Four”, Five” and so on, starting over with Ace if needed) until one player runs out of cards.

A player may shout “poppcock” when another player is playing a card. The player must reveal the card he just played, and if the number or face on the card is not the same as the number/face he announced when he played the card, he loses the conflict. If the card does match the number/face he announced when he played it, the opponent who shouted “poppcock” loses the conflict. additionally, if a player plays all of his cards he wins the conflict.





## Conflicts of Fencing

A conflict of Fencing is a conflict in which swords clash.

Each player will draw ten cards and hold them as a small deck. The first player is the attacking player and will start by drawing a card from his deck and playing it face up while describing his attack. The second player is the defending player and has 3 chances to draw a card from his deck of a higher value than the card played by the attacking player. If the defending player is successful then he becomes the attacking player and can play an attack card from his deck.

If the defending player fails to defend then the attacking player takes all the cards played so far and adds them to his deck. The game is won when one player gathers all the cards into their deck.

**Card value:** High card beats low card. Additionally, while an Ace is the only card that can beat a King, it counts as having a value of one and can be beaten by any other card.

**Flourish:** Anytime two cards with the same number or face on them are played on top of each other it is called a flourish. When a flourish occurs all the players participating in the conflict may try to place their hand on top of the card pile. If they are the first to do so they may take all the cards in the pile and place them in their hand.



## **Strengths and Weaknesses**

Each Gentleman, student, faculty, creature, and other character has strengths and weaknesses. Strengths are skills, talents, favors, social standings and other unique traits that provide the character with an advantage over his opponent. Weaknesses are flaws, fears, handicaps and personal failings that provide an opponent with an advantage over a character. There are three different types of strengths.

**Artistic strengths:** Using this strength allows you to discard your current hand and draw a new one with the same number of cards.

**Scientific strengths~** Using this strength allows you to look at your opponents hand for six seconds.

**Fencing strengths**~ Using this strength allows you to draw five extra cards.

## **Using a strength**

A Strength can be played in a conflict. You must justify why and how you are using your strength to your fellow players. They will then vote to decide if you may use your strength. If they vote yes, you may use your strength in that conflict gaining an advantage over your opponent. If they vote no, nothing happens, and your character does not count as having used his advantage yet this episode. You can only use a Strength once each episode.

## **Using a Weakness**

A player may use a Gentleman's weakness to rob him of sweet victory. During a conflict you can choose to concede to your opponent in exchange for the right to narrate the conflict's outcome. Your opponent will still win the conflict, but you get to describe how his weakness taints the victory and robs it of glory.

Download  
Tulip Academy Student ID  
sheets at [Celstyle.com](http://Celstyle.com).

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**Contact the author at:  
[stumptownbandit@gmail.com](mailto:stumptownbandit@gmail.com)**

**Visit the artist at:  
<http://rio-armare.deviantart.com/>**

**Special thanks to Jake  
Richmond and the go  
Play PDX community.**

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