

# Chasing the Ace



a storytelling game of Mecha Drama  
by Z.W. Garth



# Chasing the Ace

a storytelling game of Mecha Drama  
by Z.W. Garth

*Chasing the Ace* is written by Z.W. Garth  
Chasing the Ace, published Oct 2021  
You can find Z.W. Garth on twitter @zwgarth  
Find more games at <http://zwgarth.itch.io>

Inspired by and based on *For the Queen*, by Alex Roberts  
*For the Queen* is published by Evil Hat Productions.  
Find more at [www.forthethequeengame.com](http://www.forthethequeengame.com)

*Chasing the Ace* uses the Dicier font by Speak the Sky,  
licensed under CC BY 4.0  
<http://speakthesky.itch.io>



This work is based on For the Queen  
(found at <http://www.forthethequeengame.com/>), product of  
Alex Roberts and Evil Hat Productions,  
and licensed for our use under the  
Creative Commons Attribution 3.0  
Unported license (<http://creativecommons.org/licenses/by/3.0/>).

# Instructions

*Chasing the Ace* is a storytelling game about what you do when the person whose shadow you live in asks for your help. It's a game about finding success in war and beginning to question what that means. Most of all, it's a game about relationships.

In this game, each player takes on the role of a giant robot pilot in a squadron. Over the course of play, you will learn about your character, their history, and their relationships by answering prompts. You will draw and answer random prompts to build the history of these relationships. Unlike some roleplaying games, the majority of the action in this game is in the past-tense—what happened that led you to the point just of the final prompt's question.

To play, you will need:

- This book
- A deck of regular playing cards
- 1 to 4 other friends

To start, separate the **Ace of Spades** from the deck of playing cards. Shuffle the rest of the deck. Then, place the Ace of Spades roughly in the center of the deck, or shuffle it into the bottom half of the deck for a longer game.

Set the deck where everyone can reach it, then take turns reading aloud from the next page before someone takes the first turn.

On your turn, take the book and draw a card from the deck. Consult this book to find the appropriate prompt. Then, choose one action:

1. Read the prompt aloud and answer it from your character's point of view. You can answer the question as simply or as elaborately as you wish. After you've answered, other players may ask you follow-up questions. Feel free to answer or not answer these at your discretion. Once you've answered the question to your satisfaction, pass the book to the next player to indicate they can take their turn.
2. Pass the card and the book to the next player, saying "I'd like to hear you answer this."
3. X-Card the card, removing it from the game without it being answered. Anyone may X-Card a card or prompt at any time, for any reason. If your prompt is X-Carded, draw another.

Sometimes when you answer a card, it will ask you about things the group hasn't decided on yet. Build the world however it feels right to you in that moment. Don't overwrite anyone's contributions, but don't be worried if things don't quite line up. You can fill in the gaps later, or chalk it up to conflicting points of view.

When the **Ace of Spades** is drawn, everyone should answer. Once everyone has answered, the game ends.

# The Story So Far...

For decades, humanity has been fighting a war of attrition against giant, monstrous enemies known as Nephilim.

The Nephilim killed millions in their initial onslaught. From the destruction, a paramilitary organization called Pyraemon rose.

With advanced technology, Pyraemon forged new weapons to fight back against the Nephilim; massive machines in the shape of humankind, called Echion.

We are Echion pilots in Pyraemon's most decorated squadron, lead by the greatest pilot of them all: the Ace.

Mission after mission, the Ace has led us to victory. Together we have saved countless lives and turned the tide of the war.

But something has come over the Ace. Tonight they're going to steal their Echion from Pyraemon.

We don't know why, but we know they're about to do something rash. Something reckless.

They've confided this secret in us, their squadron. They hope that we will join them. With us, they say, they might succeed.

Their actions are treason, punishable by execution. Whether they fail or succeed, everything we've fought for could be thrown into chaos.

Come midnight, the Ace will make their move.

**Will you stand by the Ace's  
side and fight like hell  
together...**

**...or leave them to  
face the consequences  
of their treason alone?**

# Diamonds

- ◆ 2 What frightens you most about the Echion you pilot?
- ◆ 3 Are you happy to remain in the Ace's shadow, or do you resent them for it?
- ◆ 4 How do the other squadrons view ours? What are they missing from the picture?
- ◆ 5 What nickname does our squadron have? Who coined it?
- ◆ 6 What are sleeping conditions like for the squad? Who hates it?
- ◆ 7 What is the name of the Ace's Echion? How did it get that name?
- ◆ 8 What secret does the squad keep for the Ace?
- ◆ 9 What secret does the rest of the squad keep from the Ace?
- ◆ 10 Why did you become an Echion pilot?
- ◆ J What small ritual do you perform before every mission?
- ◆ K How is your position in the squad different from the others'? How does the Ace treat you differently?
- ◆ Q You think of someone in the squadron as the Ace's "side-kick." Who? Why do you think that?
- ◆ A A part of you secretly does not want the war to end. Why not?

# Clubs

♣ 2 The Ace risked a court martial once before. What did they do that drew the anger of Pyraemon?

♣ 3 What rumor exists surrounding the Ace's prodigious combat record?

♣ 4 Why do you believe the squad wouldn't survive without you?

♣ 5 What does Pyraemon claim you're fighting for? Is it what you fight for?

♣ 6 How do the Pyraemon higher-ups treat our squad?

♣ 7 What quiet moment with the Ace do you think about often?

♣ 8 Everyone believes you are weak, but the Ace makes you feel strong. Why?

♣ 9 Everyone believes you are strong, but the Ace makes you feel weak. Why?

♣ 10 You transferred to this squad late. What struck you most about how the Ace managed their squadron?

♣ J The Ace once asked you what you were loyal to. How did you answer?

♣ K What is the most impressive part of the Ace's legend, in your eyes?

♣ Q You once got into a fight with the Ace. What was it over?

♣ A Where is the Ace waiting out the hours before midnight?

# Hearts

- ♥ 2 What was the moment you swore to follow the Ace?
- ♥ 3 You once interrupted a meeting between the Ace and a Pyraemon higher-up. What did you see that you weren't supposed to?
- ♥ 4 What mark has the Ace left on you?
- ♥ 5 A Pyraemon higher-up pulled you into their office to talk about the Ace. What did they have to say?
- ♥ 6 What's the worst situation you've ever gotten into alongside the Ace?
- ♥ 7 What unflattering nickname has the Ace been given by their critics?
- ♥ 8 What's the most frightened you've ever been on a mission?
- ♥ 9 The Ace once embarrassed you in front of the rest of the squadron. What happened?
- ♥ 10 The Ace's face has been plastered all over the 'net the last few weeks. What is the context of this viral image?
- ♥ J What, in your eyes, makes the Ace weak?
- ♥ K What have you heard the Ace say that would get them court martialed if anyone else heard?
- ♥ Q What unseemly rumor exists about Pyraemon?
- ♥ A Where are you waiting out the hours before midnight?

# Spades

♠ 2 You once bonded with the Ace over something unusual. What was it?

♠ 3 What about the Nephilim freezes you with fear, and how does the Ace handle it?

♠ 4 What's the hardest you've ever seen the Ace laugh?

♠ 5 What is something that people believe about the Ace that isn't true? How do you know?

♠ 6 What surprising thing does the Ace keep in their Echion's cockpit?

♠ 7 What was the career-defining mission that earned the Ace their renown?

♠ 8 Why are you envious of the Ace? Why are you glad you're not them, anyway?

♠ 9 What is it about the Ace's smile that makes your blood boil?

♠ 10 What has the Ace lost in the war with the Nephilim?

♠ J What would no civilians ever believe about the Nephilim, even if you told them?

♠ K What's the angriest you've ever seen the Ace?

♠ Q Why do you believe only the Ace can save humanity?

♠ A It is midnight. The Ace is about to do something reckless. What are you going to do?



**You are the greatest mecha pilots the world has ever seen,**

defending humanity against the mysterious enemy known as Nephilim.

The leader of your squadron, the Ace, is renown for their skill, wit, and luck. They have lead you out of hell more times than you can count.

But tonight, they're going to do something reckless. Their actions are treason, punishable by execution. They are going to change everything—for good or ill.

They've asked you for help. You only have a few hours to decide.

What will you do?

## **a storytelling game of Mecha Drama Descended from the Queen**

*Chasing the Ace* is a Descended from the Queen game about mecha pilots deciding whether or not they will follow their reckless leader when they go all-in.

To play this game you will need this book, a deck of regular playing cards, and one to four friends.

*Chasing the Ace* is written by Z. W. Garth.

