

# □ THE FLOOD □

*A surreal disaster from Zeitgeist to Apathy*

*The Flood* is a live-action role-playing game for three to five players, which can be played with little to no preparation in any space you have available. If you are reading this, you will take on a leader role in addition to playing the game: you are responsible for teaching the rules of the game, recounting the background information and the night's ongoing events, and filling in details for the other players as needed. You should read both sides of the rules, while the rest of the players should only refer to the reverse side.

## Ivory Tower, floor 299 - December 31st, 2099, 11:00pm

All surviving residents of Ivory Tower have gathered for their final New Year's bash. The tides are rising faster than ever before, but as usual their imminent destruction is dismissed by the residents due to mind-numbing drugs, apathy-inducing wealth, or sheer blind faith.

The global warming scare came and went. The sea was rising, but so were the people - as population increased, its inhabitants built ever upwards, each new floor secured on a sturdy foundation of the poor, the sick, and the old. Last week's news were dismissed along with the rest of the submerged garbage, including alarmist reports of sea levels rising beyond the physical availability of H<sub>2</sub>O on Earth. The torrential rains were really only a problem for those who had to live outside.

But now, for the residents of Ivory Tower, things have come to a head. Before the end of the night, the sea will wash away all human folly. Will anyone care? Why waste your final party?

Each player will take on the role of one of the people attending the party. The people are **you**, with a few differences: they live a century later, with all the possible repercussions that may entail; and each character also has one other major **Exception**, which is outlined in the scenario details on the reverse side.

To play, you will need a few things:

- a stopped wall **clock**;
- some pieces of paper for the **Goal cards**;
- thirty sticky nametags for the **State cards**;
- a receptacle, like a **bowl**, to draw from;
- and two to four of your **smartest, richest, most handsome friends**.

Loud dance music, futuristic party clothes, fizzy drinks, laser shows and mind-blowing drugs are all considered optional.

Prepare the **Goal** cards as noted in the scenario and distribute them randomly to the players. The Goal is always kept secret.

On a number of nametags equal to twice the number of players, cross off and write down the **States** in the order listed. Deposit the **State cards** in the **bowl**.

State	_____
Offense	_____
Defense	_____

Recount the background listed above to the rest of the players. Answer any questions they may have about it, but don't worry about the fine details. Once the game is in progress, you will be responsible for narrating the events which occur when the **clock** shows **11:30**, **11:45**, or **midnight**. You should also provide occasional accounts of minor events and the actions of other party-goers, to set the mood and incite the rest of the players to act.

Each player chooses one of the **Roles** listed in the scenario. The role is defined by its **Exception**; all other characteristics, like name, gender, age, appearance and so on are identical to your own. If that sounds unlikely to you, consider how different things may be in 2099 - how different **you** might be.

Each player fills in the blanks on their Goal card, memorize it and put it away.

All players now explain how their **Exception** and life in 2099 has made them different from the person they are known as today. Also, you must work out any **pre-existing relationships** between your characters. Consider your **Goals**.

Finally, set the **clock** to **11:00pm** and position it in a visible, accessible location. Each player draws a **State card** and wears it. Close your eyes and **enter your role**. You are now ready to begin playing.

## Ivory Tower, floor 299 - December 31st, 2099, 11:30pm

The power goes out. Lights and music turn off, leaving the party disoriented in complete darkness. Half a minute later, tower emergency power is re-routed to keep the party running.

## Ivory Tower, floor 299 - December 31st, 2099, 11:45pm

Through the plate glass window, all party guests can clearly witness how the flood is overtaking and sinking the massive industrial complex fueling every aspect of tower operations.

## Ivory Tower, floor 299 - midnight

The plate glass window shatters. Ice cold water starts pouring in, covering the dance floor. Sparks and the sharp smell of short-circuited electronics fill the air. Panic ensues among the guests. A large metal tube protrudes through the opening. At the end of the tube is a bright light, which is suddenly obscured by a silhouette. The person calls out to the guests, beckoning them to board. The Ark will accept anyone who believes themselves good-hearted and worthy to live. Who will go? The nature and origin of the Ark is up to you. Wooden? Space ship? Alien? Any guest not wearing an Apathetic State card may board the Ark.

# □ HOST RULES □

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Playing is very easy - pretend you are a guest at a future New Year's party. Talk to the other guests. Mingle. Be emotional. Create drama. Enjoy yourself. You can also work to complete your **Goal**.

The basic play element in the game is the **State card**. It proscribes your character's mental state and is also how you succeed in your Goal.

You may only wear one **State card** at a time. The only way to voluntarily remove one is to **Burn** it. To Burn a State card, act out a situation where the state is truly driven home, realized, and transformed. If your emotional outburst has an obvious target, you may optionally trigger any **Offenses** or **Defenses** written on the card. Finally, you remove and discard it.

**Offenses** are methods by which you can affect the other guests when Burning a State. When the appropriate type is successfully used on the guest as outlined on your Goal card you also succeed in one of your two Goal steps.

**Defenses** are methods by which you can protect yourself from an Offense of the same type. When you find yourself targeted by an Offense, you may Burn your own State to cancel the effect, assuming the types match.

There are three types of Offenses and Defenses: **Physical**, **Social** and **Mental**. The type determines how the target of the Offense is affected.

The State called **Apathetic** cannot be voluntarily Burned.

**If you are not wearing a State, you may draw one at any time.**

- Draw two State cards at random. Choose one of them and wear it.
- On the other State card, you must write down one type of Offense or Defense in the requisite field. Deposit it back into the receptacle.
- Turn the clock forward 5 minutes.

**To use the Offense method on your State card:**

- Choose a target, then act out the situation where you Burn the State.
- If the target is able and chooses to use Defense, they Burn in turn.
- If your Offense is not countered, the appropriate effect occurs.
- If that Offense type and target is part of your current Goal step, the step gets completed. If both steps are now completed, the goal result happens.

**To Burn the State without using Offense or Defense:**

- Act out the situation and remove the State. A target is not required.
- Choose any available State from the list below. Cross it off the list and write it on a blank State card. Deposit the card in the receptacle.
- Turn the clock backward 5 minutes.

**When a guest completes their Goal, turn the clock forward 5 minutes.**

States	
1. <b>Anxious</b>	15. <b>Enraged</b>
2. <b>Adoring</b>	16. <b>Disgusted</b>
3. <b>Irritated</b>	17. <b>Despairing</b>
4. <b>Cheerful</b>	18. <b>Panicking</b>
5. <b>Infatuated</b>	19. <b>Lustful</b>
6. <b>Aggressive</b>	20. <b>Euphoric</b>
7. <b>Excited</b>	21. <b>Defeated</b>
8. <b>Furious</b>	22. <b>Hysterical</b>
9. <b>Envious</b>	23. <b>Hopeful</b>
10. <b>Eager</b>	24. <b>Apathetic</b>
11. <b>Ashamed</b>	25. <b>Apathetic</b>
12. <b>Agonized</b>	26. <b>Apathetic</b>
13. <b>Enthralled</b>	27. <b>Apathetic</b>
14. <b>Prideful</b>	28. <b>Apathetic</b>

Roles / Exceptions
A wealthy politico
A celebrity supermodel
A wannabe pro-sport killer
A destitute, shattered person
A fatalistic astrologer

Goal Legend
<b>Bold verb:</b> action to perform
<b>P, S, M:</b> The permissible Offense method(s) - Physical, Social, Mental
<b>(X), (Y):</b> Two different guests

Goals
<b>Propose (S) to (X)</b>
<b>Abandon (P,M) (X) for (Y)</b> (X) may use one free Offense vs you
<b>Sleep (S,P) with (X)</b>
<b>Break up (M) with (Y)</b> (X) may use S Offense vs (Y) twice
<b>Enslave (M,P) (X)</b>
<b>Sell (S) (X) to (Y)</b> (Y) may use P Offense vs (X) twice
<b>Convince (S,M) (Y) of necessity to Murder (P) (X)</b> (X) gives Apathetic State to any guest
<b>Drug (P) (X)</b>
<b>Embarrass (M,S) (X) to (Y)</b> (Y) may use M Offense vs (X) twice

Offense Effects
<b>Physical:</b> The target's worn State is immediately destroyed with no further effect. The target may later draw a new State as usual.
<b>Social:</b> Draw a new State and inspect it. If you wish, you may force the target to wear the State, displacing and destroying the one they're currently wearing, if any. If not, return the State to the receptacle.
<b>Mental:</b> Force the target to immediately Burn their worn State. If an Offense method is applicable, you choose the target.