

40 DAYS I-PAGE RPG

40 DAYS

Your village is flooding.
Everyone denies the flood, going about their daily lives.
Only one person acknowledges the rising waters.
Stop the **Flood**, or drown.

Find four to six players. You comprise the village council. You come together daily to make plans—constructing and improving developments in town, and promoting the common good. Ensuring the safety and dignity of your splendid little village.

SETUP

Obtain a deck of 52 playing cards, and find some paper and writing implements.

Separate the deck into suits. Shuffle the hearts and clubs separately, and make a small stack of cards, containing one club less than the number of players, and one heart. Shuffle the stack and deal one card to each player. Put the **hearts** to one side.

If your card is a club, everything is fine. If you hold the heart, you know that the town will be underwater soon, unless you do something to stop it.

From the spades: draw two cards for each player, determining their interests and enthusiasms^[1]. Write them down. Shuffle all the diamonds, spades, and remaining clubs into a draw deck, the **Water**, separate from the deck of **hearts**.

Name the village. Write it down. Declare three things that are true about the village. Write them down. When something important or notable happens, write it down.

DAILY COUNCIL MEETINGS [THE FLOOD RISES]

Every day, the village council meets to discuss new ways to improve the town.

But first, every day, draw a **Water** card and add it to the **Flood**. The **Flood** is a stack of face-up cards, staggered so you can see each card underneath the one above it. The more cards in the **Flood**, the deeper the water that covers the village is. When the total of all the cards in the **Flood** reaches 40, the town is completely submerged—everyone drowns, and the game is over. (Aces are worth 1, face cards are worth the number of the card beneath them.)

[Do not let the Flood grow. Do not let the village drown. Don't anger them.]

Do not acknowledge the flood. Discuss amongst yourselves what you would like to build next, what kind of project you'd like to create for the village, according to your interests. There is no flood, no matter how high the water rises. Build a library, organize a parade, dedicate a new statue to the village's founder.

BUILDING PROJECTS

Eventually, two or more council members must agree on what to do next. Anyone who is on board with the proposition puts their cards down in the center, and draws a new one. The new project is underway. (If a diamond is drawn, put it on the **hearts** pile to make things better, on the **Flood** to make things worse.) If you do not spend your card, keep it. At the end of the day, shuffle all the spent cards into the **Water**.

[If you hold the red card, you are the only one who will do anything to directly stem the tide of the **Flood**. Everyone else will refuse to accept the idea of doing something which directly addresses the deluge. They will become angry if the very notion is brought to their attention. Do not, under any circumstances, let them know.]

Differences of opinion will naturally arise between two council members. To resolve a disagreement, make your arguments, then show your cards to each other—the higher card wins the dispute, and takes the other member's card. With two cards in

hand, they may now build or start any project they like—others may join, if they wish, but they're not required.

[Never let another council member see your Heart. Avoid conflict at all costs. Do not show them. Convince them, but never argue. If someone sees your Heart for any reason, immediately put it in the **Flood** and draw a new one from the deck of hearts.]

[If you cannot draw a Heart (or diamond) from your deck, you have lost hope—draw from the **Water** instead, playing diamonds to the hearts pile as per usual.]

When everyone decides that they're done (or 5-10 minutes have passed), the day is over. Shuffle any spent cards into the **Water**, get a good night's sleep, and begin the next day, fresh and optimistic, ready to show the world your village's achievements.

STEMMING THE TIDE

There is no flood. There has never been a flood, and there never will be. We are not standing chest-deep in water—anyone who says otherwise is a disgrace to the town.

[If you convince one or more council members to begin a project that will help mitigate the effects of the flood—a dam, better drainage systems, a bucket brigade, a naturally-fed waterslide park at the edge of town—take their cards, and instead of spending them to the middle, use them to remove cards from the **Flood**. Each card played removes (discards) a card anywhere in the stack of equal or lesser value.]

THE END

If the total value in the **Flood** is 40 or greater, everyone drowns. The game is over.

[If you manage to run out the **Water** deck without drowning, the town is saved. Still, nobody believes there was ever a flood. Or that it could ever happen again.]

[1] Interests and Enthusiasms	
A	Gardening
2	Fishing
3	Religion
4	Baking
5	Recreation
6	Arts
7	Town Pride
8	Social Events
9	Morality
10	Drinking
J	Children
Q	Progress
K	Wealth



40 DAYS

FOR THE ITCH.IO ONE-PAGE RPG JAM

Inspired by

The Quiet Year

Until We Sink

The Fabbriche di Careggine

and

Our national and global response to pandemics and climate change

[Marc Majcher, August 2020]

40 DAYS DEEP

40 DAYS DEEP

The village is flooding.
You are the only one who acknowledges the rising waters.
Stop the Flood, or drown.

Gather four to six players to form the village council. You come together daily to make plans—constructing developments in town, promoting the common good, ensuring the safety and dignity of our lovely village.

Name the village. Write it down. Say three true things about the village. Write them down. When something important or notable happens in town, write it down.

SETUP

Separate a deck of playing cards into suits. Take one heart and enough clubs to have one card for each player. Shuffle these, deal every player a starting card, then set aside the rest of the hearts—this is the **Hope** pile.

If your card is a club, everything is fine. If you hold the heart, *you alone know that the town will be underwater soon, unless you do something to stop it.*

From the spades, draw two cards for each player, determining their interests and enthusiasms. Write them down. Shuffle all the diamonds, spades, and remaining clubs into a draw deck, called the **Water**.

COUNCIL MEETINGS

Every day, the village council meets to discuss new ways to improve the town.

But first, every day, draw a **Water** card and add it to the **Flood**.

The **Flood** is a stack of face-up cards, staggered so you can see each card underneath the one above it. The more cards in the **Flood**, the deeper the water that covers the village. When the total of all the cards in the **Flood** reaches 40, the town is completely submerged—everyone drowns, and the game is over. (Aces and face cards are worth 1.)

[Do not let the Flood grow. Don't tell them anything. Do not let the village drown. Do not anger them.]

Do not acknowledge the flood. Discuss amongst yourselves what you would like to build next, what kind of project you'd like to create for the village, according to your

interests. There is no flood, no matter how high the water rises. Build a library, organize a parade, dedicate a new statue to the village's glorious founder.

BUILDING PROJECTS

Eventually, two or more council members must agree on what to do next. Anyone on board with the proposition puts their card down in the center, and draws a new one. The new project is underway. *[Discard a card from the Hope deck if the project does nothing to mitigate the flood.]*

If you draw a diamond, the village has been blessed with a boon or windfall. Put it on the **Hope** pile to make things better, or the **Flood** to make things worse, then draw again. *[If you somehow draw a heart, you see the flood. Do not tell anyone.]* If you do not spend your card, keep it. At the end of the day, shuffle all spent cards back into the **Water**.

[If you hold the Heart, you are the only one willing to do anything to stem the tide of the flood. Everyone else refuses to accept the idea of doing something which directly addresses the deluge. They become angry if the very notion is brought to their attention. Do not, under any circumstances, let them know.]

Differences of opinion will naturally arise between two council members. To resolve a disagreement, make your arguments, then show your cards to each other—the higher card wins the dispute, and takes the other member’s card. With two cards in hand, they may now build or start any project they like—others may join, if they wish, but they’re not required to.

*[Never let another council member see your Heart. Avoid conflict at all costs. Do not show them. Convince them, but never argue. If someone sees your Heart for any reason, put it in the Flood and draw a new one from the **Hope** deck. Without hope, you cannot help, and you will surely drown.]*

When everyone decides that they’re done (or a few minutes have passed), the day is over. Shuffle any spent cards back into the **Water**, get a good night’s sleep, and begin the next day, fresh and optimistic, ready to show your village’s achievements to the world.

STEMMING THE TIDE

There is no flood. There has never been a flood, and there never will be. We are not standing chest-deep in water and our boots are not wet—anyone who says otherwise is a traitor and a disgrace to the village.

[If you convince the council members to begin a project that will help mitigate the effects of the flood—a dam, better drainage systems, a bucket brigade, a naturally-fed waterslide park at the edge of town—take their cards from the middle and use them to remove cards from the Flood instead of returning them to the Water. Each project card played may be used to discard one card of lesser or equal value.]

THE END

When the total value in the Flood is 40 or greater, everyone drowns. The game is over.

[If you manage to empty the Water deck without drowning, the town is saved. Nobody believes there was ever a flood. Or that it could ever happen again.]

NOTES

- ✓ Each player starts with only one card, a club or a heart
- Only the player with a heart can "see" the flood, and take cards out of it via an appropriate project
- You can resolve a conflict with a heart, but it gets discarded and replaced from the hope pile immediately afterward. (This also has the possibility of taking the heart out of play entirely, if a diamond is drawn)
- ✓ Multiple projects can be completed each day, but a hope card is discarded after each one that doesn't mitigate the flood
- ✓ The player who draws a diamond plays it to hope or flood, their choice, and I think maybe we'll keep it either a little vague, or imply that they draw another card to replace it?
- ✓ I *think* that if another player somehow draws a heart from the water (because it was spent to do a project and shuffled into the deck) then they get "heart vision" and can see and reduce the flood, maybe?

Players

4–6 players take the roles of the village council. Every day you meet to plan new projects — to celebrate, to build, to improve life.

There is no flood. Do not speak of the flood.

Setup

Roles. Take one ♥ and enough ♣ so there's one card per player. Shuffle and deal one face down to each player. Whoever has the ♥ secretly knows the flood is coming. Everyone else believes nothing is wrong. Set the rest of the ♥ aside as the **Hope pile**.

Interests. Take out all the ♠. Each player draws two and writes them down as their interests and enthusiasms. Shuffle the unused ♠ back into the Water.

The Water. Shuffle all ♦, unused ♠, and unused ♣ together to make the **Water deck**.

The Village. Together, name your village. Write down three true things about it. Add more whenever something notable happens.

Daily Council

1. **The Flood rises.** Draw one card from the Water and place it face-up in the Flood pile. Stagger the cards so you can see them all. When the total reaches **40 or more**, the town is drowned and everyone dies. (Aces and face cards are worth 1.)
2. **Discuss.** Talk about what the council should do — build a library, hold a festival, raise a statue. Speak proudly; deny the water.
3. **Projects.** If two or more players agree on a project:
 - Each puts one card from their hand face down into the center.
 - Immediately draw replacements from the Water.
 - The project succeeds. If it did not address the Flood, discard one ♥ from the Hope pile.

4. **Flood projects.** The ♥-holder may disguise a project to secretly fight the Flood. In this case, cards contributed remove Flood cards of equal or lower value instead of going to the Water.
Never admit this openly.
5. **Conflicts.** If two players disagree, each reveals a card. The higher card wins and takes the other's. Then:
 - If a ♥ was revealed, resolve the conflict normally.
 - Place the ♥ into the Flood (removed from play).
 - Draw a replacement from the Hope pile. Whatever you draw becomes your new hand card.
6. **Diamonds.** If you ever draw a ♦:
 - Describe something good that happened in the village today.
 - Place the ♦ immediately on either Hope (resilience) or Flood (hollow prosperity).
 - Then draw again from the Water.
7. **End of the day.** When the council agrees they are done (or a few minutes have passed), shuffle all spent cards into the Water. Begin a new day.

The End

- If the Flood total reaches **40 or more**, the village is drowned. Everyone dies.
- If the Water deck runs out first, the village is saved. No one believes there was ever a flood.