

[S e a p u n k 2 2 2 2]

S a m  H o t c h k i s s

P l a y e r s : 2-4, plus facilitator

R u n T i m e : 60-90 minutes

P l a y S p a c e : Online video call

M a t e r i a l s : Tracking sheet (see last page), pen, coins or miniatures

D i v e m a s t e r (DM) I n s t r u c t i o n s

Read through this entire document before facilitating. Italicized text is meant to be read aloud during play, while unitalicized text is only for you to read. Feel free to rename Premium (the divemaster) or change their pronouns if you like.

I n t r o d u c t i o n

Start a group video call with you and the other players. Ask the players to pick a name and pronouns for their 23rd-century punk. When everyone's ready, read the following:

The Arctic is ice-free year-round. Global sea levels have risen by over thirty feet, destroying cities and displacing billions. Those who have fled inland are plagued by storms, droughts, and famine. The wealthy now live in sealed biodomes and arcologies, shielded from the dying world their forebears helped create.

While generations have passed since the great metropolises by the sea were inhabitable, a sense of nostalgia for the period pervades the culture of the 23rd century. The scattered refuges of humanity, lacking the big budgets of the turn of the millennium, consume the culture of the past rather than producing new art to rival it. Access to old media is ubiquitous through the internet, but antiques and artifacts from the millennium era are highly coveted.

This is where you come in. You're all what the inlanders call "seapunks," those who couldn't afford to move when the floods came. All of you live along the coast, hiding from storms in the ruins of New York. It's a hard life, but you've found a ticket out: a salvaging contract for a Manhattan statue. If your team can retrieve some millennium-era stuff from the city's depths, you'll earn a bounty of 0.01 BTC. That's enough to get out of this dead town—hell, that's enough to build your own arcology!

So that's why we're sitting here on my boat, tied up to some office building on what used to be Broadway. My name's Premium, they/them, and I've been running salvages for years out of this thing. But if we can get this score, I can finally sell it and move out to Denver with my partners. Now, you all are the first folks that signed up for this gig on Uber Jobs. Who are you, what are you good at, and what do you want to do with your share?

Ask the other players to answer your questions in turn.

D i v e B r i e f

Alright, here's what we know: the contract is for a statue. I don't know how big, or what it looks like, or anything about it. The fat cat just wrote "statue." The coordinates are for this intersection, so it should be right around here. Bottom depth's around 40 feet, but the vis here is only 20, so you're gonna have to look for it once you're down there. I got some handheld power saws on Amazon in case you need to cut any metal, and I've got a winch on the stern for hauling up heavy stuff.

I don't think this is anyone's first rodeo, but I'm not taking any chances with safety. I brought tanks with 1750 psi in 'em. Make sure to check your air gauge while you're down there. You use more air when you're at the bottom, and when you're exerting yourself. You should always plan to get back on the boat with 500 psi: you don't want to get stuck without air down there, and it's bad for the tanks to suck 'em dry. And leave a couple minutes for a controlled ascent at the end of the dive. If you shoot up like a rocket, you're getting the bends, and you don't have the satoshis for an airlift to a deco chamber.

Once you're down there, you can't talk, so you're gonna have to use hand signals to communicate. If you're not familiar with dive signals, I found this old PDF online that has some. You'll want to review that before you get in the water.

Share this link with the other players: <http://www.neadc.org/CommonHandSignalsforScubaDiving.pdf>.

I won't be able to see or hear you down there, so you're on your own. If you need to talk to me, you're gonna have to come back to the boat, which costs a lot of air. You probably won't have the air to surface more than once, so I'd plan on bringing down everything you need to get the statue, and only coming back up when we have it secured.

And that's all I got. Pool's open. Any questions?

Encourage the players to talk to each other and make a dive plan. One should agree to take down the rope attached to the winch, and should establish a way to signal Premium to start the winch.

T h e D i v e

Once everyone is in the water and ready to descend, it's time to start the dive. Send the message below in a direct message to each diver. Once you answer any questions, tell everyone on the call to mute themselves and turn off their webcams. Then start a one-minute interval timer ([here's one on YouTube](#)).

“To simulate diving, you won't be able to use your voice to say what you're doing. Instead, when you want to do something, send me a direct message about it. I'll acknowledge your action, and might respond with a question. Here are some examples of things you can say:

- How much air do I have left?
- Look down
- Look for the statue
- Move north
- Descend 20 feet

If you and another diver are looking at each other, you can use dive signals to communicate. If you want to get another diver's attention to sign with them, tell me how you do that and I'll alert that diver. If they want to communicate, you can both turn on your webcams and sign with each other. In all other cases, your webcam should be off."

D i v e L o c a t i o n s a n d T r a c k i n g

To track the divers during the dive, use the tracking sheet at the end of this document. The dive area is 100 feet wide, 100 feet long, and 40 feet deep. To make this easy to track, I split it into 20-foot cubes on the sheet. The top (blue) table represents 0-20 feet deep, while the bottom (gray) table represents 20-40 feet. I recommend printing out the sheet and using coins or miniatures to represent divers.

Premium's boat is floating above squares 3A and 3B. The green center square (3C) represents the start location, where divers jump into the water. The seafloor is covered in cracked asphalt, except for column C, which was once a cobblestone median. Seaweed has grown up through the cracks and spaces between the cobbles. On one end of the median (6C) stands a lifesize statue of a defiant-looking girl, while the other end (10C) holds a massive statue of a charging bull. To the west and east of the dive area are the flooded lobbies of old office buildings. The remains of a public park are to the south, while Broadway extends to the north.

To track air consumption on the dive, use the lists of numbers on the tracking sheet. Whenever a diver takes an action (moving, cutting, etc), cross off a number, starting at 1750. Whenever your one-minute interval timer beeps, cross off the next number, or two if the diver is below 20 feet. Each number crossed out represents a loss of 25 psi. When a player asks about air, tell them the highest number you haven't crossed out.

D i v e r A c t i o n s

In general, when a diver tells you they do something, let them do it. There are no rolls or other mechanics for checking if an action succeeds. However, divers do have some limitations:

- As mentioned above, the visibility in this water is around 20 feet. Divers can only clearly see things in their own square, and can see the murky outlines of things in squares they are adjacent to, not counting diagonals. For example, a diver in square 3C can see into 2C, 3B, 3D, 4C, and 8C (directly below them).
- Divers have the muscular strength of a fit present-day human. They don't have to worry about getting tired from swimming, but they can't lift a statue to the surface.
- If a diver runs out of air, they can last a minute holding their breath. In that time, they must either surface or get another diver to share air with them. Divers sharing air use the same number list for tracking air consumption.

Whenever a diver tries to look into a square, tell them what's been established in the square, then ask them what else they see in it. Take notes on the tracking sheet about what the diver establishes in the square.

R e c o v e r i n g S t a t u e s

Recovering a statue requires cutting each point where it is attached to the seafloor, then tying it to the towing rope. Cutting an attachment takes one minute, as does tying the rope to a statue. *Fearless Girl* has two legs attaching it to the seafloor, while *Charging Bull* has four. Once freed from its moorings and tied to the rope, the statue can be hauled up using Premium's electric winch. *Fearless Girl* will go up in a few seconds, but *Charging Bull* will take about five minutes to make it to the surface.

D e n o u e m e n t a n d D e b r i e f

If the divers salvage a statue, Premium will call in an Amazon-Boeing drone to airlift it to a warehouse. Within minutes, equal shares of one million satoshis (0.01 BTC) are deposited in each character's wallet. Describe a scene about Premium and their partners moving to Denver, then ask the rest of the players to describe what their character does with the money in turn.

If the players don't recover a statue, Premium is understanding, if a bit disappointed. "*I thought this gig was too good to be true.*" Describe a scene about Premium continuing to scrape by doing salvage in New York, then ask the rest of the players to describe what their character does after the gig in turn.

Either way, once everyone narrates an ending scene for their character, thank everyone for playing and de-role. If the group seems interested, use this game as a jumping-off point to discuss the climate crisis, salvage diving, the real statues this scenario is based on, or anything else that seems relevant.

1750 1675 1650 1625 1600 1575 1550 1525 1500 1475 1450 1425 1400 1375 1350 1325 1300 1275 1250 1225 1100
 1175 1150 1125 1100 1075 1050 1025 1000 975 950 925 900 875 850 825 800 775 750 725 700 675 650 625 600
 575 550 525 500 475 450 425 400 375 350 325 300 275 250 225 200 175 150 125 100 75 50 25 0

1A	B	C	D	E
2				
3				
4				
5				

6A	B	C 	D	E
7				
8				
9				
10				

1750 1675 1650 1625 1600 1575 1550 1525 1500 1475 1450 1425 1400 1375 1350 1325 1300 1275 1250 1225 1100
 1175 1150 1125 1100 1075 1050 1025 1000 975 950 925 900 875 850 825 800 775 750 725 700 675 650 625 600
 575 550 525 500 475 450 425 400 375 350 325 300 275 250 225 200 175 150 125 100 75 50 25 0