

Blackout On the Elevator

Elevator music pipes over the subtly masked speaker in the corner of the elevator. “What floor?” asks someone standing next to the call buttons. You say, “Umm, one.” And shuffle into the corner. The music is a poorly done David Bowie’s *Strangers When We Meet* (<http://www.bowiewonderworld.com/sounds/strangers.mid>). Your back is now against the wall and the elevator is moving silently from floor to floor, the flicker of floors pass on the display above the door. Someone in the other corner looks at you with a yearning in eye, “Nice day isn’t it.” You decide to ignore the comment and look ahead.

From above, a crash of glass breaking, an explosion, the elevator shakes. More explosions follow, and the elevator enters freefall. Lights blink on and off. You’re on the floor against someone who is grabbing you tightly. The elevator stops. A gust of heated air runs through the elevator. The lights flicker for one second and then go out. You pass out and when you awake, someone is stroking your hair and you hear, “I tried. It doesn’t work. Fuck!”

Who are you?

Pick a character to play. If there are less than five players, pick more than one:

Roy Schmidt, mailroom clerk, in his mind a born leader.

Christina Ley, sales expert, in her mind a crazy cheerleader.

Natalie Casper, visiting customer, in her mind a mature mother.

Jamie Gaylord, Vice-President of Operations, in his or her mind a brave outdoors person.

Irving Talbot, well know author, in his mind a healer.

Pick a vice:

Anger

Arrogance

Bragging

Cowardice

Disloyalty

Doubt

Envy

Greed

Impatience

Lust

Recklessness

Vanity

Wrath

Getting Out of the Elevator

To play, the characters will go through a set of floors. Each floors has a list of four things that the characters can react to. Each player picks one of these things and then picks another character to take out the reaction on. If two players pick the same thing, they must also pick the same character to take out the reaction on.

These floors generate two sets of points for all the characters: Calming points, and Breaking Points.

Calming Points

Represent the state of how calm the characters are in the elevator. If at the end of the game, there are more calming points than breaking, the players get out of the elevator safely.

Breaking Points

Represent the state of how crazy the characters are in the elevator. If at the end of the game, there are more breaking points than calming, the players all commit a terrible act in the darkness before they get out of the elevator.

Resolving the Scene

After the player picks a thing to do on another character, the other player must decide if he is going to allow it or try to stop it. They narrate together what happens between them. For allowing it, add +1 to the floors points (see below). For the number of other characters doing the same, add +1 to the floors points. For denying it, subtract 1 from the floors points.

Add all the points together, and roll a d20.

If the result is less than or equal to the total determined above, add 1 calming point to the game. If the result is greater than the total determined above, add 2 breaking points to the game. Players rotate narrating the results. The narration is about the evolving scene based around the rescue of the characters. What the firemen are doing, police, metal workers, fires, elevator movement, etc...

Using Vice and In My Mind

At anytime, the players can incorporate their character's vice or In My Mind into the thing he or she is doing to another player. This gains a +1 to the above roll. Track the number of times a character uses his or her vice.

End Game Narration

After the last scene, tally calming points, and breaking Points. Then the player with the fewest vice tally marks will narrate the end if the calming points are higher than breaking points. The player with the highest vice tally marks will narrate the end if the breaking points are higher than the calming points. If a tie between calming and breaking points, then the other players share narration.

Scenes

Floor 25: What Happened? (Points: 10)

Say, "Terrorists attacked us."

Say, "It's just a fire and generator tanks blowing up."

Say, "The power is out."

Say, "Who cares, we'll all die."

Floor 23: Fire Alarms (Points:9)

Fire alarm lever is stuck.

Someone must know how to wire this thing.

Use matches to set off alarm system.

Swinging the elevator back and forth will set it off.

Floor 21: It's Getting Hot in Here (Points:8)

Pry open the door and feel the outer door for heat.

Open the top vent.

Make a fan out of the stack of papers.

Remove some clothing.

Floor 19: Help Me (Points: 7)

First aid of the person who passed out.

Fix a broken leg.

Sacrifice a shirt to stop bleeding.

I don't need help, it's just a burn.

Floor 17: What About the Vent (Points: 6)

A thump on the roof and leaking blood on the wall.

Find a flashlight.

Climb out of the elevator to the top.

Stop anyone from moving.

Floor 15: Pry Open the Doors (Points: 5)

A floor is on fire.

A dead body slumps into the elevator.

The door won't pry.

The elevator's lights come on.

Floor 13: It's Your Fault (Points: 4)

Say, "You caused this."

Say, "I can't handle you anymore."

Say, "You're just like my..."

Bang heads against the wall.

Floor 11: Let's Yell (Points: 3)

Recruit to yell for help.

Make them quiet.

Head to head, covering ears.

Into a corner, with a found flashlight.

Floor 9: Passing Out (Points: 2)

Fan the person passed out.

Check the person's body for medical conditions.

Keep everyone away.

Lay down and try to sleep next to.

Floor 7: Our Rescue (Points: 1)

Hear a knocking.

Hear a saw.

Swing the elevator.

Push them away from the door.

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