

DUBUQUE STREET

*The bar hopping RPG game of fighting the insanity that is set in
IC.*



Figure 1: Old Capital Building, Iowa City, IA

Game designed by Bryan Hansel.
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Proofreaders

None yet. Can ya tell?

Playtesters

Sign up now.

Design Influences

InSpectres by Jared A. Sorensen
Metal Opera by Zak Arntson

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DUBUQUE STREET

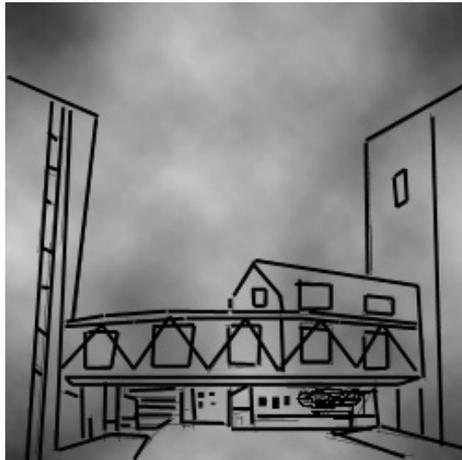


Figure 2: Looking down Dubuque Street

"...the man who really counts in the world is the doer, not the mere critic-the man who actually does the work, even if roughly and imperfectly, not the man who only talks or writes about how it ought to be done."

- Theodore Roosevelt, U.S. President

INTRODUCTION

In a city far far away at the center of the world to which either all roads lead to it or to Rome are three bars, so diametrically opposed that the sanity of the universe depends on their continuity of existence. But the forces of insanity have made their moves and built many new bars, which threaten the continued existence of The Three and threaten the sanity of the universe.

A small group of frat boys, sorority girls, grunge rockers, hipsters, churchgoers and geeks have discovered insanities' plot to destroy the hard won stability. These mismatched heroes band together to save the universe from the threatening insanity.

THE BARS = THE THREE SANE BARS

The three bars that hold the keys to the universe's sanity all sit within one block in the heart of Iowa City. Nearby is the ever-growing campus that is slowly taking over buildings in the downtown district. Two of the bars share a single wall between them, and these two are connected not only physically, but their very connection is one of the keys to the sanity of the universe. The third bar is underground in the basement across the street. A secret tunnel, once built by bootleggers, connects to the other two bars, and a secret room, reachable through the passage or by entering it through transcending into the ATM machine in one of the bars or through the photo booth. In the secret room is the sacred Keg of Sanity, which holds the last bits of the rumored nectar of the gods.

Bar One: The Deadwood

A dark 21 only bar with a single counter, booths, some video games and one pool table. In the back corner is one gangster booth, and bar stools belly up to the big picture window. X-hippies, perpetual college students, x-grunge types, and the new class of hipsters hang out at this bar. They love the dense smoke, the darkness, the red shag carpet, the vinyl seats, and the looks they get from the freshmen passing the front of the bar. This bar also has the best juke box in the universe with all the best songs ever on it. In addition, it hosts a photo booth connected to the sub-universe, and mystical

bathroom graffiti. In the corner near the backroom with the pool table is the gangster booth. (<http://www.deadwoodic.com/facts.htm>)

Bar Two: Sports Column

The Sports Column is a densely populated bar with two rooms, giant picture windows often filled with the butts of underage drinks who sneaked into this 21 only bar, and overly buff frat guys dressed up in their best sports bar going outfit. The bar is well lit, has loud music, tall tables with bar stools, a jukebox with the latest most popular tunes. It has two entrances with two huge bouncers letting in people, and allowing hot underage chicks into the bar. The bar also sports an ATM machine with a direct connection to the sub-universe.

Bar Three: The Dublin Underground

One glass door leads down a flight of stairs right into the cramped underground bar populated by people who just don't care about being cool or not. The bar is on the south wall, next to the bathrooms, which are entered after walking up a flight of stairs. In the center of the bar, wooden booths line both walls and tables are between the two booths. The jukebox is also located in the middle of the bar and it's got a good selection, but not as good as the Deadwood's. Another short flight of three steps brings you to the back of the bar where one pool table and a couple of tall tables wait. Around the

walls of the bar are board games, old books, and miscellaneous flare. A door under the stairs next to the coat racks leads to a secret door and the secret tunnel to the Sacred Keg of Sanity and the Deadwood. This is a 21 only bar.

THE BARS OF INSANITY

The soldiers of insanity moved into the town shortly after the Yacht Club closed down. This was one of the original balancing bars and was connected to its underground counterpart the The Dublin Underground (the whole town is connected through a set of underground secret steam tunnels). When one of the corner anchors of sanity eroded it allowed insanity to gain a foot hold. Shortly after the forces of insanity gained control of a number of bars. Some closed. Some remained open. Bars that disappeared included Gunners, that bar where the Dill Pickle was, the Sports Column in the outskirts. Slowly the following bars were opened:

Bar of Insanity One: The Atlas

This bar masquerades as a Greek restaurant and is located on the same block as The Three. People from all crowds come to the Atlas and enjoy it's eerie blue feel. As you walk past it, it feels like blue light is infiltrating your existence, and it is. The Forces of Insanity emanates heavily from this former Pizza Hut.

Bar of Insanity Two: Quintons

Opening shortly after the Forces of Insanity moved into town, this two-story bar sports a second floor that looks down over the main bar. Booths line one wall on the first level and the other wall sprouts the bar. Above the bar are pictures of John Lenin, Jim Morrison, and Bob Marley. Other extreme sport flavored wire art hangs over the other walls. Mostly a fraternity crowd hangs out here, but during the day, many groups come to eat the food. The food contains the Nectar of Insanity, and anyone who eats it becomes a minion of insanity.

Bar of Insanity Three: The New Yacht Club

The Forces of Insanity reopened this underground bar, whose claim to fame is hosting blues bands, jam bands, and many local bands including the legendary Dave, who didn't have a place to play until the Yacht Club reopened. Shortly after the first Yacht Club closed the owners of The Dublin Underground closed a tunnel from the Yacht Club to the Sacred Keg of Sanity. The Forces have slowly been excavating the tunnel to gain access to the Sacred Keg.

OTHER BARS

Many other bars are located in the heart of the town, but their importance is limited or unknown. These bars include:

- The moody Gabe's Oasis with its alternative rock and townie crowd and world famous beer garden.
- The Q bar, which devotes most of its floor space to pool tables and upstairs hosts band.
- The Fox Head, a bar where overly smart English majors and writer workshop members hang out.
- George's, an out of the way laid back bar where no one gets carded.
- The Field House, which is a huge dance club with multiple floors and is populated with underage bar goers.
- The Vine, a bar on the outskirts of downtown. Mostly, nicely dressed sports crowd.
- Fitzpatrick's, a nice little bar with one pool table and home brewed beer for cheap.
- 620, an alternative lifestyle dance club.
- and many many more...
(<http://www.iowabeat.com/iowa-city/bars/2/>)

BAR GODS

Shortly after the founding of the town, the founding fathers made a deal with the devil and while they were at it, they made a deal with the gods. The deal

included an agreement that only four bars would ever exist in town. This they bargained with the gods, and each of the bars would be devoted to one of the four gods. With the devil, they made a deal that they would allow and continually build bars until bars sprouted from every corner of the town.

The deal with the devil was that the town would become the capital of the new state, and with the gods, they cut the deal that the water would taste good, and they received the gift of the Sacred Keg of Sanity, which was, at the time, ever flowing and hooked into the primitive water system of the four great bars. When the gods and the devil found out about the two deals, they struck back. The devil moved the capital to Des Moines, and the gods made all the water taste like crap.

Both the devil and the gods teamed up and were ready to rain down fire and brimstone, but Catholicism intervened and declared God was dead. The gods died and because the devils only existence depended on opposing the gods, he gave up and committed suicide. The one Sacred Keg of Sanity, the nectar of the gods, remained protected by the founding fathers and bar owners. These people protected the keg under the guise of the Transcendence.

STAB-UNIVERSE

Shortly after the death of the gods, the secret society of the Transcendence discovered that by drinking from the Sacred Keg of Sanity, they were able to extend their lives and essentially become immortal. Through this immortality, the founders discovered that their

greater brains were able to travel to a sub-universe. In the sub-universe, they learned of the death of the gods and the devil and some of the founders went insane and transcended to the sub-universe to live out their lives as corporeal entities unable to initiate contact the real world.

It was also discovered after time, that the sub-universe could be used to travel undetected anywhere within the city. Soon, the founders found that the keg was starting to run dry with everyone drinking from it, so they all killed themselves and transcended to the sub-universe. They left behind several books detailing their discoveries and experiences and fears.

SACRED KEG OF SANITY

The Sacred Keg of Sanity was given to the founders as a reward for building only four bars and after the deal ended and the gods died, the only item left was the keg. By drinking from the keg, a person can extend their lives forever. The keg only has a limited ability to replenish itself though and will slowly empty if too many drink from the keg.

THE TRANSCENDENCE

The Transcendence was a secret society developed by the founders after the gods died. This society flourished for a time and had over 100 members, but as the keg drained and the members found out that their god was dead, some members went insane or just simply

decided to leave the universe and transcend to the sub-universe.

Eventually, it was discovered that only four of the original members would be able to continue on, and they became the owners of the four original bars. Recently, one of the owners decided to close up shop and transcend. When he did, the forces of insanity were allowed to enter the world. Unknown to the Transcendence before this owner left, the universe without living gods depends on the packs made previously to hold the threads together. When the vows are broken, slowly the universe blends into the sub-universe and slowly those that entered the sub-universe insane and those that died insane are able to come back to the universe.

FORCES OF INSANITY

The forces of insanity are the members of the original founding fathers and the Transcendence, who went insane knowing that what they had done in a way had killed their gods. These people transcended to the sub-universe where they discovered that by unbalancing the last bargain made to the gods they could unleash the forces of insanity and unmaking into the universe, and by doing so destroy everything in both the universe and sub-universe. They made a pack between themselves to destroy everything by destroying the remaining three bars. And that pack included the vow to “Party on Dude.”

MORE ON IOWA CITY

Iowa City is your typical Big Ten college town, and it isn't. It's the center of the world. A long time ago, Rome was the center of the world, but now, it's Iowa City and thus the saying, "All roads lead to Rome or Iowa City." There are many exciting locations in and around Iowa City. Visit Iowa City's website to learn more: www.icgov.org.

BAR HOPPING



Figure 3: Downtown IC from campus

“These days, it's really been uninteresting except when disasters occur.”

-James Van Allen, American physicist

SETTING UP FOR PLAY

Playing the game

The game is played with, at least, two players and preferably three or more. One player takes on the role of the Bar Tender and the rest will create characters. Two types of dice are used: Six sided and Fudge dice. Fudge dice are dice with '+' on two sides, '-' on two sides, and blank on the rest. Don't have Fudge dice. No problem. Roll a d6 1-2 = '+', 3-4 = blank, 5-6 = '-'. That deserves a toast! You will also need some sort of tokens (discarded bottle caps, achm), and some kind of container to throw them into when they are used. This container is further more called the Keg of Sanity and it contains the Nectar of the Gods. (A Heineken can with the top cut off and the edge bent over so you don't cut yourself. You've been warned and we, meaning I, take no responsibility for any harm that using a can in this nature will cause.)

SANITY LEVEL

Insane in the Membrane, Insane Got No Brain

Before any characters are created, the sanity level of the game world must either be a) decided on, or b) rolled. The sanity level determines how close the players are to winning or losing the game, and it is rated from 3 to 18. Roll 3d6 (three six sided dice). Add the results. This is the sanity level of the game. If sanity passes 18, the characters have saved the day yet again. Hurray! If the sanity falls below 3, the universe dissolves in a drunken mess of insanity, kind of like Bourdon Street on Saturday during Mardi Gras. Really.

CHARACTER GENERATION

Fight the Insanity

All the characters in *Dubuque Street* are college students attending the University of Iowa. They have found out about everything listed above and have been recruited by the Transcendence to fight the insanity. Some work in the bar industry as part-time bartenders, servers, and the rest of them are whatever. You pick or roll or play quarters, or whatever to come up with what your character does and whom that character is.

Each player other than the Bar Tender makes a character. Characters have three traits they can use to attack problems and resolve conflicts. These traits are *Deadwood, Dublin, and Column*. They are a measure of

how much effect the character has on BTCs (Bar Tender Characters) or events or other such complications and problems.

Each trait is ranked 1 to 5. Assign the score of 5 to the most important trait (to you, you know, one that you like, and think is cool, and is kind of like the type of bar that you like to hang out in), 1 to the least important trait, and 3 to the other one.

HOLD YOUR LIQUOR

Bow to the Porcelain God

Hold Your Liquor is a measurement of how quickly a character can be drunk under the table. Roll 1d6. This is a measure of how many beers the character can hold before passing out. Don't like random numbers? Tough! You lightweight!

SANITY TOKENS

At the start of the game, each player receives a number of Sanity Tokens equal to the Sanity Level of the game divided by two and rounded up. Sanity tokens can be used to succeed when a dice roll failed. Get drinking and saving bottle caps because they work best as tokens.

CHARMED, I'M SURE

More Abilities and some really cool words.

Pick the sex, job, age (between 19 and 25), and name (based on the first letter of your first name) of your character and compare the results below for additional abilities that can be used to improve the score of traits when used.

Alternatively, roll 6d6, add up and subtract 5 and count down the "First Letter" column. If you pass Z, pick Z or start at A again. The roll a d6 and 1-3 = male, 4-6 = female. Then roll a Fudge die and '+' = bartender, blank = Server, '-' = whatever. Roll a d6 for age. 1=19, 2=20, etc...

To see what each ability does consult a dictionary, preferably a home and office edition, and use the most obscure definition as a starting point and remember that these characters know about sanity and insanity and have been in contact with it. One sample ability definition is included below.

GAME DESIGNER DIGRESSION

Pay me Money and I Will Provide

(Yes, the game designer is a slacker. Or, if you don't want me to slack, for each \$5 donation to me, I'll write a paragraph about one ability, and if that's not enough for each \$5 donation beyond \$650, I'll expand the ability chart and write a new ability up for one slot

under the new age columns, which will be six new ability columns from 19-25. And if that's not enough, if you make a \$1000 donation to me, I'll sign and send you a printed, cardstock covered current version of the rulebook, and I'll sign it and spill some Guinness on it, and I'll make a nice personal little thank you note, fold the game and put it in my back pocket and walk around town and take a picture of the game in my back pocket in three distinct locations, so in the end you'll have a folded printed copy with a card stock cover, signed with a personal thank you note, with Guinness spilled on it, and three pictures of my ass at different locations around the town. The 5x7 pictures will be printed on archival quality Kodak Endura and be suitable for framing – matting is extra. What more could you ask for? All dollars quoted are in 2006 US dollars. And if you make it to wherever I live at the time within 6 months of said donation, you can get a picture taken with me and I'll Bar Tend the game for you and up to three of your friends. And an additional \$500 donation to me will get you a custom made cover drawn and illustrated by my brother (will be printed out via computer or something). And don't worry, more \$5 donations will bring abilities for: frat boys, sorority girls, grunge rockers, hipsters, churchgoers and geeks.)

CHARACTER ABILITY CHART

Bring on the Cheer and Fun

First Letter	Male	Female	Bartender	Server	Whatever
a	animation	acquaint	alchemy	ale	aquatic
b	bogus	bend	brew	brainteaser	bygone
c	cage	chant	cross-question	charm ¹	cabin boy
d	dude	decoy	devalue	dressage	drifter
e	elocution	estate	erupt	exurbanite	extreme
f	fable	fixture	first aid	fleshy	free-living
g	gore	goggle	gossip	graph ²	grievous
h	handsome	hovel	haggle	hospitality	hacksaw
i	ill-humored	idol	improvise	intoxicate	iconoclast
j	jazz	jeep	jimmy	jilt	jihad
k	kick	kiss	kvetch	kowtow	kitsch
l	landsman	lamb	lynx	litchi	laissez-faire
m	material	match	meticulous	molt	mutiny
n	narrow	naive	negate	necessitate	naysayer
o	onward	oxygen	outplay	overtrick	oddball
p	penis	perfectible	paycheck	penthouse	paddy wagon
q	quarrel	quick	quoth	quack	quintal
r	raw	rabbit	record	receptive	radical
s	sandhog	sexy	social	scrumptious	sanatorium
t	thereupon	therefor	tap	tantalize	theorize
u	unruly	unmannerly	upwind	utility	undertone
v	valor	vagina	viper	vigor	venomous
w	whip	wrap	way	whimsy	wanderlust
x	xeric	xanadu	x-ray	x	xylophone
y	yonder	youthful	yachtsman	yielding	yeaming
z	zealot	zounds	zinger	zippy	zoot suit

¹ Play My Secret Waitress cause it's cool.

² Read the Book of Graph. All hail the Goddess of Graphpaper.

Sample Ability Description – Molt: A character with the ability to molt can shed hair, feathers, skin, or horns with those parts being shed easily replaced by new and improved parts. This ability also provides the character with the uncanny ability to shed anyone or anything that is following the character. **Usage:** Bob's character Brent is trying to escape from the forces of insanity (echo), so he uses his uncanny ability to molt anyone following him by molting his skin and replacing it with feathers and flying away. (Remember: only \$5 for each new one.)

SOCIETAL MEMBERSHIPS

Ya dig, mo fo

In addition to all the cool abilities above, each character gains some sort of additional powers based on their societal memberships. The characters may be one of the following: frat boys, sorority girls, grunge rockers, hipsters, hippie wannabes, townies, churchgoers and geeks. Societal Membership abilities may only be used once per game. And they just happen.

Churchgoers

Members of this society have strong connection to pious people of all types, and through the sheer will power of a congregation, members can summon the dead gods back to the universe for short period of times.

Frat Boys and Sorority Girls

Frat Boys and Sorority Girls belong to powerful and reckless member only clubs. They must belong to a house and in the house, there is always a party going on. Frat Boys can call upon the ability to drink more beer than humanly possible, and Sorority Girls can call upon the ability of herd groups of gapping men behind them when they dress up and walk down the street together. During use of these abilities, 20 to 30 frat boys or sorority girls will show up.

Geeks

Geeks are those geeky guys that don't really have any friends other than geeks, and they don't really go out and do anything. They have two abilities. The first is to shut down anything electronic, and the second is to control the world of electronics.

Grunge Rockers

This membership entitles the character to look conflicted, wear second hand clothing from Ragstock and look really really good in it. Their ability is to just don't care, and they can make anyone around them feel the same. Characters that don't care tend to be able to drink a hell of a lot.

Hipsters

These are the people with the really cool stylish clothing on the cutting edge. They often wear outlandish glass, act super smart, and always are doing whatever is cool right now. Their ability is to call a couple of other hipsters and draw, write, compose poems in their Moleskins and whatever they do in the notebook blinks into the coolness of reality.

Hippie Wannabes

Usually hippie wannabes braid their hair, hang out in flowering fields and talk about peace and love. During times of stress, Hippie Wannabes can summon the Elvis for Peace, and he will show up and make any violent conflict turn out peacefully.

Townies

Townies have lived their whole lives in Iowa City, because of this; they know the town better than anyone does. In addition, they probably still have friends in high school and can raise an army of young punk troublemakers at the drop of a dime. Older townies have the ability to distort the reality of the town itself.

BAR TENDER'S PLOTS OF INSANITY

Hes Alive! Hes Alive! Hes Alive!

At the start of the game, the Bar Tender, states what the main complication, conflict, or situation is. This is what the players must confront. It should involve one of the words of the character's abilities for each character, and it must somehow threaten the Three Holy Bars. The Bar Tender receives Insanity Tokens equal to the Insanity level. These tokens are used each time that the Bar Tender wants to raise the difficulty of a conflict.

Example: A new *youthful* club, called the *Wanderlust*, has opened on a new Dubuque Street bridge. The owners have threatened a *jihad* on the Deadwood.

The main conflict or complication can be completed, defeated, and taken on only when the Sanity Level of the game reaches 18. When this happens all conflict resolution rolls, have an added difficulty die. After the players improve the sanity of the game to 19, they can stand up, cheer, toast to mankind, pretend they're walking on the moon, or whatever. They can also narrate how their characters stomp the heck out of the Holy Bartender's oh-so-hard complication or conflict or situation. Of course, rubbing it in too much, results in the reduction of sanity by five points during the next game.

RESOLUTIONS

It's the Final Countdown. Dah Da Dah Dah Da Da Dah

When a conflict needs resolved, determine which Trait (if a typical patron of the bar would be better at this type of thing than the typical patron of one of the other two bars, then you know you're using the right Trait) is most appropriate to the situation, and then add one to the Trait for each ability that is used to try and resolve the conflict. The maximum total that a trait can be raised is 6. The player states how they will use the Trait and the Abilities, and what they want to happen if they win the conflict. The Bar Tender states what will happen if the player loses the conflict. The player can then choose to back out. If the player stays in, any after the Keg is tapped modifiers are subtracted, and the dice are thrown back. This remains true even if two players are opposing each other. The player then rolls one die. If the result is under the combined score of the Trait plus ability, then the player succeeds, and the players desired outcome happens. If the player fails, then the Bar Tenders outcome happens.

ADDING DIFFICULTY

After the traits, abilities, and stakes are set, but before the conflict roll, the Holy Bar Tender can add a difficulty die to any conflict by spending one Insanity Token. The spent Insanity Token is added to the Keg of Sanity. A difficulty die is a Fudge die. He must also

state what kind of insanity will happen if the player fails the roll, this is in the form of a new and unrelated conflict that the players will now have to resolve before they can get back to drinking...um...I mean fighting the insanity.

This is what happens: 1. If the player fails the first roll and gets a ‘-’ on the Difficulty roll, then Sanity Level of the game gains a point closer to insanity. This is a total failure. 2. If the player fails the roll and the Difficulty Die comes up ‘+’ or blank, nothing else happens. 3. If the player passes the roll and the Difficulty Die comes up ‘-’ or blank nothing happens. 4. If the player passes the roll and the Difficulty Die comes up ‘+’, then the Sanity Level of the game moves one point towards Sanity. This is a total success that is so good that the character has done something that will be recorded in graffiti on the walls of the Deadwood’s bathroom, and the player gains the Difficulty Die to use as either: a) a Difficulty Die to spend whenever, b) Sanity Token, or c) To increase your Hold Your Liquor score back up one point if it is reduce or up by one extra point to a maximum of six.

SPENDING SANITY TOKENS

Any time the player losses a roll that didn’t have a Difficulty Die attached to it, a player can spend one Sanity Token and change the result to a win. The Sanity Token is then discarded into the Keg of Sanity.

TOASTING

Saving Your Drunken Ass

At any point, that a player doesn't like the result of the Difficulty die, the player can subtract one of his or her Hold Your Liquor points, and the Difficulty Die goes away. The player must make a toast to the ability that was used to avoid this bad thing.

THE FINAL TOAST

So Long and Thanks for All the Fish

As a character keeps throwing them back, she'll start to get drunker and drunker. When the last Hold Your Liquor point is used, the Holy Bar Tender must bring the wrath of insanity down on the character. Something bad will happen that the player has no control over, like public urination. The player must then roll a number of Fudge dice equal to his original Hold Your Liquor score. If there are more '-'s than there are '+'s, then the character passes out. The player can still use Sanity Tokens to affect other player's rolls, though.

Once the Sanity Level, is moved one point towards sane again, the character wakes up with a splitting headache until the next one point move towards sane, that character's traits are reduced by one.

TAPPING A NEW KEG

The Horror! The Horror!

Once all the Insanity and Sanity Tokens are spent, a new Keg of Sanity can be tapped. The Oh-So-Powerful-and-Holy Bar Tender Majesty receives the current sanity level of the game plus 3. The players each receive 18 minus the current sanity level of the game. Also, the role of the player's Sanity Tokens changes at this point, because everyone is getting drunker. Sanity Tokens are now used like Insanity Tokens to add Difficulty Die to the rolls. Insanity Tokens are now spent to reduce the score of the traits used in conflicts. They can be spent at one token per point and can be used after a difficulty die is added but before the roll is made.

If a third Keg is tapped, then the Tokens flip back to their original roll.

DRINKING A GAME

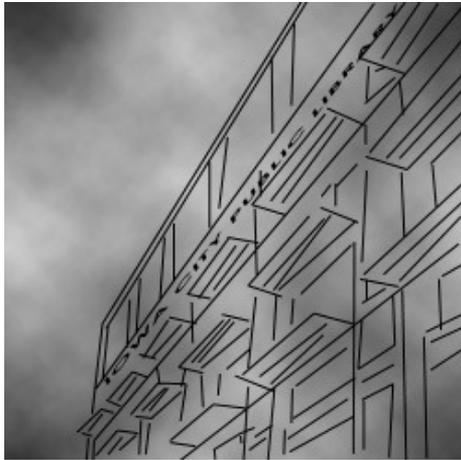


Figure 4: Iowa City Public Library

"Alcohol is not a benign drug."

-Peter Nathan, professor of psychology

SET-UP SCENE

A First Step Towards a Well Earned Drink

All the games start with the characters either at a bar drinking a beer or walking to a bar and trying to decide which one to go to. Then one of the Transcendence will tell them about the new threat to the universe. The players then need to decide how they will attack the situation. As soon as they let the Holier Than Thou Bar Tender know what they're going to do, the Bar Tender sets up a conflict.

THE NEXT STEPS

What the heck is going on?

After the players decide what their characters are going to do for their first actions, they should try and research what is going on and how to defeat it. Iowa

City has many libraries to visit; the sub-universe can be connected to, members of the Transcendence contacted, bars visited, and people to be talked to. Anything that the players can think would help to shed light on the situation. The players also get to shape the upcoming conflict by stating the type of information that they will find if they win a conflict.

As play continues, either the characters will find themselves heading down into insanity or closer to putting an end to this intrusion and getting to relax with a beer. After the players feel confident that they know what the problem is, they can head out and attack the problem with direct action. This is where societal memberships will be used, the new keg will be tapped, and the players will have control over difficulty dice, and this control will allow the momentum build as players confront the problems head on using their best traits.

FINAL CONFLICT

Once the Sanity Level reaches 18, the final big conflict can be attempted. The players can decide where and when they will stage the final attack, but once that is decided, there is no going back. Each player gets a chance to resolve the game and if the score doesn't move to 19, then the forces of insanity have won this conflict.

DUBUQUE STREET CHARACTER SHEET

<i>Name:</i>	<i>Age:</i>
<i>Job:</i>	<i>Sex:</i>
<i>Societal Membership:</i>	

Traits

Deadwood	Dublin	Column
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Hold Your Liquor

one	two	three	four	five	six
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Abilities

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