

THINGS FROM THE FLOOD TEENAGE MUTANT BINGE AT THURLES

It's time for The Trip to Tipp! There's Iggy Pop for when you want to dance, the Manic Street Preachers for when you want a good mope, and The Sultans of Ping FC are asking everyone "Where's Me Jumper?". There's something for everyone at Feile '93!

If you believe the rumours, there's also an interdimensional portal to the Aztec land of the dead..or a cult of dinosaurs who worship Richey Edwards.. or a robot who drinks pints! Sure, anything can happen in the next three days at Semple Stadium!!

A THINGS FROM THE FLOOD RPG (The 90s version of TALES FROM THE LOOP, only with a better soundtrack. Fight me) for a bunch of teenagers headed to where the craic will be mighty!!!

Content warnings: Alcohol, drugs, Chris De Burgh.

Teenage Mutant what where now?

Well, you're not wrong in asking that. This game is about as Irish-only a reference as you'll ever get. So, here it is in a nutshell:

Féile 93 was a festival that ran on the August Bank Holiday weekend in the Irish town of Thurles in County Tipperary (hence, the "Trip to Tipp" being a nickname for the gig). The title is shamelessly ripped off from journalist Damien Corless' headline from the Evening Press (a now-defunct Irish paper).

Féile (pronounced Fay-La, the accent, or *fada*, on the e makes it long) was a series of gigs that were a bastion of lunacy and wild antics in a conservative country (Ireland only decriminalised same-sex activity in 1993, which makes our 2015 referendum to enshrine marriage equality regardless of sex into our constitution all the more poignant). In an era when "fallen women" were still hidden away in Magdalene Laundries, Rage Against The Machine were throwing a few shapes in a town of fewer than 10,000 people.

This game is a bit light for *Things From The Flood*, for one reason; the 1980s in Ireland were **miserable**. No one sane is nostalgic for the 1980s in Ireland, an era of recession, unemployment and the Catholic Church still thinking condoms should require a prescription if they're even allowed. It was only the 1990s when Ireland's hierarchy started to crumble and the country started to see prosperity; You won't find a better example of how Ireland differed from everywhere in the 1990s than the TV show *Derry Girls*; things could only get better. The pathos shouldn't be that everything is breaking down, more that they will all go their separate ways after an amazing and life-defining weekend.

Less history, more game! Chop chop!

Sure. The basic premise is the players are a bunch of teenagers who are headed to Féile 93 for some *Craic Agus Ceól* ("crack oggus kyo-el" -fun and music). They don't know each other, so the conceit is they are quantumly entangled to one another for safety's sake so they can't go more than 50 feet from one another; aka, plot contrivance to keep the party together.

The game is meant to be a series of scenes the players stumble or are dragged into; cut for time and pace. The basic plot is **Chris De Burgh** is trying to take over the food trucks, and the players will be the ones who discover his frankly weak-ass plan. G'wan, have fun now!

THINGS FROM THE FLOOD: TEENAGE MUTANT BINGE AT THURLES - RUNNING ORDER

FRIDAY

Prologue: "Suspect Device" - Stiff Little Fingers

The players arrive at Féile 93, backpacks and tents in hand. Strangers to one another, as their tickets are checked they are grouped together and handed their (indestructible) wristbands; once they put them, there is a hum, and the warden advises they are now quantumly entangled for the weekend, to avoid another HAPPY MONDAYS incident (never explain this...). They are stuck together for the weekend! themselves.

Part 1: "Teethgrinder" - Therapy?

The players find their tents, and finally get them set up after some effort. But it is short-lived! As the last tent goes up, a cyborg pig comes barreling through, knocking half down, and locking its mechanical jaws around the others, before charging off. A man in γ-fronts shouts "Come on Teethgrinder, right when Therapy are playing? Ah now!" before shrugging; he gestures to the players to ask them to bring Teethgrinder back. A grinding metal noise from afar will remind them that their tentpoles won't last long!

Challenge

Find and stop Teethgrinder before he destroys their tents! Lead them on a merry chase before finally cornering Teethgrinder behind some food trucks and capturing him...somehow!

As they lead Teethgrinder away, they catch a glimpse of a very tall figure talking to a short man who has what can only be described as a bowl-mullet haircut. They won't catch much, but there's mention of "Add the special ingredient" before they split. Trying to follow Bowlmullet will be unsuccessful - he's quite short but still spry!

Part 2: "Stay Beautiful" - Manic Street Preachers

As the group wanders through the festival grounds, they overhear a heated discussion between two groups of festival-goers. One group are palaeontology enthusiasts from University College, Galway, while the other is a small group of mysterious individuals in black robes (these are secretly intelligent dinosaurs in disguise). The UCG students are arguing that dinosaurs never coexisted with humans, while the robed group insists that they have proof of an ancient dinosaur civilisation that worshipped the Manic Street Preachers' rhythm guitarist Richey Edwards.

Challenge

Both groups are becoming more and more aggressive towards each other. The players can either try reason with both groups and diffuse the scene, or side with one over the other. If they try walk away, the robed figures have had enough, reveal themselves to be dinosaurs and start a fight! The players will have to try to escape!

Part 3: "Lust for Life" - Iggy Pop (Headliner)

Finally making their way to the stage, they catch Iggy Pop as he's about to start. The legendary rock star starts belting out his hit song Lust For Life. His PA system is massive, sending visible ripples across the massive crowd, even distorting light. He hops about on stage, gyrating and twisting like a man made entirely of sinews. Suddenly, Iggy Pop disappears, mid-line of the song, before reappearing moments later, with no one seeing to notice. Seconds later, parts of the audience blip out, then the stadium itself, before finally, the players find themselves in a blank void for what seems like an eternity before blinking back into existence. As the song continues, these fluctuations increase in duration and frequency!

Challenge

Due to the power of Iggy Pop's PA and his intense gyrational energy, he has achieved a state of superposition! It's a pretty rough experience and should make the players sick, confused or worse! They're either going to need to make a break for it, or somehow get Iggy Pop to quiet down a bit!

THINGS FROM THE FLOOD: TEENAGE MUTANT BINGE AT THURLES - RUNNING ORDER

SATURDAY

Part 4: "After All" - Frank + Walters

After an eventful Friday night, give the players a chance to crash and sleep. When they rise, they will all have a terrible hunger on them. Arriving at the food trucks, they should be shocked to find that all the trucks, bar one, were closed overnight with health inspector notices. This truck, **Bœuf De Burghuignon** is selling overpriced bland beef stew. While there is a large queue for Bœuf De Burghuignon, there are plenty of people who are looking for an alternative due to the excessive price, the insipid food on offer, dietary preference, or other more bizarre reasons (one Galway crusty will claim it's a conspiracy by aliens, and a Corkonian will say it's a plan by Dubliners).

Challenge

Assuming they don't eat Bœuf De Burghuignon, the players will have to either forage, scavenge or steal something edible. There are plenty of sealed food trucks to choose the most isolated is the burrito truck, **Aztec Revenge**.

Part 5: "Ebenezer Goode" - The Shamen

Whatever they eat, eventually one of the players will have a bad reaction to the food (pick at random, or whoever was most adventurous), and mid-way through the afternoon act, needs to make a dash for the bathroom. Thankfully, the stadium has portaloos all around, albeit by Saturday afternoon they're a bit dishevelled already. Thanks to the quantum entanglement wristbands, where one goes, they all go. Just as the player finishes, a vortex opens up, sucking them down into the depths. Thanks to quantum entanglement, all the players will find them tugged in, daisy-chain style (if the game is running long, make this a simple physical challenge to avoid being pulled into the vortex).

The players land in a dark, smoke-filled chamber, with the distant sound of the festival far above. As soon as they arrive, they will be harassed by weird creatures, Cockney-accented beings that vaguely correspond to whatever food they ate (so Aztec gods if they went for burritos, or monstrous cod-men if they got fish and chips).

Challenge

Escape the Aztec underworld. It's less a maze and more a fog, so go with your judgement on how long to have this 'dungeon' last. On escape, they find themselves in an area behind the food trucks. Play up that this might be an unplanned drug trip, a bad-food-induced hallucination, or an actual dimension incursion; keep it vague.

As they try to regain their composure, they will see the mysterious Bowlmullet figure again, before he quickly flees. He is difficult to trail; as the players get close, they bump into **The Lady In Red**, a disturbingly tall woman (2+ metres, easily) wearing excessive makeup. She should block the players' pursuit if they chase Bowlmullet.

Part 6: "I Want Some Of That" - My Little Funhouse

Recovering from the Aztec Underworld, the players find a bar; ask the players what would their characters most want to drink. In the corner, there is **GAABot**, a robot wearing a flat cap and drinking pints. Upon seeing the players, it beckons them over, gesturing to the ideal drinks the players just mentioned! When they sit, it says the following: "19 points to 1-12, 2-12 to 1-10, 2-17 to 1-14, 2-18 to 1-12, 2-15 to 1-13, 2-18 to 1-12, 1-17 to 14 points" followed by "2-18 to 1-12, 16 points to 12, 1-19 to 12 points, 2-21 to 1-15, 2-17 to 1-14, 1-17 to 14 points, 3-12 to 1-11" and "3-15 to 2-14, 2-12 to 1-10, 1-19 to 12 points, 2-17 to 1-14, 16 points to 12".

GAABot can see the future but **only communicates in GAA scores**. The result above correspond to "WARNING", "DEBURGH" and "CABLE"; There's a mobile GAABot translator site here if you need more words - gaabot.tiiny.site. I recommend no more than 1-word sentences.

Challenge

Clearly, GAABot knows something, but it's up to the Players to work out what. They'll need to sneak into **Lár na Páirce**, the GAA museum and decode GAABot's message! If they look for GAABot after this, he's already gone...

THINGS FROM THE FLOOD: TEENAGE MUTANT BINGE AT THURLES - RUNNING ORDER

SUNDAY

Part 7: "Our House" - Madness

While a delicious pint or two was probably had, the food situation is even worse Sunday morning; anything edible has been consumed by hungry festival-goers, whether it was flora or fauna. Even the food trucks have been picked clean. The insipid smell of Bœuf De Burghuignon turns their stomachs ... and if they haven't realised it before, Bowlmullet is none other than Sunday's headliner, diminutive creepy crooner and owner of Bœuf De Burghuignon, **Chris De Burgh**. But before they can worry too much about him, they need to eat.

Some investigation will identify a corner shop just beyond the Stadium. Getting closer, it's clear there's the holy grail of festival food on offer - **BREAKFAST ROLLS**. However the owner, an elderly sourpuss called **Mammy** refuses to sell pork, on a Sunday, to 'heathens'. Such delicious food, so close and yet so far...

Challenge

The players will either have to try to convince Mammy they are good upstanding types, or more likely, steal some breakfast rolls. Mammy is surprisingly limber for a woman in her 80s, and duel-wields wooden spoons like a kung fu monk. You've been warned.

Part 8: "The Lady In Red" - Chris De Burgh (Headliner)

If the players aren't motivated to oppose De Burgh yet, upon return to the festival they can see the general mood has just soured; the food is bad and now, De Burgh has taken to the stage early so he can have an extended set. De Burgh is escorted by The Lady In Red, who does a frankly unsettling striptease to the eponymous song.

Challenge

Sneak into the Bœuf De Burghuignon truck; inside they find drums of dehydrated beef stew paste, boilers, and in the back, some empty packages labelled "**Special Ingredient**" followed by the name of each other food truck at Féile 93! Investigating Special Ingredient reveals it is designed to quickly dirty up a foot truck! Revealing this to a festival organiser leads to De Burgh's set being cut short, and the crowd booing him off stage! Good one, players!

Part 9: "Where's Me Jumper?" - Sultans of Ping FC

The Féile organisers quickly work to get the craic back to 90, bringing out Corkonian headbanging lunatics The Sultans of Ping FC. Before the players have much time to enjoy dancing at the disco bumper to bumper, they have one last threat - The Lady in Red reveals she is actually a robot, as the layer of makeup explodes off, spraying bystanders with flecks of rubbery skin covered in foundation. Chris De Burgh climbs inside this oedipal mecha and comes for the players!

Challenge

The Deburgh / Lady In Red mech is a physical threat, both to the players and Féile 93 itself, and can't be beaten by brute force alone, and if they run, have one of them drop their lovely new geansaí! The mech does have one major weakness, as GAAbot advised - **CABLE**. It runs on a heavy-duty power lead from the Bœuf De Burghuignon truck, though it will be hard to spot in the crowd. Without the cable, the Lady In Red has exactly 4:16 minutes of battery. The players need to pull the plug on DeBurgh for good! Doing so, they can have him banned from Féile for life.

Epilogue: "Roll Back the Clouds" - Christie Hennessy

Well, it's been an eventful Féile 93. As the players pack up and head for the buses, the mood should become bittersweet after a great weekend, with music, robots and other madness, but now long bus rides await. There are no mobile phones or emails to share, so anyone who wants to stay in contact has to share their home number! Give them all one more moment to say goodbyes and then have them go their separate ways. **No, you're crying..**

"I would say I love you so, / I'd like to play one more / Just for all young lovers / for the road."

Rules (if you need them)

Dice Rolls

GM never rolls, only the players do. Set up challenges for them to work their way out. To make a roll, a player adds together the relevant **attribute** and **skill** ratings for their character and rolls a number of six-sided dice equal to that total. Successes are **6s**. 1 success is enough to succeed, any extra successes can be used for bonus effects. Bonuses or penalties can be granted, based on the situation or equipment to hand, between 1 and 3 dice. **Iconic items** grant +2 dice to relevant rolls.

They can also choose to push the roll, which allows them to reroll all the dice, but with the risk of suffering a **condition** (see below) if they fail again. Players can only push a roll once per attempt.

Attributes & Skills

Body

Sneak is the ability to hide and sneak.

Force is the ability to lift heavy things, fight, and endure in physically stressful situations.

Move is the ability to climb high, balance, and run fast.

Tech

Tinker is the ability to build and manipulate machines and other mechanical items.

Program is the ability to create and manipulate computer programs and electronic devices.

Calculate is the ability to understand machines and other technical systems.

Heart

Contact is the ability to know the right person.

Charm is the ability to charm, lie, befriend, and manipulate.

Lead is the ability to make others work well together, and to help them when they are scared, sad or confused.

Mind

Investigate is the ability to find hidden objects and understand clues.

Comprehend is the ability to have the right piece of information or to be able to find it at the library.

Empathize is the ability to understand what makes a person, an animal, or any kind of conscious thing tick, and how to find its weak spot.

Conditions

When you try to overcome Trouble but fail, or if you push a dice roll, you may get a condition. There are five Conditions, of which the first four are mild: **Upset**, **Scared**, **Exhausted**, and **Injured**. You decide what Condition to take in a given situation, and you get a -1 on all dice rolls until it is healed (down to a minimum of 1 die). Additional Conditions are cumulative; two Conditions give -2 on all dice rolls, and so on. If all four mild Conditions are marked and you take another Condition, you become Broken. If you are Broken, something really bad has happened. You are mentally or physically hurt, and you will automatically fail all dice rolls until healed.

THINGS FROM THE FLOOD: TEENAGE MUTANT BINGE AT THURLES

Féile 93 Line up

Friday 30 July

Iggy Pop
Therapy?
Stiff Little Fingers
A House
Manic Street
Preachers
Spiritualized
Rollins Band
An Emotional Fish
Utah Saints
Senseless Things
Kerbdog
The Unbelievable
Children
Special Guests
Teenage Fanclub

Saturday 31 July

INXS
Deacon Blue
The Shamen
The Christians
Levellers
The Frank and
Walters
That Petrol Emotion
The Golden Horde
The Fat Lady Sings
Engine Alley
The Auteurs
My Little Funhouse
Eat
Pele
The 4 of Us

Sunday 1 August

Chris de Burgh
Madness
Mary Black
Björn Again
Christie Hennessy
Inner Circle
Squeeze
The Sultans of Ping
FC
Aztec Camera
Indigo Girls
Cooney & Begley
Bronte Bros
Paul Brad

All Weekend

Jim Rose Circus
Funfair
Jugglers

Games Tent
Fun Tent
Maglev Rides

Dinosaur Enclosure
Robot Club
Full Bars

THINGS FROM THE FLOOD: TEENAGE MUTANT BINGE AT THURLES

GAABot Speak

"1-5 to 8 points...well, from Lapland to the Antarctic, that's level scores in any man's language"

- Micheál Ó Muircheartaigh

Letter	Score	Full Details of Match
A	2-12 to 1-10	Abbeyknockmoy 2-12 Ballycastle 1-10 (All-Ireland Junior Hurling Championship) 12/06/1993
B	1-19 to 12 points	Ballyboden St Endas 1-19 Raheny 0-12 (Dublin Senior Hurling Championship) 18/06/1993
C	3-15 to 2-14	Cuala 3-15 St. Vincent's 2-14 (Dublin Senior Hurling League) 22/06/1993
D	2-18 to 1-12	Drom & Inch 2-18 Kilruane MacDonaghs 1-12 (Tipperary Senior Hurling Championship) 24/06/1993
E	16 points to 12	Eoghan Rua 0-16 Lavey 0-12 (Derry Senior Hurling Championship) 25/06/1993
F	1-21 to 1-14	Faughs 1-21 Kilmacud Crokes 1-14 (Dublin Senior Hurling Championship) 26/06/1993
G	1-17 to 14 points	Glen Rovers 1-17 Sarsfields 0-14 (Cork Senior Hurling Championship) 02/07/1993
H	3-12 to 1-11	Harps GAA 3-12 Portlaoise 1-11 (Laois Senior Hurling Championship) 06/07/1993
I	2-15 to 1-13	Inniskeen 2-15 Castleblayney 1-13 (Monaghan Senior Hurling Championship) 10/07/1993
J	1-22 to 15 points	James Stephens 1-22 Ballyhale Shamrocks 0-15 (Kilkenny Senior Hurling Championship) 15/07/1993
K	2-18 to 14 points	Kilmacud Crokes 2-18 St. Jude's 0-14 (Dublin Senior Hurling League) 20/07/1993
L	2-17 to 1-14	Loughmore-Castleiney 2-17 Upperchurch-Drombane 1-14 (Tipperary Senior Hurling Championship) 03/07/1993
M	1-14 to 12 points	Mullinalaghta 1-14 St. Patrick's 0-12 (Longford Senior Football Championship) 05/06/1993
N	2-18 to 1-12	Naomh Éanna 2-18 Lámh Dhearg 1-12 (Antrim Senior Hurling Championship) 12/06/1993
O	3-21 to 2-12	Oulart-the Ballagh 3-21 Ferns St. Aidan's 2-12 (Wexford Senior Hurling Championship) 19/06/1993
P	2-19 to 1-12	Portumna 2-19 Castlegar 1-12 (Galway Senior Hurling Championship) 26/06/1993
Q	2-16 to 1-13	Queens University Belfast GAC 2-16 Slaughtneil 1-13 (Ulster Senior Hurling Championship) 01/07/1993
R	2-17 to 1-14	Ratoath 2-17 Dunshaughlin 1-14 (Meath Senior Football Championship) 04/07/1993
S	21 points to 1-16	St. Brigid's 0-21 Pdraig Pearses 1-16 (Roscommon Senior Hurling Championship) 07/07/1993
T	1-16 to 11 points	Tourlestrane 1-16 Easkey 0-11 (Sligo Senior Football Championship) 15/05/1993
U	2-21 to 1-15	UCC 2-21 Midleton 1-15 (Cork Senior Hurling Championship) 22/05/1993
V	2-18 to 1-14	Vincents 2-18 Ballyboden St Endas 1-14 (Dublin Senior Hurling League) 29/05/1993
W	19 points to 1-12	Wolfe Tones 0-19 Tulla 1-12 (Clare Senior Hurling Championship) 05/06/1993
X	3-17 to 2-14	XENOTEK Shamrocks 3-17 Loughrea 2-14 (Galway Senior Hurling Championship) 11/06/1993
Y	1-16 to 15 points	Youghal 1-16 Bride Rovers 0-15 (Cork Senior Hurling Championship) 19/06/1993
Z	2-12 to 1-13	Zulu Gaels 2-12 Ballymun Kickhams 1-13 (Dublin Senior Football Championship) 27/06/1993

James O'Sullivan

Age

15

From

Rathfarnham, Co. Dublin

Bio

A quiet and introverted teenager who spends most of his time tinkering with electronics and building robots.

Description

A bespectacled teen with a mop of greasy hair, full of nervous energy

Type

Hacker

Iconic Item (+2 on relevant rolls)

A small remote-controlled drone that he built himself.

At Feile 93 to see?

The Shamen

Body 2

Sneak

Force

Move

Tech 5

Tinker 1

Program 3

Calculate 3

Heart 2

Contact

Charm

Lead

Mind 5

Investigate 1

Comprehend 2

Empathize

Conditions

Upset

Scared

Exhausted

Injured

Broken

Niamh Murphy

Age

14

From

Ballincollig, Co. Cork

Character

An outgoing party animal who loves to have fun and be the centre of attention.

Description

Vivacious and stylish, with long curly hair and a bright smile

Type

Party Animal

Iconic Item (+2 on relevant rolls)

A colourful party hat that she wears to every gathering.

At Feile 93 to see?

The Frank and Walters

Body 5

Sneak 1

Force 1

Move 3

Tech 1

Tinker

Program

Calculate

Heart 4

Contact 3

Charm 1

Lead 1

Mind 4

Investigate

Comprehend

Empathize

Conditions

Upset

Scared

Exhausted

Injured

Broken

Shane Kelly

Age

17

From

The Bogside, Derry City

Bio

A tough graffiti artist from a rough part of town who uses his talents to make his mark on the city.

Description

Tall and lean, permanently dirty hands with an edgy style and a piercing gaze

Type

Street Kid

Iconic Item (+2 on relevant rolls)

A can of spray paint that he uses for his graffiti art.

At Feile 93 to see?

Stiff Little Fingers

Body 5

Sneak 3

Force 3

Move 1

Tech 1

Tinker

Program

Calculate

Heart 5

Contact

Charm 1

Lead

Mind 3

Investigate 2

Comprehend

Empathize

Conditions

Upset

Scared

Exhausted

Injured

Broken

Ciara O'Connor

Age

16

From

Muckanaghederdauhaulia, Co.
Galway

Bio

A reserved girl who has a fascination with ancient history and spends her weekends exploring the ruins of the old castles and monasteries around her town.

Description

Short, tousled hair, quiet but a serious expression

Type

Lone Wolf

Iconic Item (+2 on relevant rolls)

A tattered map of the local area that she's marked up with notes and observations.

At Feile 93 to see?

The Saw Doctors (doesn't realise they're not playing)

Body 4

Sneak 3

Force

Move 1

Tech 2

Tinker

Program

Calculate

Heart 3

Contact 1

Charm

Lead 1

Mind 5

Investigate 1

Comprehend 3

Empathize

Conditions

Upset

Scared

Exhausted

Injured

Broken

David “Daver” Ryan

Age

18

From

Caherdavin, Limerick City

Bio

A popular musician who dreams of making it big with his Secondary School band, The Broken Amps

Description

Tall and skinny, with shaggy hair and a confident swagger

Type

Rocker

Iconic Item (+2 on relevant rolls)

A vintage guitar that he inherited from his uncle.

At Feile 93 to see?

Iggy Pop

Body 4

Sneak

Force

Move

Tech 3

Tinker 1

Program

Calculate

Heart 4

Contact 1

Charm 1

Lead 1

Mind 3

Investigate 3

Comprehend

Empathize 3

Conditions

Upset

Scared

Exhausted

Injured

Broken

Emma Byrne

Age

13

From

Tramore, Co. Waterford, Ireland

Bio

A curious and adventurous girl who loves to explore. She's an amateur botanist and spends her free time hiking through the forests and meadows around her hometown.

Description

An innocent look that belies quiet strength, dressed practically

Type

Seeker

Iconic Item (+2 on relevant rolls)

A satchel of flowers, herbs, mushrooms and other flora.

At Feile 93 to see?

The Manic Street Preachers

Body 4

Sneak 1

Force

Move 1

Tech 2

Tinker

Program

Calculate

Heart 3

Contact

Charm 1

Lead

Mind 5

Investigate 3

Comprehend 1

Empathize 3

Conditions

Upset

Scared

Exhausted

Injured

Broken