

# Solid Wood Jumbling Tower

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**Content warning:** Queer Identity Stuff including misgendering and misidentification is likely to come up, as are death, separation, grieving, confusion, and betrayal.

**Play make believe, tell a story amongst yourselves about teenagers trying to work out who they are and how they relate to those around them in highschool.**

Create your student by picking one descriptor from three of the columns in both the Inner World and External Presentation Descriptors tables, making sure they don't have more than one descriptor in any given row in a table.

These lists are pretty simplistic, your student is more than what's in the lists and part of playing the game is finding out more about your own character.

**Don't let others know what your descriptors are, the game is finding out.**

Everyone starts with 1 Seen.

Start play by rolling a Crisis and then begin to tell the story of your Students together.

When there is no Crisis currently happening (cause you've resolved the last one) roll a d6 after every conversation or event. If the result is less than three, roll a new Crisis.

## INNER WORLD

Girl	Alloromantic	Gay	Art	Ambitious
Boy	Allosexual	Straight	Science	Rebellious
Agender	Asexual	Bi	Tech	Introvert
Genderqueer	Aromantic	Pan	Social Studies	Extrovert
Demigirl	Demisexual	Dom	Math	Organised
Demiboy	Demiromantic	Sub	English	Dysfunctional

## EXTERNAL PRESENTATION

Punk	Hi Contrast	Facial Hair	Music Merch	Makeup
Goth	Black	Tall	Poetry	Short
Prep	Pastels	Broad	Brand Names	Thin
Jock	Bold Colours	Buzzed Hair	Sports Merch	Styled Hair
Nerd	Muted Colours	Baggy Clothes	Game Merch	Tight Clothes

OH SHIT!

THE WORLD IS ENDING!

ROLL TWO SIX SIDED DICE TO FIND OUT WHY!

- 2 Family tragedy. One of you has lost a family member. Grieve.
- 3 A pet has gone missing.
- 4 One of you has been seen with another one's romantic interest.
- 5 You've lost an ENTIRE TERM'S WORK and it's all the fault of one of your friends!
- 6 One of you gets food and/or drink spilled ALL OVER THEM!

If you can't decide who is the victim of a crisis, the person with the highest Seen and the person with the lowest Seen roll off to see which of them it is.

- 7 Mrs Andrews has set an IMPOSSIBLE assignment! How will you all not fail??
- 8 One of you has had their phone stolen! You've gotta get it back before they see the stuff!
- 9 One of you gets dumped, harshly.
- 10 One of you is going to have to move away soon for your parent's work.
- 11 One of you has been diagnosed with a debilitating or terminal illness.
- 12 End of the line. A classmate has lost their life in a tragic accident. Grieve.

When you start a new scene or enter one, describe your character visually.

What are they wearing today? What's their tone of voice like? What are they doing?

**When another student is friendly to you based on your appearance, check to see whether the interaction matches your External Presentation.**

Gain two Seen if you both have the same descriptor that matches that interaction.

If the interaction matches a descriptor that is not one of yours but in the same column as one of yours, lose two Seen.

If the interaction matches a descriptor that is in a column that you don't have any descriptors in, check to see if you have any descriptors in that row. If not, gain that descriptor and gain one Seen, otherwise lose one Seen.

The other student gains one Seen.

**When another student makes you have feelings, check to see whether the interaction matches your inner world.**

If the interaction resonates with one of your descriptors, gain two Seen.

If the interaction resonates with a descriptor that is not one of yours but in the same column as one of yours, lose two Seen.

If the interaction resonates with a descriptor that is in a column that you don't have any descriptors in, check to see if you have any descriptors in that row. If not, gain that descriptor and gain one Seen, otherwise lose one Seen.

The other student gains one Seen.

**When everyone has a descriptor filled out in every column of either their Inner World or External Presentation tables, highschool is over and you go out into the world.**

The higher your Seen score, the more easily you endure the slings & arrows of outrageous misfortune to live a meaningful life.