



# ADRIFT



# ADRIFT

a game of space solitude

by cezar capacle

# credits

ADRIFT v0.1.2

Developed and written by:  
Cezar Capacle

Design and editing:  
Cezar Capacle

This game draws inspiration from Apocalypse World,  
written by D. Vincent Baker and Meguey Baker.

## Cover art:

Photo by NASA on Unsplash

Photo by Raphael Nogueira on Unsplash

Font 'Disolve' by Freddie Line

## Interior:

Photo by v2osk on Unsplash

Infographic vector created by pikisuperstar

Technology vector created by freepik

Fonts 'Abel' by MADType and 'Share Tech Mono' by Carrois Apostrophe



*This work is licensed under a Creative Commons  
Attribution-ShareAlike 4.0 International License.*



## That's when you felt the explosion.

You never saw it coming. You were out there, busy with minor repairs. In a split second, your body was sent spinning into space.

You try to hold on to the aluminum structure, but the push is too strong and it slips through your fingers.

You gasp and move your limbs, hopelessly fighting inertia. By a stroke of luck, you manage to grab a chunk of metal and transfer your momentum to it, stopping your rotation as you drift further away.

You see yourself floating into the vastness. An endless ocean of debris and stars. Onto your helmet, only the reflection of a bright flash of light rapidly consuming the reserves of liquid hydrogen and oxygen of the space station, sparks shooting outwards into the dark.

You check your wrist monitor. It shows **Oxygen: 10**. It could be worse. Your prefrontal cortex activity looks stable, which means your **Fear** is currently at **0**. Your oxytocin levels seem OK for the time being – your **Hope** is at **5**.

You feel in control, given the circumstances. If only you could... wait, what's that? Is it – is it an escape pod?

You activate your nitrogen propellant, chasing the capsule with blind determination. You could swear you almost felt it in your hands, before your nitrogen tank runs dry and you realize you are too far away.

That was a mistake. You lose **1 Oxygen**. And now you are...

# ALONE IN SPACE

When you lose Oxygen, roll **2d6+Oxygen**.

On a **16+**, choose one below. Check the box next to it. You can no longer choose that option on future rolls. If you run out of options to choose from, pick one from the **10-15** list on the next page.

- You try to contact mission control. Answer:  
*What mission did you seek out here?*  
*What were you hiding from them?*
- You get a glimpse of the Earth. Answer:  
*What sweet memory does it bring you?*  
*Why do you keep fighting for your life?*
- You may have found some evidence of what happened. Answer:  
*What is it? What about it makes you believe in human error?*  
*What difference does it make to you?*
- Blinking lights dance in front of you. Answer:  
*What did you give up on to be here?*  
*What was your utmost desire?*

You lose **1 Oxygen**. You gain **1 Hope**.

If your **Oxygen** is now **0**, go to **On a 6-** on page 11.

## WORD BANK

love	explore
vow	defy
honor	transform
wonder	hide
duty	change
knowledge	follow
peace	impress
comfort	defeat

On a **10-15**, choose one below. Check the box next to it. You can no longer choose that option on future rolls. If you run out of options to choose from, pick one from the **7-9** list on the next page.

- You believe you heard a cry for help through the radio. Answer:  
*How do you respond?*  
*Who did you let down?*
- You find a piece of equipment from the space station. Answer:  
*How did you think it could help you?*  
*How were you wrong?*
- You see a drifting body. Answer:  
*Who was that? How have you wronged them?*  
*What were they hiding from you?*
- You get hit by floating debris. Answer:  
*What do you wish you had with you right now?*  
*Why does the thought of surviving make you sad?*

You lose **1 Oxygen**. You either lose **1 Hope** or you gain **1 Fear**.

If your **Oxygen** is now **0**, go to **On a 6-** on page 11.

## WORD BANK

risk	threaten
corruption	manipulate
burden	oppose
disease	weaken
greed	destroy
supply	deceive
direction	investigate
land	bargain



On a **6-**, you lose all your remaining **Oxygen**. Choose what happened:

- You tried a risky maneuver. Answer:  
*What were you trying to do?*  
*What went wrong? Who do you blame?*
- Something compromised your oxygen tank. Answer:  
*What was it? How could you have avoided it?*  
*What thought crossed your mind and stopped you?*
- You gave up. Answer:  
*Why can't you fight anymore?*  
*Why do you think you deserve it?*

If your **Hope** is higher than your **Fear**, you reconcile with your fate.

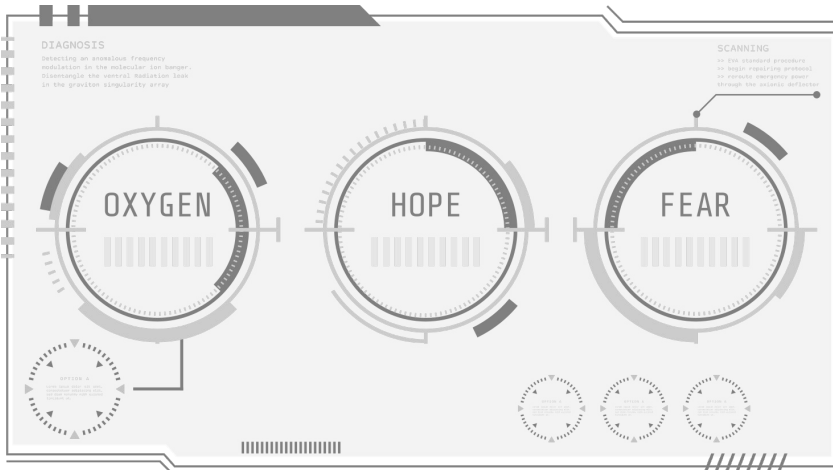
*What brings a smile to your face in the very end?*

(If your **Fear** is higher than 3, there's a touch of sorrow in your departure)

If your **Fear** is higher than your **Hope**, your mind is filled with terror.

*What are your delirious eyes staring at?*

(If your **Hope** is higher than 3, there's a small relief amidst your delusion)





POWER  
66%

POWER  
66%

POWER  
66%

ENERGY  
70%

# DESIGNER'S NOTES

This game was originally created for the "Your Move" game jam, hosted by transistence, Meguey & Vincent Baker from September 1st to September 9th, 2019 on itch.io.

From the very beginning, I wanted to find a way to make the move *be* the game. The whole game. Not a game with a single move, but a single move as a game.

I needed to find a way to embed a trigger for the move inside that very move, so as to create a sort of gameplay loop. After I read [this excellent thread](#) on move structure, it came to my mind the possibility of playing with resources and currency. So Adrift was born.

Adrift is a solo game about inevitability, about grief and belief. There's not much you can do but reflect on your actions as you see your oxygen levels deplete.

One might notice it's not really a fiction-mechanics-fiction kind of flow. It's not what you do that triggers the move. The oxygen decrease does it regardless. You pretty much know what's going to happen, it's just a matter of time. The only hope you have is coming to terms with your inevitable death and finding some sort of silver lining amidst hopelessness.

This game draws inspiration from movies like *Gravity* and the series *Final Space*, namely the first scene of each episode.

There's also a videogame of the same name I didn't know about up until I came up with the name for my game. Watching its gameplay sure helped me get in the mood.

If you want to talk about the game or give me some feedback, please drop me a line at [notagiraffestudio@gmail.com](mailto:notagiraffestudio@gmail.com) or you can find me on facebook at <http://fb.com/notagiraffestudio>



NOT A  
GIRAFFE  
STUDIO

• 2019 •