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<https://orcid.org/0000-0001-8853-9606>, Thompson, Erica, Lewis, Elizabeth, Hut, Rolf and Illingworth, Sam (2026) Adventures in Model Land. In: European Geoscience Union General Assembly 2025, 27 April - 2 May 2025, Vienna, Austria.

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ADVENTURES IN MODEL LAND

FLOODSKINNER

A Tabletop Roleplay Game System for Numerical Modellers

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About Adventures in Model Land

- A model land is the strange world created by the approximations made by numerical models.
- Although models simulate real-world processes and features (useful), they can have big differences (wrong).
- Tabletop roleplay games (TTRPGs) allow players to build worlds and explore using their imaginations.
- *Adventures in Model Land* is an open-source system to help TTRPG players to build model lands.

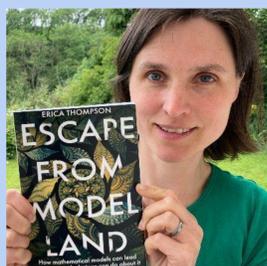
Get involved!

We want to create a compendium of model lands to explore and games to play.

Be part of testing the system, providing feedback, and sharing your model lands and games.

chris@floodskinner.games

Download the system for free here:



Adventures in Model Land is inspired by *Escape from Model Land* by Erica Thompson.

DO YOU HAVE THE COURAGE TO STEP INTO MODEL LAND?

You will need:



A model
Combination of numerical method, scenario, and required data to operate.



A model builder (MB)
An additional role to the dungeon master (DM). The MB is the expert on the model.



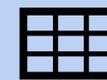
Worlding
The process that turns the model into an explorable world, ie the model land.



A conceit
The reason people are experiencing the model land. Are they in it, or is it in the real-world?

Step 1 – Worlding.

Imagine your model land by following prompts of six aspects in your model.



1. Space
How is space represented? What is at the edges?



2. Time
How does time flow? How do players perceive it?



3. Elements
What is simulated in your model? What rules do they follow?



4. Parameters
Can players change parameters? How would the world change?



4. Life
Are plants and animals in your model? Are they in your model land?

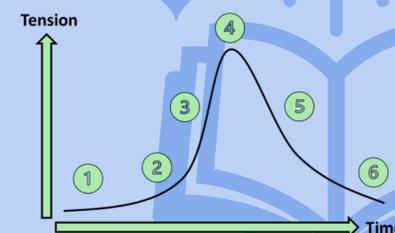


5. Inhabitants
Are people in your model? Are they in your model land?

Step 2 – Storying.

Crafting a narrative to tell the story you want to tell.

Freytag's Triangle



Focus on the elements of 'wrongness' and 'usefulness' to lead players on a journey:

1. Entering model land.
2. Noticing the differences.
3. "The model is wrong".
4. Problem to be solved.
5. "The model is useful"
6. Leaving model land.

Step 3 – Gameying.

Applying your model land to a game.

Be the DM, MB, and the player. Imagine entering and exploring your model land. Describe what you experienced and felt in a journal entry.

Take it to the next level by designing your own game or adapting an existing one to lead groups of players inside your model land.