

what's a vaporwave

A two-player roleplaying game about explaining vaporwave to your grandpa.

Played via text messages. Vaporwave understanding unnecessary.

Grandpa: Uses too much punctuation. Doesn't understand emojis, uses them anyways. Loves their grandchild. Has never heard of vaporwave.

Casey: Has somewhere to be in an hour. Kinda understands vaporwave. Loves their grandpa.

Grandpa begins by asking, "What's new, kiddo?"

Casey answers however they choose, offhandedly including a mention of vaporwave. Example: "I went with my friends to a concert last night and was surprised the opener played vaporwave."

Grandpa wants to understand, and must question at least one word in each response from Casey. Grandpa must not change topics or end the conversation until they think they understand vaporwave.

Casey must attempt to end the discussion in as few words as possible. Do not give up on Grandpa. Casey tries their best to help Grandpa understand vaporwave, fudging as necessary.

The game ends when either Grandpa or Casey exceed 40 text messages sent. If Grandpa understands Vaporwave, Grandpa mails Casey *a crisp \$20 bill*. If not, Casey must provide some excuse for ending the conversation, disappointing Grandpa.

When replaying the game, Grandpa asks Casey to explain steampunk, larping, furies, or bitcoin.

