

OLIVIER SAFFRE



FLATLINED GAMES



RUMBLE IN THE HOUSE

ART : KWANCHAI MORIYA

DUMBLE RUMBLE IN THE HOUSE

THE ALIEN



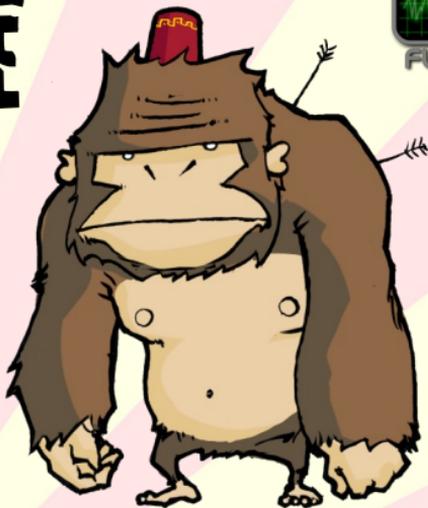
Meet The Alien

His advanced and deadly technology allow him to disintegrate his enemies. The alien wants a home on Earth and will do anything to stay in the house. Anything.

He will zap all other inhabitants out of the house, and then go on to conquer the world.

DUMBLE RUMBLE IN THE HOUSE

THE APE



Meet The Ape

This raging monster can wipe out anyone from a brush of the hand. He hides in the house to escape the evil circus manager. He will push all other inhabitants out of the house, and then settle and eat a nice banana.

RUMBLE IN THE HOUSE

THE OTTERS



Meet The Otters

The otters have powerful kung-fu. They master the ancestral ki-ai shout that can tear down walls and destroy castles. This house is their dojo. Their sacred dojo. They will force all other inhabitants out, then practise more ancestral martial arts, or drink a cup of tea.

RUMBLE IN THE HOUSE

THE THING

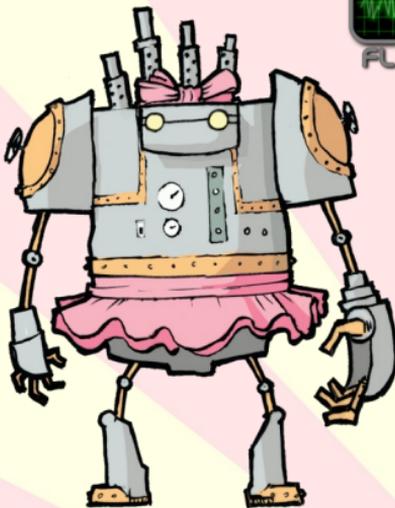


Meet The Thing

The thing can dissolve any opponent. The result of a scientific experiment gone awry, the thing awoke sentient in green laboratory fumes. It escaped by the sewers and eventually reached the house. It will now dissolve all other inhabitants, then fill the house with green slime and toxic chemicals.

RUMBLE IN THE HOUSE

KPOW-1337



Meet KPOW-1337

KPOW-1337 is a military-grade robot designed for tactical combat. When the government decided to cancel the research budget, the scientists converted it to a house maid instead of dismantling it. He is programmed to kill all enemies, and then make some delicious cookies.

DUMBLE RUMBLE IN THE HOUSE

THE KID



Meet The Kid

The kid lives in the house. Not long ago he was alone. Now there are all matters of weird people and thing in the house, so he will drive them out. The kid has a bow and wooden arrows. If this doesn't sound dangerous, picture yourself with an arrow in the head. It hurts, doesn't it ?

DUMBLE RUMBLE IN THE HOUSE

THE PENGUIN



Meet The Penguin

The penguin will blow up everything in the house. He came in to look for fish in the fridge, but there was none so now he is angry. If he blows the house in small enough pieces, he will be able to use them to make an igloo. Maybe there will be fish in that igloo. If not, he will blow more things.

DUMBLE RUMBLE IN THE HOUSE

KA'TOOL

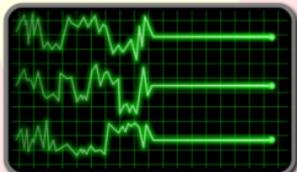


Meet Ka'tool

Awoken from a long slumber, Ka'tool lurks in the house. He wants to go to sleep again but there is too much noise with all these people around. He will send all other inhabitants to a forgotten plane of existence, then go back to sleep for a few thousand years.

DUMBLE RUMBLE IN THE HOUSE

THE WIZARD



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Meet The Wizard

The wizard casts powerful spells. Combat spells. Teleportation spells. Sometimes they fail, like the teleportation spell that sent him in this house. He needs concentration to teleport back so he'll disintegrate all the other noisy inhabitants to get some quiet.

DUMBLE RUMBLE IN THE HOUSE

SUPER
SUPER



Meet Super

He has super powers. Powers that go beyond the egg, the chicken, life, and the universe. And he protects everything that is yellow and has feathers. Super will send anyone without feathers out of the house using his super powers, then he will lay an egg (that too, is a super power).

DUMBLE RUMBLE IN THE HOUSE

THE CAT



Meet The Cat

This cat means business. He came to the house to collect the rent and no-one wants to pay! Anyone that does not pay rent will have to leave now or he will let his tommygun do the speaking. They will pay or there will be a cat-astrophe.

DUMBLE RUMBLE IN THE HOUSE

THE PINK NINJA



Meet The Pink Ninja

The pink ninja is swift, agile, and deadly. His ancient master sent him to the house to test his combat skills against powerful opponents. 'Go to the house and throw everyone out. Only then will you be a true ninja.' He will succeed in this mission, then come back to the dojo and receive black ninja clothes.

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RUMBLE IN THE DUNGEON

THE ORC



Meet the Orc

Green and angry, he will attack whomever approaches the Dungeon. Many believe he is a guardian of the dead king's tomb, or he wants to defend his territory. The truth is much more sinister : The Orc lost his way to home and is too proud to ask, so he attacks anyone coming nearby as a way to soothe the shame.

DUMBLE RUMBLE IN THE DUNGEON

THE KNIGHT

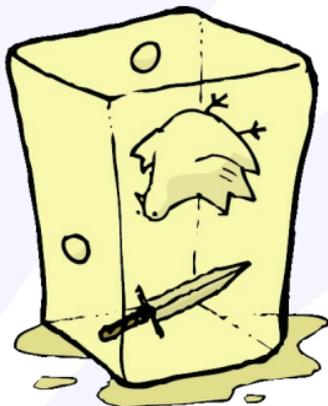


Meet the Knight

Tall, proud and iron clad. Member of the high order of the Swan. Dumb as a rock. Famous as can be, everyone talks about him in the inns and taverns - with a wink. He is here to rescue the princess. Of course no-one told him this is the tomb of the dead king and there is no princess - why spoil the fun ?

DUMBLE RUMBLE IN THE DUNGEON

GERTIE



Meet Gertie, the Gelatinous Cube

Gertie is a sad and lonely creature. Everyone thinks she's a monstrous fiend. Little do they know that Gertie was created a long time ago by the dead king's dead wizard as a cleaning device. Her caustic and gelatinous mass is the best way to clean up the dungeon's many rooms and corridors, and to pick up all the crap adventurers leave behind. Be kind to Gertie, she's just a magical maid!

RUMBLE IN THE DUNGEON

THE BARBARIAN



Meet the Barbarian

7 foot of muscle, and a beast skin. And a sword, too. Crumm must be honoured by the blood of his enemies. Crumm must be honoured by the gold of his raids. The dead king did not worship Crumm, so his treasure will be retrieved and offered to Crumm!

RUMBLE IN THE DUNGEON

THE ELF



Meet the Elf

Precious blond little thing. With a bow, an education that spans thousands of years, and an attitude. When he learned that a dwarf might loot the dead king's treasure, he vowed to best him to the task. So here he his, entering the Dungeon.

RUMBLE IN THE DUNGEON

THE GOBLIN



Meet the Goblin

Green and Fickle, quick and born stubborn. The dead king's tomb attracts adventurers and monsters alike, and he's here for the spoils. And the fun. And the cute butterfly, too - so nice when it flies!

RUMBLE IN THE DUNGEON

THE CLERIC



Meet the Cleric

The high priest of the holy order of the wielding club of saint Stalistercer has sent forth his devout clerics to purify this lair of evil and foul things. The mission is of utmost importance : the dead king was buried with the key to the high priest's wine cellar, and he's thirsty!

RUMBLE IN THE DUNGEON

THE THIEF



Meet the Thief

The kind and gentle thief will join your group, open locks, search secret passages and disarm traps. He will make sure your mission is a success and you come out of the dungeon with huge amounts of gold. Then he'll vanish with the gold, as usual.

RUMBLE IN THE DUNGEON

THE ZOMBIE



Meet the Zombie

Cold, dead and rotten. Smart as a rock. Craving for love and affection, friendly as a dog pup. All he wants is a hug, so why is everyone running from him? Come on! group hug! Please!

RUMBLE IN THE DUNGEON

THE EYE



Meet the Cursed Eye

Or rather, don't. One look into his big eye will make you so sad you'll never want to leave him alone again. He's so friendly, so sad, so lovely. Befriend him and he'll keep an eye on you.

RUMBLE IN THE DUNGEON

THE DWARF



Meet the Dwarf

Half the knight, twice the iron and the pride! If there's a dead king, there's a treasure. And an inn. With Ale. What more do you need ?

A game by Olivier Saffre. Art by Kwanchai Morriya.

RUMBLE IN THE DUNGEON

THE LICH



Meet the Lich

The lich is a dead wizard. The dead king's dead wizard. It was the dead king's dead wizard before the dead king hired him, but that does not really matter now that the dead king is dead. Now if only all these people could leave him alone, he could bake cookies without being bothered by the constant shouting and fighting in the dungeon halls.