

Supplement to: Nörenberg, P. and Lantuit, H.: Sea level rise in Los Santos and Los Angeles: a comparative flood analysis using Grand Theft Auto V, Geoscience Communication, <https://doi.org/10.5194/gc-4130>, 2026.

Supplement

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Figure S2. Total area of Los Santos impacted by sea level rise under RCP 8.5 conditions without storm surge. Yellow: sea level rise of 3.59 m in 2300. Red: 6.63 m in 2500 (illustrative horizon; Maribus, 2017; very low confidence). Note: each colour represents the cumulative flooded area at that sea level; the underlying layer includes the extent of the upper layer(s). North arrow and scale bar shown. Source: community satellite image of the GTA V game environment. © Rockstar North / Take-Two Interactive. Used for scientific research purposes.

Figure S3. Total area of Los Santos impacted by extreme sea levels under RCP 2.6 conditions with historical storm surge (1.591 m, Los Angeles maximum tide gauge record; NOAA, 2020a). Green: combined extreme sea level of 2.12 m in 2100. Yellow: 2.44 m in 2300. Red: 2.61 m in 2500 (illustrative horizon; Maribus, 2017; very low confidence). Note: each colour represents the cumulative flooded area at that combined sea level; the underlying layer includes the extent of the upper layer(s). North arrow and scale bar shown. Source: community satellite image of the GTA V game environment. © Rockstar North / Take-Two Interactive. Used for scientific research purposes.

Figure S4. Total area of Los Santos impacted by extreme sea levels under RCP 8.5 conditions with historical storm surge (1.591 m, Los Angeles maximum tide gauge record; NOAA, 2020a). Green: combined extreme sea level of 2.42 m in 2100. Yellow: 5.18 m in 2300. Red: 8.22 m in 2500 (illustrative horizon; Maribus, 2017; very low confidence). Note: each colour represents the cumulative flooded area at that combined sea level; the underlying layer includes the extent of the upper layer(s). North arrow and scale bar shown. Source: community satellite image of the GTA V game environment. © Rockstar North / Take-Two Interactive. Used for scientific



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