

Post Apocalyptic Teahouse:

A game of Edwardian etiquette and survival of the fittest

By David Rothfeder

Good afternoon and welcome to the Post Apocalyptic Teahouse, where we believe that just because the world is over doesn't mean you shouldn't enjoy high tea. I am your host today and as such you may simply call me Host. As warriors of the dangerous wastes you are the upper class of society and are expected to uphold the rules of etiquette for yourselves while pursuing your desires while we humble servants are forgiven for our inevitable transgressions but have no agency but to serve. As such, please take care your fellow patrons will be enforcing the following rules with brutality and ruthlessness:

Any direct threat or hostile action is considered uncouth unless it is done with one's pinky out. If one is uncouth to another, they have the right to execute you on the spot. While executing another is a hostile action, though it rarely makes a difference as they will be dead.

If you do not address another properly then they also have the right to execute you. The proper way to address another is to include a title, a swear word, and their name. For example, I can introduce a character as "The Mother Fucking Bishop Who Wants to Know," or "The Shithead Doctor Duct Tape McQuack." Using titles is very important but records are not what they used to be, so no need to be accurate. Somebody has that title as long as others use it.

You can only kill another when you have the right to execute them. You do so by using your Weapon of Mayhem. If however they use their Weapon of Mayhem on you before they have the chance, you are injured and cannot execute them for the rest of your time here. If you successfully execute a guest, take a trophy; you deserve it.

It is assumed that any item you do not ostentatiously parade is obviously of little importance to you. If another guest touches one of your items you must immediately brag about it or it is theirs.

If you feel all of your desires slated or impossible to fulfill, you may leave the Teahouse freely never to return.

If at any time you do not act in a threatening, crazy, or badass manner you will no longer be feared. No guest will feel obligated to show you proper etiquette. While disheartening, please do the respectful thing and discard your Weapon of Mayhem and join the Host in our serving duties.

All guests are expected to bring a Weapon of Mayhem to defend yourselves with. Please locate one of the following before entering the Teahouse:

A plastic eating utensil: Represents a bladed weapon; usually wicked and rusted, full of that tetanusy goodness

A cardboard tube: Represents an explosive launcher; collateral damage not included but always encouraged

A toy gun: Represents a collection of assorted firearms; nobody knows where you keep all those bullets because you've shot everybody who's asked

A sweatband: No weapons, just your body. You kill everybody with your hands; there's a reason nobody wants to hug you

A stuffed animal or doll: A weapon crafted out of body parts; recursive murder ends up being more efficient

Anything else: It's that thing but also a flamethrower; because everything should be a flamethrower

The first guest you enters the Teahouse will be greeted using proper etiquette by the host.

If they had a name before that, it doesn't matter; they'll be getting a new one then. After that the guest should show off their Weapon of Mayhem describing in detail its look and operation. After that another guest may arrive and will be greeted properly by the previous guest. The new guest will likewise put their Weapon of Mayhem on display for all to see. This will continue until all guests have arrived.

Of course life after the apocalypse can be dreadfully complicated. As such there are a number of things that our guests desire of one another. Over the course of your time here choose a guest for each of the following:

One guest you've wanted dead at your feet for a while now. If they are executed, tap them gently with your foot and this desire is fulfilled.

One guest has something you want. Executed guests and Hosts cannot resist your claim. If you get the item, this desire is fulfilled.

One guest you want to rampage across the wastes with as your partner. If you leave the Teahouse at the same time this desire is fulfilled.

One guest you want to humiliate. If they serve you food or beverage this desire is fulfilled.

When there is only one guest left in the Teahouse it is time for us to close and the game is over.