

SEND NOODS

A CYBERBONO NOODLE JOINT ROMP

BY **JACQUELINE BRYK**

DESIGNER NOTES:

I wrote this game in response to the majority of cyberpunk. I am not interested in playing a shadowrunner or a Hiro Protagonist or any other kind of mission-oriented badass whose reason for existing is the next job. Cyberpunk exists in cities of millions -- but those millions are often a backdrop for whatever capitalist nonsense your character is getting up to next. This LARP is specifically about the working class portion of those millions, what they want, and how they live -- and how they handle the wackadoodle antics of what Hamish Cameron once called "cyberfucks". Enjoy.

| | |
|-----------------------------|----------|
| Designer Notes: | 1 |
| Ingredients: | 2 |
| Preparation: | 2 |
| For Service: | 2 |
| Sample Service Character: | 3 |
| For Outside: | 3 |
| Sample Outside Character: | 3 |
| Play | 4 |
| Safety: | 4 |
| As service, you should: | 4 |
| As an outsider, you should: | 4 |
| Alternate Rule: | 4 |
| Acknowledgements | 4 |

INGREDIENTS:

- At least one **Service** player
- At least one more **Outside** player than **Service** players (n+1)
- Tables and chairs
- Nametags
- Notecards and writing implements
- **Optional:** actual food and drink
- **Optional:** appropriate music, such as this Spotify playlist:
<https://open.spotify.com/playlist/0QsfaRV1fQyufKOTfy9Y8W>
- **Optional:** one non-player facilitator

Service players are the focus of this game; they're the employees of the noodle shop. Outside players are the customers, newbs or regulars.

PREPARATION:

Set up the playspace. Make sure to include a front of house (restaurant) and back of house (kitchen/prep) area. Turn on appropriate music, if using a playlist.

Read the Safety rules at the end of this document.

Everyone should have a notecard, a nametag, and something to write with. Divide into groups by Service and Outside.

FOR SERVICE:

Pick a **Name** (or come up with your own): **Ambre, Abi, Adde, Africa, Bahram, Bai, Bernie, Bambi, Cassandra, Cliff, Cade, Cassian, Dacre, Daisuke, Daisy, Dalitso, Ebbe, Edi, Eko, Eirian, Fabian, Falk, Fang, Farah, Gabi, Galah, Grunt, Garrus, Haneul, Hadi, Hai, Hallie, Indigo, Iacob, Idris, Ife, Jaya, Jem, Jericho, Jerk, Kai, Kacey, Kel, Kadri, Lei, Lil, Lando, Lara, Makoto, Mari, Madison, Mere, Ndidi, Nanami, Na'im, Nicky, Odalis, Oberon, Okafor, Olena, Petra, Pete, Penny, Pat, Quinn, Quang, Queralt, Quispe, Robin, Richter, Raleigh, Ren, Sammy, Sasha, Sid, Sakura, Tomomi, Tom, Tai, Takahiro, Udo, Uname, Una, Udane, Van, Viv, Vlad, Valery, Wendy, Will, Wander, Wangchuk, Xinyi, Xanthippe, Xander, Xia, Yannick, Yael, Yago, Yale, Zhou, Zach, Zayn, Zaki.**

Are you a line cook? A dishwasher? One of the owners? Decide amongst yourselves who fits what **Role** in the hierarchy. This role should also include a **Relationship** with at least one other Service character.

Each Service character should have one **Like** and one **Dislike** about being on the job. Do you enjoy your coworkers? One of the customers in particular (note: you will not know who is coming in until play, so feel free to "yes and" if an Outside character fits your description)? The food? What do you dislike? Share among yourselves.

What is your **Goal**? Do you want to become the next synthpop star? Fall in love? Pay off the protection debt you owe the cyborg mob? This can be secret, or you can share it with the group.

Finally, decide any other special **Characteristics** all the other Service players should know. Do you dance when you cook? Only speak in whispers? Smell strange? Flesh out your character.

Write this all down on your personal notecard so you can reference it if you get stuck in play. Write your character's name on your nametag.

Sample Service Character:

Name: Ndidi

Role: Waitstaff, resents the Owner, Ambre, for not giving her a raise

Like/Dislike: Coworkers/Street samurai

Goal: Meet and marry one of the heirs of the local medical megacorp

Characteristics: Tries to make food spicier than when it was cooked, talks just above a whisper, never looks people in the eye.

FOR OUTSIDE:

Pick a **Name** (or come up with your own): **Ariel, Ameyalli, Alexander, Alpha, Belial, Brysis, Brodie, Beta, Candide, Charlie, Cleopatra, Charon, Dallas, Dara, Dusty, Delta, Eden, Eko, Epsilon, Eagle, Fen, Finley, Fireball, Fleek, Garnet, Guadalupe, Gamma, Gyeong, Harlow, Heaven, Hecate, Hero, Indiana, Izzy, Iota, Ivory, Jae, Jewel, Jimmie, Joss, Kali, Kim, Kynethif, Kris, Lace, Linh, London, Lambda, Mattie, Mega, Mu, Miracle, Narcisse, Nat, Noir, Nevaeh, Opal, Ora, Oprah, Omicron, Percival, Perseus, Phoenix, Pi, Quintana, Quinn, Quy, Queenie, Rama, River, Ruby, Rho, Sapphire, Serpent, Samson, Shelley, Tarartus, Thunder, Theta, Tibbs, Uilani, Ulli, Uttara, Unknown, Val, Vick, Verity, Vicious, Wira, Wisdom, Wobbles, Winter, Xena, Xanthe, Xanatos, Xoe, Yoshi, Yeruslan, Yes-man, Yuuki, Zeus, Zorion, Zebra, Zeta.** Your name can be an obvious code name or it can be your given name.

Pick a **Stereotype** (or come up with your own): **Confused shadow person summoned from the Net, tweaked-out netrunner, creepy doctor, data thief, gearhead, vampy pleasure-hunter, corp kid, young AI in a synthbody, street samurai, thief on the run, private security jock, malfunctioning cyborg, exhausted beat cop, parkour mercenary.**

Pick one other Outside player to have a **Relationship** with. Make sure every Outside player has one relationship with another Outside player. These relationships should cause some amount of tension and drama -- unrequited love, frenemies, etc.

Write your Name, Stereotype, and Relationship on your notecard. Write your Name and Stereotype on your nametag.

Sample Outside Character:

Name: Samson

Stereotype: Tweaked-out netrunner

Relationship: Crushing on Beta, a vampy pleasure-hunter, but not very good at talking to them

PLAY

Service characters start by setting up the restaurant for the day. Outside characters enter in groups or alone throughout the game.

Service characters can throw out any Outside character for starting shit. If this happens, the player should quickly create a new Outside character and come back in at their leisure.

SAFETY:

Please use the [OK Checkin](#) if you're not sure about someone else's level of comfort. If you need a scene to be less intense and no one is checking in with you, give an obvious thumbs-down sign. Remember, the **Door Is Always Open**. If you need to leave at any time, feel free to do so.

AS SERVICE, YOU SHOULD:

- Take orders, prepare food, and serve it.
- Gossip with patrons when you have a free moment.
- Give advice.
- Participate in illegal deals.
- Throw people out when they get violent or creepy.
- Remember that this is your livelihood, even though it's shitty.
- Allow yourself to be charmed, seduced, flattered -- or don't.
- Take offense to these street tough who think you're their servants -- or don't.

AS AN OUTSIDER, YOU SHOULD:

- Order food.
- Play up your stereotype.
- Complain about the heat level, the salt, the portions -- or don't.
- Ask for advice.
- Get loud or try to keep quiet.
- Flirt, charm, seduce, and otherwise bring people into your circle.
- Drive your character like a stolen car. You are here for the Service characters to react to. It's ok if you have to change characters!

Play until "closing": when everyone feels the game is over, or two hours has passed.

Alternate Rule:

Every Service player also makes an Outside character. They can go on "smoke breaks" to swap in their Outside character for a bit.

ACKNOWLEDGEMENTS

Thank you to **Ian A. A. Watson** for the title art, **Hamish Cameron** for the quote, and **Marshall Bradshaw, Stephen Dewey, Keith Stratton, and Anna Krieder** for beta-reading.