

Bus Stop

25th Anniversary Edition

A Micro-game

by

Douglas Milewski

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Character Summary

Artist
Insurance Salesman
Know-It-All
Lech
Old Person
Pathological Liar
Religious Fanatic
Researcher
Space Alien
Conversationalist (new)

Notes

This is a role-playing game. It exists for the enjoyment of the players, the enjoyment of the game runners, and hopefully, the recruitment of new players into the world of live-action gaming, no matter which flavor.

Nothing in this game is gospel. Nothing. Like a playground game, you can take this game as it is, or you can muck about with it. Mucking about with games is fun. So have fun.

About the Author

Douglas Milewski is a writer of many things. These days, he writes fantasy novels. You can find his ebooks on all major outlets, such as Amazon and Kobo.

Rules

The following game should take about fifteen minutes to a half-an hour. If things go well, this game can go longer.

There is no formal combat in this game. The level of violence allowable is up to the GM, as are the results.

There are no special abilities. There are no items. All goals are social in nature.

Please, even if your character would do something rude, don't do it yourself. If you want to do something rude, ask the GM for advice, or work out something with the person that you are being rude to.

Space Alien

You are Strategic Intelligence Gathering Unit #A2409. On Earth you to pass yourself off as John/Jane Smith. Your orders are to infiltrate the organization that gathers on this particular corner, discover their purpose, and learn what other information that you can.

You are very excited. This is your very first mission. You want to do well. You are positive that you can infiltrate this human hive unit. You know all the right questions to answer:

Who is the supervisory drone?

Which queen produced you?

Do you have peaceful contact with other hives?

Of what importance is this pole? Is it territorial?

Author's Note: You, the alien, have absolutely no good idea what human society is about. None. You think that all beings live in hives, and that they all have specific tasks in that hive. That is how your society is. In the game, your job is to ask strange, bizarre, probing questions. Have fun.

Know-It-All

You are Robert/Robin Hollobeck.

You are going downtown to hit the stores. Downtown is where all the best stores are.

You are sixteen years old. You know everything. You can recite facts, figures, and details about all subjects. You don't like to hear anyone be wrong about anything. You enjoy correcting people and forcibly clearing up any misconceptions that they have.

Do you love conspiracy theories? Detailed lore? Obscure subjects? Show of your knowledge now.

Author's Note: This character is intended to be obnoxious, obstinate, and better-than-thou. There are many kinds of know-it-alls: cool, creep, smart, dumb, rich, poor, and more. Pick the kind you want to be. Have fun.

Insurance Salesman

You are Albert/Amy Stetson.

You are going to work.

You are an insurance salesman. You make your living by selling insurance, so naturally, you take every opportunity to sell insurance.

Yesterday, your car broke down. Since its in the garage, you have decided to take the bus. And, hey, what better place to try and sell insurance than a captive audience? So go out there and sell life, health, and accident insurance.

And if you get a sale, you get to eat tomorrow.

Author's Note: This character is meant to be an annoying person who won't accept "no" as an answer. Don't accept "no" as an answer. You're part in the game is to be annoying. So annoy. Have fun. Just don't make anyone hit you.

Old Person

You are Leonard/Leona Long.

You are going to see your son.

You are old. You've been everywhere. You've done everything. You like to talk about it. Given an ear, you will talk it off. You will tell your stories as much as possible. You like telling your stories.

Today you are taking the bus to go see your son. Your son is forty five and hardly more than a child.

Author's Note: You have no remorse in dominating the conversation. You expect to be listened to. The kind of old person you play depends on you. Old people can be doting, petulant, senile, happy, angry, etc. Whatever you are, dominate the conversation. Have fun.

Pathological Liar

You are: Make up a name. Keep changing it.

You lie. That's all that you do. Lie your head off. You've done everything. You've been everywhere. You've seen everything.

You hate being called a liar.

Author's Note: Just run with this one and have fun.

Researcher of Bus Stop Behavior

You are Tom/Tammy Cromwell.

You are a researcher on bus stop behavior. You are here to experiment. You want to see what happens when you break social taboos at bus stops. You plan to do some of the following:

1. Start conversations when people don't want to talk.
2. Invade people's private space, and see how they react.
3. Ask people rude questions.
4. Be verbally aggressive and hostile.
5. Be overly passive.
6. Be apologetic for everything.

Write things down while you are at it.

Author's Note: This is vaguest of all the characters in this game. Your main goal is to "push" the other characters and see what they do. You want reactions out of people.

Self Aggrandizing Artist

You are Frank/Fran Williams, but you prefer being called [insert stupid name here].

You are going to your studio to do some work.

You are an artist. You are a very good artist. However, no one understands your art. Of course, everyone knows how limited the public is. So while all those bland artists are out there making money, you, the truly real artist, are nearly broke. Of course, all the best artists were not recognized in their own times. In the future, you will get to laugh at these ignorant paeans.

You live at home with your parents.

Author's Note: There are many types of self-aggrandizing artists. You have free reign to be cool, idiotic, or even a good artist. Your pride, and an overinflated sense of yourself, are the key traits. Have fun.

Religious Fanatic

You are Rasha Jambaba.

You are a member of the Enlightened Faithful.

You are here to convert some of these poor, misguided souls to the true path of enlightenment, as espoused by Bruno "The Enlightened One" Rotini. One must give up all one's possessions and donate them to the church. One must obey the Enlightened one in all things. In doing so, one will bring in love and harmony to the world.

Of course, you could also be a born again Christian, a Mormon, a Muslim, or any other extreme person from a very nice religion.

You believe all this stuff. You really do.

Have fun.

Author's Note: This character was written long before our current War on Terror. Consider how things have changed.

Lech

You are Gary/Grace Jackson.

You are on your way to work. You are an accountant.

You will try and pick up the opposite sex anywhere you can. You will sleep with anyone, although you prefer the good looking ones.

You are to flirt constantly and do your best to get as many dates as possible. Also, talk about your conquests, even when inappropriate. Include too much information. Your love life is the most interesting topic imaginable.

Your level of skill as this character is up to you. You may act anywhere between the smooth, most successful, and most competent woman's man/man's woman there is, all the way to the obnoxious jerk who can't take no for an answer. Have fun.

Author's Note: This character was written long before today's social trends. Show some common sense while playing the character.

Conversationalist

You are Tony/Tina Aloha.

You love listening to conversations. All of them. You can't turn anyone away. Everyone is so fascinated. Whoever spoke last is the person that you want to hear from again.

You are fond of saying such things as:

Tell me more.

How do you feel about that?

Exactly how does that work?

I don't quite understand. Could you explain it again?

You aren't truly happy until you have everyone gathered around you, talking to you. All the conversations belong to you!

Author's Note: In a game where everyone wants to talk, one person who's willing to listen can create interesting havoc. Release the dogs of conversation!