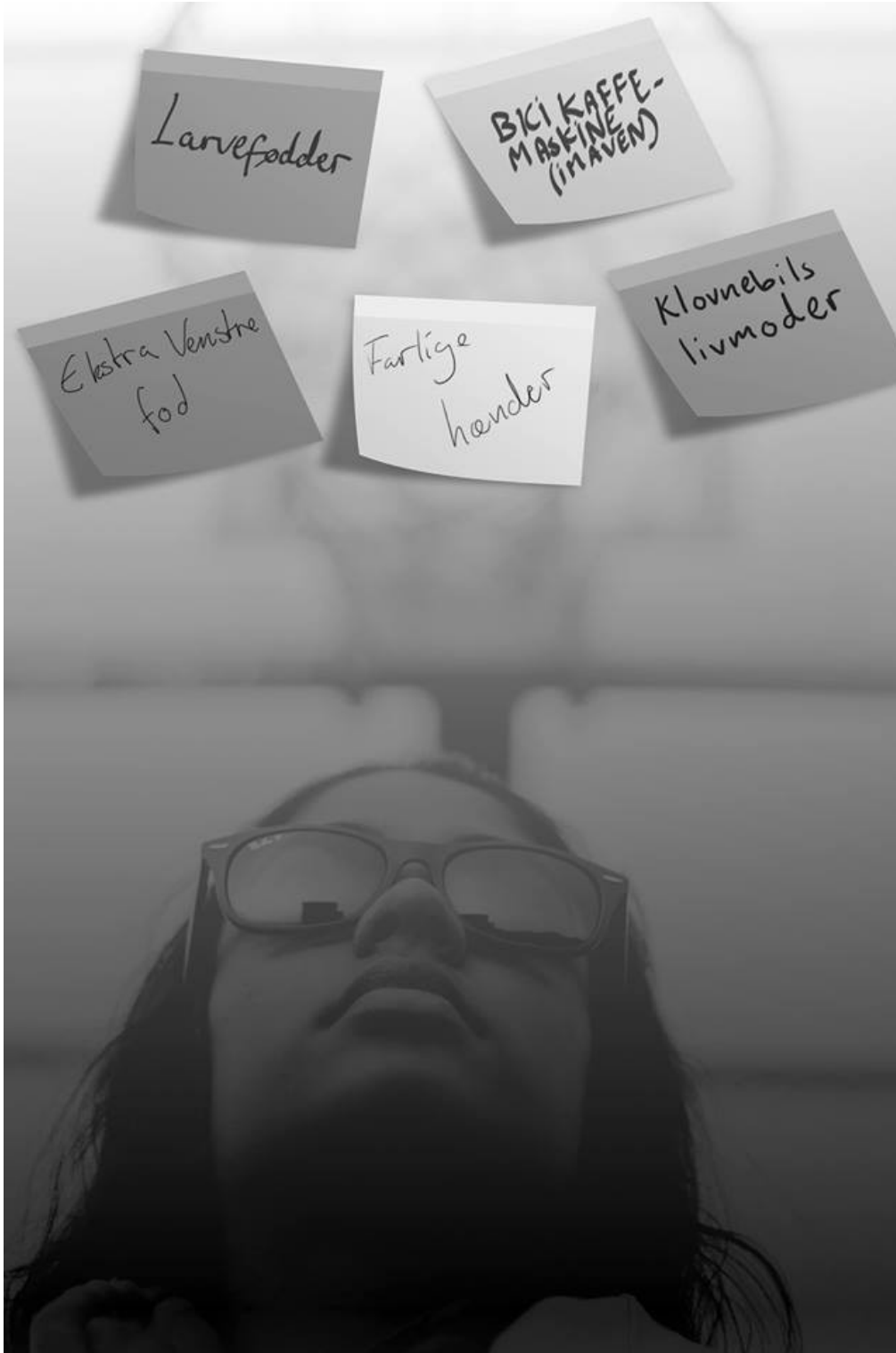


Post-IT



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Thank you!

You, running this scenario! If you want to make me a happy camper, (and hand me any borrowed sunglasses), meet me for a talk in the bar; You can reach me at: +4530251297.

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To Amra, for supplying me with love and tea during the writing process

Here at New Hobro Cyberclinic we know your needs. You, walking down the street, stepping in dog shit; get a filth detector in your leg! You, unable to relate to your sister's new boyfriend; get a smile-and-nod small-talk enhancer! You, working your ass off at a meaningless job without recognition; we'll make you into a nihilist! We know YOUR problems, and we have YOUR solutions!

Introduction

This is a comedy scenario about people with implants that break down way too easily, for 3 players and a GM. It takes place in a cyberpunk world, think *Bladerunner*, but where you play mundane people, acting like the main characters of a Noir film. The implants are represented by post-its which you place on each other, and they break down when they fall off. As game master you have to cut and set scenes, make sure the scenario doesn't run too long, and insert some questions into some of the scenes.

Genre

Cyberpunk is a fusion of science fiction and the noir genre; we're talking trench-coats, sunglasses, monologues, and sophisticated technology that doesn't fix society's problems; 50% ultra-cool, and 50% hyper-awful. This is a cyberpunk parody about people who act like they're part of a noir film, and who make their own problems way worse than they actually are. It is a comedy where you perform horrific cybernetic surgery on each other, can receive new personality traits in a couple of minutes and ponder your own existence, while you're stumbling about with a failing body. The end is feel-good, with an emphasis on how cool it is to be constructed by yourself, as opposed to being constructed by others.

In this world getting a new implant isn't like receiving a leg prosthesis; rather

it is like going to a plastic surgeon with a single purpose, and the surgeon then finding 10 other problems and "fixing" them. It is part of the premise that you cannot really control your visits to the cyberclinic, and you end up getting a major makeover that you really didn't ask for.

The three most important thing you need to say to the ~~players who haven't read the preview~~ players:

- 🕒 It is a silly gimmick-comedy about cyborgs undergoing surgery.
- 🕒 It is based on Cyberpunk (you should ask if they know the genre).
- 🕒 When you're getting implants in this setting, you're basically powerless.

Props

To play this scenario you need: three pairs of sunglasses, a roll of tape (in a container where you can quickly rip a new piece), at least two writing implements, and post-it pads in the colours yellow, red and green. You will also need a phone with a stop watch, or an hourglass (preferably 2 minutes). It is definitely most practical if you have a phone, but I'll make sure you get everything you need at the briefing. It is important that the post-its *can* fall off; the tape is there to secure the implants of Dr. Yellow, but even these implants should be able to fall off. The sunglasses mark when you're in-character; When you play a surgeon, or an NPC in a street scene, you take off your sunglasses. It also has the effect that you cannot look each other in the eye in the bar-scenes.



Structure

The scenario has three kinds of scenes, besides the intro scenes. The first kind is the *clinic* scenes, where two of the players play surgeons and put implants into



the (un)fortunate third character for a duration of 2 minutes. The next kind are the *street* scenes where the newly operated character steps out into the world meets their challenges. The last are the *bar* scenes, where characters gather after a hard day and talk about their existence and stuff like that.

At the end of the scenario a cataclysmic apocalypse happens (this is the only secret part of the scenario, the rest is open), the *Meltdown* which casts civilization as we know it into anarchy, and leaves the characters shaken, but liberated. The characters may then walk around the room and choose which discarded

implants they want, and which they may use for the rest of their lives. Then we have a final *bar* scene, which functions as epilogue. All scenes are chronological, but a lot of time may pass between each scene, and you should note to the players how much time passes between them.

The game should last between 60 and 90 minutes; You should make decisive cuts in the street scenes, and make sure that the bar scenes don't drag out. The scenario has a flexible end-trigger, so if time is about to run out, the apocalypse can always occur suddenly, as such things do. Otherwise it is a good guideline to have at least two clinical 'make-overs' per player. It is a game which involves touching, so make sure everyone is okay with this - Have a talk, and define boundaries; for instance, I would be uncomfortable with having post-its attached to my crotch, so instead we could make an agreement that implants involving genitalia are attached to the lower belly.

The narrative is to a large extent dictated by the players and the implants which they give each other; It is more like 3 stories that meet in the bar scenes, rather than one story which the characters share. Sub-narratives can also appear, for instance about the surgeons, which to a large degree are improvised. You must be dynamic; if smaller narratives appear, then encourage them, but don't pressure the players into creating them if they don't appear organically.

Introduction scenes

Use the introduction as a warm-up; Hand out the roles, wait for them to read them, and take one intro scene at a time. This is supposed to train them for the mechanics of the street scenes, where they describe in the form of a monologue both what they're doing, what they're feeling, and what *others* are doing. In this scene the players have to describe how their characters live, but also what they do and feel when they are home. At first ask them to move around in their home while they describe, and then ask them to introduce a character which appears *in their minds*. Ask another player to play this character through pantomime, i.e.

without using speech. If the speaker uses third-person, remind them that noir-monologues are always first-person. After each player has had an intro scene, you are ready for the first bar scene.

Bar-scenes

In these scenes the characters have the opportunity to interact with each other. They often take place in a bar (but might be elsewhere), where the characters sit around a table and talk about what's been going on in their lives. It is important to note that the characters, in spite of their egos, are almost friends, and can talk about anything. However, there are some rules for how the conversation must flow:

1. You are not allowed to let anyone finish talking - you must interrupt the others and begin your own little story before they get to the core of their troubles. If by accident finish finish speaking, then you are not done and *must continue*.
2. You are not allowed to linger on each other's problems - interrupt liberally.
3. The only exception to rule 1 is when a character says 'I think I need a make-over'. This marks the end of the scene, and a clinic scene for that character begins.

Tell the players that they should be truly self-centered, and may use the interruption mechanic to start talking about their own problems, only to be inevitably interrupted. Tell them that if a scene drags on, you will point at a character who must then move towards speaking the make-over line. If it takes too long, please poke them on the forehead.



Clinic scenes

This is where it gets silly. Because when you go to the clinic, anything can happen. The two other players take the roles of eccentric surgeons, who will take good care of the visitor's problems. And then they make everything worse.

The patient sits down on a chair/lies down on a table/ whatever you want. The two other players now grab a block of post-it notes; Each colour is a surgeon with a special ability. The GM turns the hourglass/put the timer at 2 minutes; The surgeons now have this long to make implants. You make an implant by writing it on a note, and sticking it on the patient's body wherever you feel is relevant. Everything can be changed; legs and arms can be improved, internal organs can be made more efficient, skin colour can be changed, even personality traits can be altered through some brain-stabbing. Note to the surgeons that the implants are not simply supposed to be weird and esoteric, they should also allow for some good comedy and joke potential. The players may give their surgeons some character, and as a surgeon you should talk about what you are doing. After the clinic-scene the following rule applies:

If a note falls off, the implant breaks down

The player decides exactly what this entails, so long as it no longer works, malfunctions, or perhaps works too well (perhaps that nice tan you received has given you a permanent sunburn); it is the most fun if the implant has malfunctioned in an amusing way. If the note falls off while you're playing another character or you're in some way off-stage, then the breakdown also happened off-stage; you are encouraged to emphasize this the next time you are in-character; you never suffer in silence. If a note has fallen off you are not allowed to pick it up again, It has to remain on the floor. Sometimes you might have lost all your implants, and you are a total mess. That is okay; then it's time for a make-over. Sometimes a stubborn implant hangs on the entire scenario; that is also okay.

If a player picks Dr. Yellow, you have to secure the yellow post-its with tape - This is not supposed to be a total insurance, but rather means that they should last about 4-5 scenes on average.

Street scenes

In these scenes the players get to do their wildest noir monologues. They set the scene themselves, simply by starting their monologue; maybe they're walking down the street, maybe they're doing their job, or perhaps they're standing in a corner during a party. Regardless, this has something to do with other people, and the character has a lot of thoughts about them.

The other players (and you are welcome to join in, dear GM) play the NPCs that appear in the scene; but you are not allowed to speak, everything has to be pantomime. Engaged play is good, exaggerated play is way better. The monologuing player has total creative control through his monologue; so as an NPC, you do what he says. The only thing the monologuing player doesn't control is their implants, and the time when they break down; but you are allowed to rip them off if you want. One last note is that noir monologues rarely sound enthusiastic; it is very good to engage yourself in this toneless style.

Scene composition

The scenes follow this structure:

1. A clinic scene is followed by a street scene for the same person.
2. A bar scene follows each street scene, where someone else then gets the opportunity to ask for a make-over.
3. The clinic scene is then followed by a street scene, etc.
4. The apocalypse can happen at any time. Which could be 10 minutes before dinner.

This is something that you rarely have to point out, because players are usually good at giving each other space, but the same player obviously shouldn't have two clinic-street scene sequences after each other, and if someone is being overlooked, use your finger-pointing liberally.

The Big Questions

In appendix 2 you will find a bunch of questions; use scissors so each is on a square piece of paper. You can give these questions to a player during a bar or street scene, and this player then either has to try and answer it (in a street scene), or make the discussion revolve around this question (in a bar scene).

The purpose of these questions is primarily to get some variation in the scenes near the end of the scenario, and secondarily it can give you some inspiration on how to characterize your apocalypse. For instance the question 'what is *really* wrong with the world?' can be used to give a reason why the apocalypse

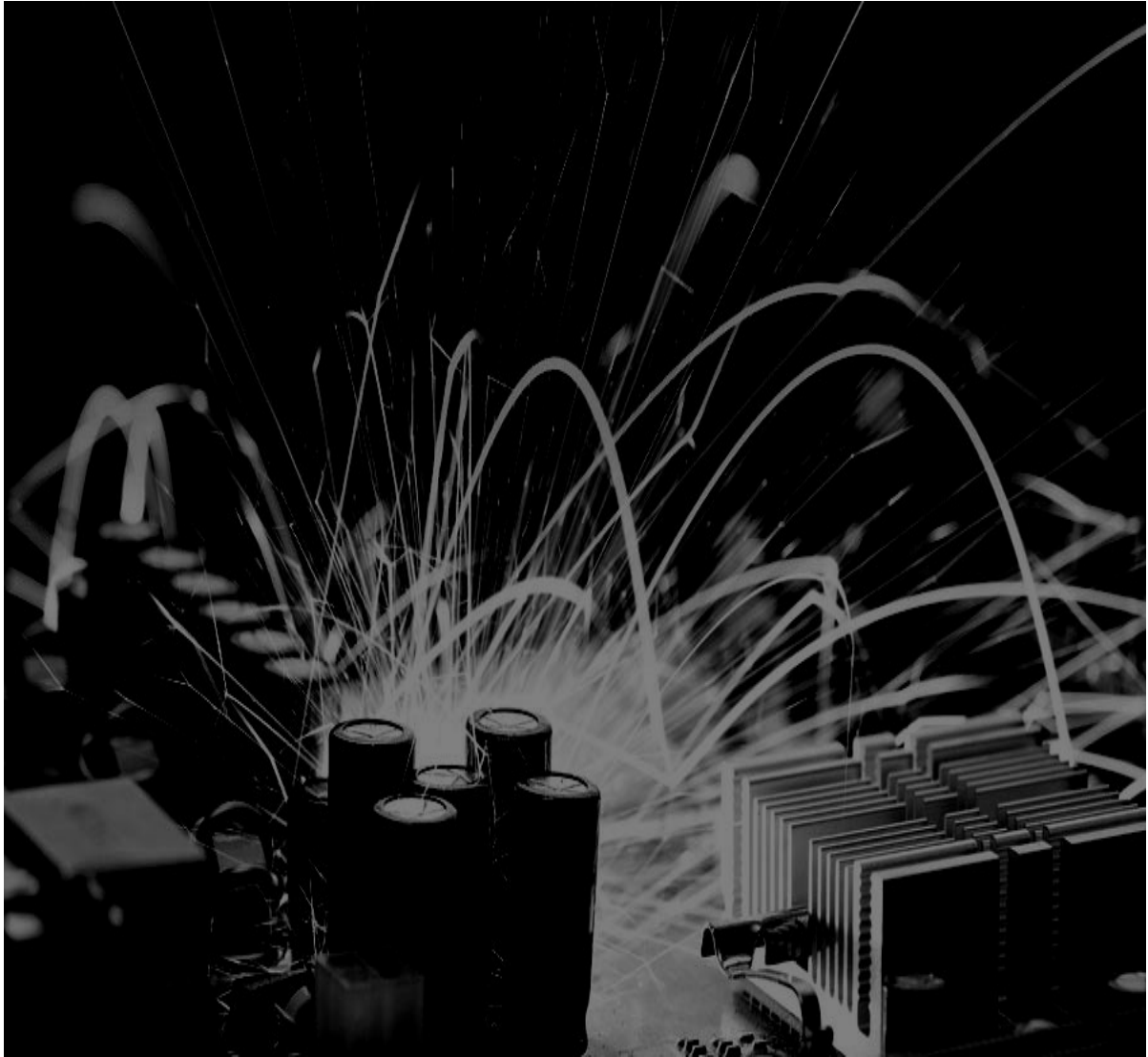
happens. The three fixed parts of the apocalypse are:

1. All electronics stop working.
2. Implants and persons permanently fuse together.
3. People control this process of merging.

You don't really need more than this to have a judgement day. If you don't think any good, funny answers appear during the scenario, you don't have to use them.

The Apocalypse

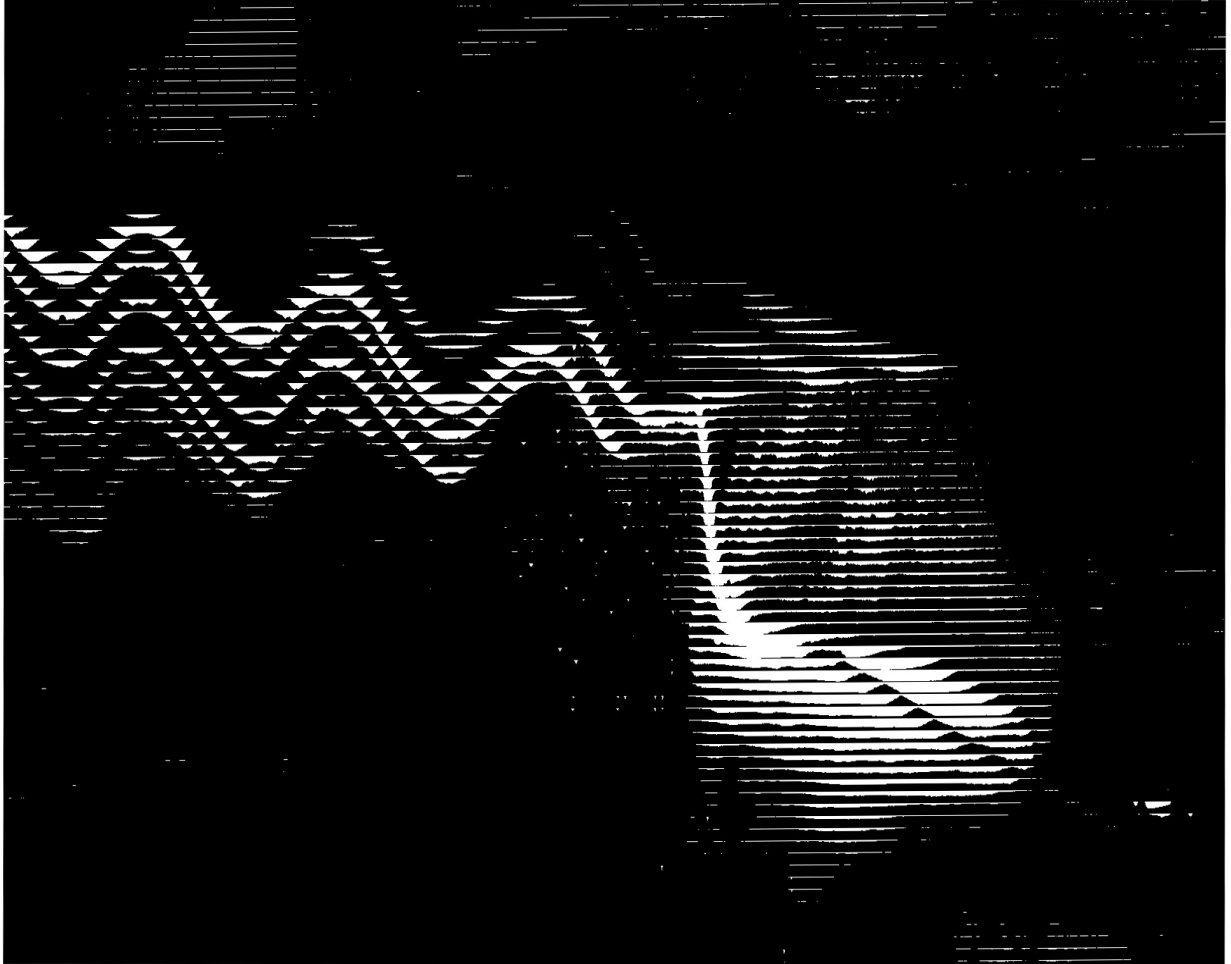
When the world as the characters know it ends, it is called The Big Meltdown; electronics stop working, but during this cataclysm people can fuse their bodies together with the implants which they find, and they become like parts of them - they can no longer fall off. When the cataclysm is over, society doesn't exist any longer, and people live more primitively, perhaps hunter-gatherer style; You decide the details. The apocalypse happens either when you run out of time, or when a player character has become unplayable. If a character becomes unplayable much too early, note this to the players, and redo the clinic-scene.



The Meltdown Scene:

At this point a bunch of implants should be scattered on the floor; have a scene where the players walk around as their characters, putting the timer at 1 minute (if you do not have a phone, simply count down audibly); The implants which they manage to pick up are the implants which you have managed to carry with you into the post-apocalyptic world. You can rip old ones off; you don't have to attach them to your body, just pick them up and they're yours; The idea is that during this cataclysm, you move from being constructed by others, to being

constructed by yourself. Finally, have a last bar scene, where the characters are allowed to finish speaking, without sunglasses. When everyone has spoken their mind, cut the scene, and you're done.



The Hospital Clown

When you got into the business you were young and hopeful. You just wanted to make kids happy. Then the years passed, the kids disappeared, and new generations got sick; but they got well too quickly because of the sophisticated implant technology. It feels like you cannot quite reach them, and making up new jokes is hard, so a surgeon gave you a nose which can change colour.

You like hanging out with your friends, but you are definitely the one with the most challenging job.

Starting implant: A clown nose which can change colour - write it on a note and put it on your nose.

Street scenes: You decide for yourself what happens in a street scene, but if you lack inspiration, the formula Location + NPC + Inherent Injustice can give you something to build off of. The idea is that you start by describing where you are, introduce some side-characters which the others get to play, and in interaction with these you illuminate the injustice inherent in society. The pettier the better.

NB: It is more important to do funny things than remembering all of your implants - at some point you will likely have a body which is impossible to keep track of; then choose a couple of implants and make them the focus of the scene. And it is always OK to ask for a break while thinking of a good street scene.

Location	NPCs	Inherent Injustice
Hospital in the afternoon.	Apathetic kids.	Your audience doesn't respect you.
Home at mom's.	Your mother's new boyfriend.	Your career is considered a joke.
A Sun-Circus performance.	A way too succesful clown.	The world rewards the undeserving.

The Tourist Guide

When you got into the business you liked old people. They always seemed happy with the things you had to show them. But slowly the evil in the retirees appeared. They just wanted to go to the beach. They weren't satisfied with your service. They even wanted discounts. The young just want to dance and drink. Finally you had no choice: A smile implant was the only option.

You like the others, but they don't always recognize that your problems are the worst.

Starting implant: You smile all the time. You simply can't stop. Write it on a note and put it on your face.

Street scenes: You decide for yourself what happens in a street scene, but if you lack inspiration, the formula Location + NPC + Inherent Injustice can give you something to build off of. The idea is that you start by describing where you are, introduce some side-characters which the others get to play, and in interaction with these you illuminate the injustice inherent in society. The pettier the better.

NB: It is more important to do funny things than remembering all of your implants - at some point you will likely have a body which is impossible to keep track of; then choose a couple of implants and make them the focus of the scene. And it is always OK to ask for a break while thinking of a good street scene.

Location	NPCs	Inherent Injustice
One of the Seven Wonders of the World™ Greek Party Island Inc.	Way too many retirees Kids who think they are old enough to drink	The past disappears, and people don't care Kids become adults way too quickly
The nursing home on Trash Mountain.	Grandpa and his friends	Gramps think he is a good person.

The Intern

Once all you wanted was a peek at the business. Now you just want to know what you're doing. The firm you work for is leading in its field, but you are not quite sure what Bolicorelationproducer even means. You know that when your year as an intern runs out, you've been promised that they'll consider giving you a job, but all you've learnt is how to brew coffee. An annoying font has been installed into your hand, you blame the Mary the receptionist's sly remarks.

You don't really care about the others, but they're your only friends.

Starting Implant: A hand which automatically writes in comic sans; write that on a note and attach it to your hand.

Street-scenes: You decide for yourself what happens in a street-scene, but if you lack inspiration, the formula Location + NPC + Inherent Injustice can give you something to build off of. The idea is that you start by describing where you are, introduce some side-characters which the others get to play, and in interaction with these you illuminate the injustice inherent in society. The pettier the better.

NB: It is more important to do funny things than remembering all of your implants - at some point you will likely have a body which is impossible to keep track of; then choose a couple of implants and make them the focus of the scene. And it is always OK to ask for a break while thinking of a good street-scene.

Location	NPCs	Inherent Injustice
The office on a sunny day	Some guy who won't shut up about 'roleplaying'	This dipshit is an actual employee
The Boss' office	The Boss and a mysterious stranger	The Boss doesn't know who you are.
Coffee-Machine-Convention	Noone you know	Why are you here?

Scenario Overview

Note: The scenes in bold are the cycle which repeats.

<u>What Happens?</u>	<u>What do you do?</u>	<u>What do the players do?</u>
Introduction	Introduce the concepts of the scenario, hand out characters.	Each has an intro monologue
Bar Scene	Set the scene, point at a player if time drags on.	Talk in-character (with sunglasses!), always interrupt, remain self-centered.
Clinic scene	Time the scene, secure with tape the implants of Dr. Yellow.	One is a patient who simply receives, the others are surgeons who operate (with post-its!)
Street Scene	Cut when the scene has been played out, potentially insert a Big Question	The newly operated player has a monologue, the others step in as NPCs
The Apocalypse! (ca. 10 minutes before dinner, or earlier if a character is becoming unplayable).	Figure out what event started The Big Meltdown, explain the mechanics of the scene, and time (1 minute)	Gather the implants which they will use for the rest of their lives.
Final bar scene	Explain that you may finish speaking, you don't wear sunglasses, and you don't have to be self-centered. Cut the scene, and end the scenario.	Talk about what kind of people they are now, and how their lives are after the apocalypse.

Appendix 1: The three surgeons – each has a special ability, you simply grab the post-it notes of the corresponding colours; you do not have to be the same surgeon every time.

Dr. Yellow

Has an assistant who secures implants with tape.

Dr. Green

Incompetent amateur, but is always allowed one last implant when time is up.

Dr. Red

Specialist in improving the master-pieces of others; can change other implants with own post-its

Appendix 2: The Big Questions are to be cut out, and you can hand them to a player during a scene.

What is *really* wrong with the world?

Who can save the environment?

Are the Danes really the happiest people on the planet?

If it's not on facebook, is it official?

Why have all doctors become power-hungry and arbitrary?

If you get a transplanted arm, is it masturbation?

Why *are* snails?

Is it ironic to invest money in anti-capitalism?

How does the war on humour affect global politics?