

Monday Afternoon Blues

Kyawaii RPG #5

By Ewen Cluney (©2009)

This is a role-playing poem, because I got that Norwegian Style book from Lulu and got inspired. It's not very original. You play it in 15 minutes, then stop. There aren't any rules to speak of.

Introduction

AnimeCon is a big (40,000+ people) four-day anime convention on the other side of the U.S. from where you live, on Memorial Day weekend. You've had a lot of fun, but it was exhausting. Now it's Monday afternoon, and you and your friends are at the airport, waiting for your flight home. Everyone is very tired, but in the 15 minutes left before your flight you make conversation anyway.

Characters

Each player picks out one character from this list. If Curt is in the game then Megan needs to be too, and vice-versa. Make up extra details about your character however you want.

- **Curt:** Megan's boyfriend. They had a bit of an argument on Sunday night, and Curt has been hesitant to talk to her about it since.
- **Demitri:** He had a table at Artist's Alley, and spent most of the convention drawing commissions for people. He made a decent amount of money and sold a fair number of prints, but is really burned out now.
- **Jenny:** This was her first anime convention, and she loved every minute of it. She got to meet her favorite voice actress, buy cute plushies, and attend the AMV contest.
- **Megan:** Cosplay fanatic. Her costume was well-liked in the halls, but she got bullied by other cosplayers during the masquerade.
- **Nate:** The oldest member of the group, and the one who's attended AnimeCon more times than anyone else. He's getting sick of how in his view AnimeCon has gone downhill, and is dominated by attention-starved 14-year-olds showing too much skin.

How to Play

Once everyone's got the characters figured out (including the other players'), you all sit in the same room and just role-play for fifteen minutes. Make up details about the con however you want. You shouldn't tell other players that they're wrong, but you're welcome to have your character speak from his or her perspective. If someone says something about your character, that's what their character sees, and that isn't necessarily the truth.

After 15 minutes, everyone hears the boarding announcement for their flight (American Airlines Flight#4658), and the game ends.