Welcome

Metropole Luxury Coffin

Table of Contents

Introduction

The Metropole Luxury Coffin is home to the dregs of society. You're not like them, though. You're going to get out of here someday.

The unfortunately named Metropole Luxury Coffin is a capsule hotel, with rooms barely tall enough to sit up in, barely big enough to lay down in. It, and other capsule hotels like it, is home for anyone who can't afford the minute-by-minute sidewalk toll.

What is a Roleplaying Game?

A roleplaying game is a way of creating a story with friends. It's called a roleplaying game because all of the friends, except one, generally controls one character in the story and is called a player. The remaining person becomes the gamemaster A game system is then used to help shape the story and make it fun.

Introduction

You will need:
- a deck of regular playing cards for every 3 players
- one or more of your friends
- pencils and paper
- a character sheet for all but one person

Setup

Before the story starts each player must create a character, while the gamemaster should have some ideas as to challenges the characters might face. At the start of each session separate the face, numbered and joker cards into separate piles and shuffle each pile. Each player is dealt as many cards as his character's hand size (usually 4), and deal the gamemaster 5 cards.

Also check each character's credit and face. If a character's credit is higher than his face, raise that character's face by 1. If the character's minutes are below 0, lower the character's face by 100. If the character has lost hand size, 1 of that is regained as well, to a maximum of 4.

A Note on Gender Language

Within the game text female pronouns are used to refer to the gamemaster, while the male is used to refer to the players. When playing, people of either gender may do either function.

Game Terms

Player - someone responsible for the actions of one character within the story

Gamemaster (GM) - the person responsible for describing the setting and background characters in the story

Player Character (PC) - a character whose activities within the story is wholly under the control of one player

Non-Player Character (NPC) - a character whose activities are usually under the control of the gamemaster

Session - the time when the players and gamemaster get together to play

Time Slot - a block of time that may be dedicated to a task, morning, afternoon, evening, night

Hotel Guide

The Metropole Luxury Coffin is nestled on the first six floors between lower and upper Daisho Drive. Each night costs a mere 250 minutes, deducted automatically from your account. There are over 350 capsules (3 feet by 3 feet by 6 feet) in the hotel. Even-numbered capsules are at floor height, while odd-numbered ones are raised, with convenient steps and handles to assist entry.

Featured Extras

Each capsule includes a locker to securely store possessions. Every day residents may take advantage of three free snacks and three free drinks from any of the MLC automats.

Hotel Regulations

1. No Vandalism
2. No Fighting
3. No Children
4. Payment Deducted Automatically

Hotel Amenities

Laundromat - Every floor
Automat - vending machines & cafeteria, 3 free snacks and 3 free flavour drinks per day
Washrooms / Showers - conveniently placed, with separate facilities for men and women
Lockers - 1 free per capsule
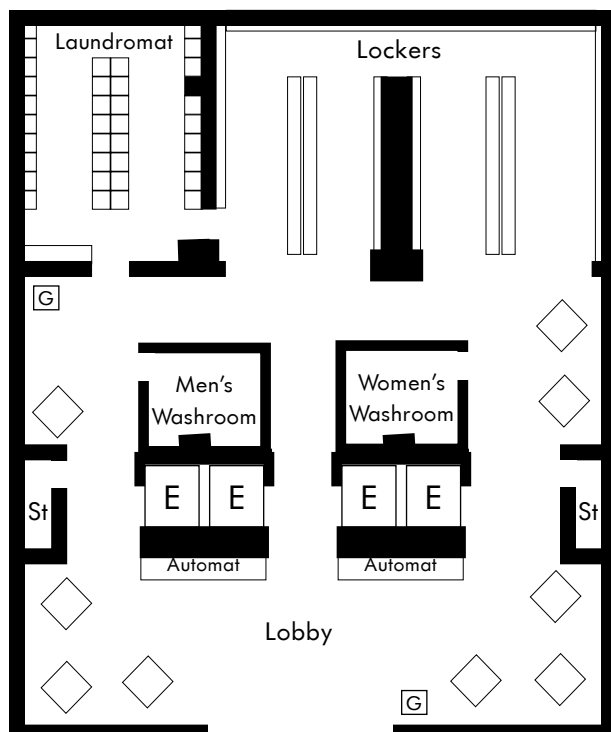
Hotel Map Legend

E - elevator
St - Stairwell
SC - storage closet
G - garbage chute

◇ - table

▭ - sleeping capsule

2nd Floor - Entranceway & Laundromat

The MLC's main entrance landing is on the second floor, where the moving walkway passes by in front. The lockers are also located on the main floor.

3rd, 4th & 5th Floors - Capsules

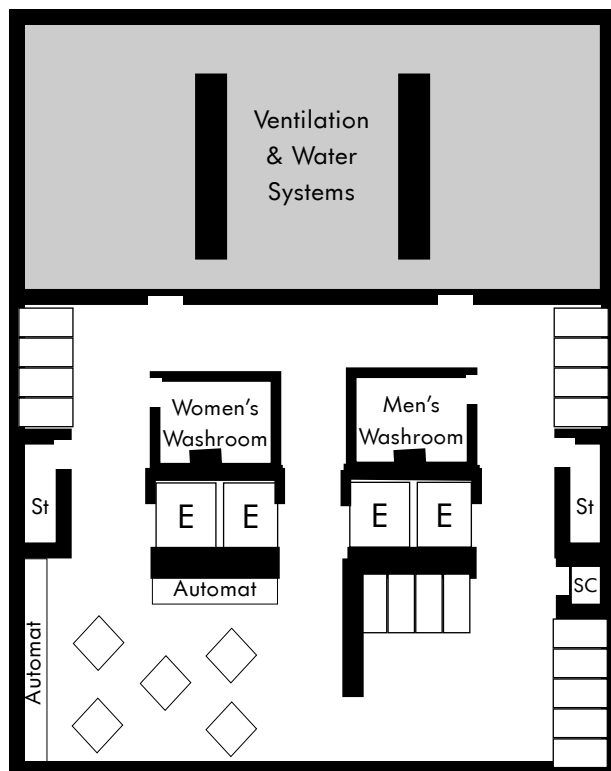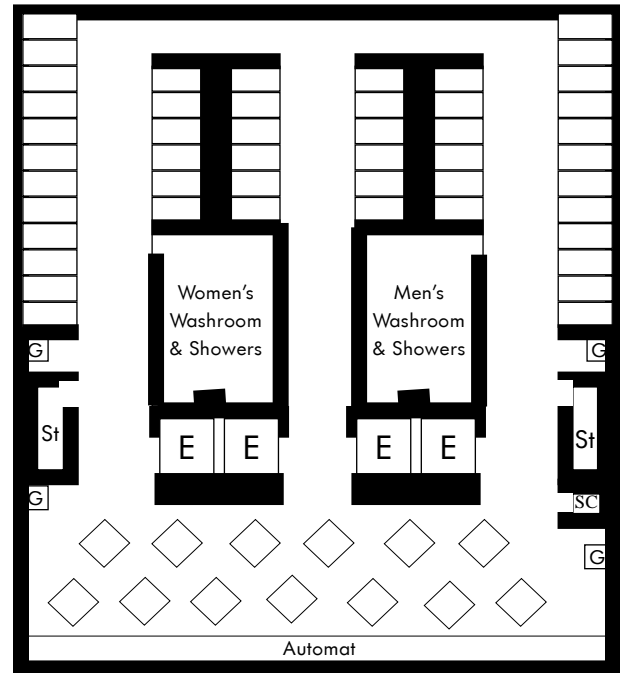The third and fourth floors are mostly sleeping capsules. Each floor has a cafeteria/automat and washrooms with showers.

These floors are where most of the activity of life in the hotel occurs, for residents generally don't leave their floors if they don't have to.

Women's Washroom & Showers

Men's Washroom & Showers

G

St

G

G

St

SC

E E

E E

Automat

6th Floor - Capsules and Circulation

The fifth floor is filled with the hum and rumble of the MLC's ventilation systems, but it has fewer disturbances than the lower floors because there are fewer people. For this reason the fifth floor is the most desired by residents, even though it costs the same. Every time a capsule on this floor opens up, it's like a lottery to see who manages to snag it.

Though the building continues upwards, this is as high as the elevators and stairwells go in the MLC.

Ventilation & Water Systems

Women's Washroom

Men's Washroom

St

St

SC

E E

E E

Automat

Automat

Gettin' By

People organize themselves. Usually pretty poorly, mind you, but they work it out just the same. Let me tell you how it works around here...

Don't Steal

Nobody has much to their name. The lockers are semi-secure, but the coffins themselves have nothing more than a flimsy curtain. People get pretty annoyed when stuff goes missing.

Noise

If you don't like the racket, get earplugs. Face it, with this many people in this little space, and no way to close the door, it's going to be noisy. That said, if someone with earplugs can still hear you, you're probably too loud. Don't push it when people are trying to sleep.

Switching Coffins

Characters may wish to change coffins, perhaps to get a more convenient spot, upper or floor coffins, or to be closer together. Getting a new coffin involves finding out about an available coffin and then requesting a change. Coffins are granted on a first-come, first-serve basis. The character then has 15 minutes to empty his current locker before it automatically unlocks.

Coffin Curtain Etiquette

There's a pattern to how people set their curtains in the MLC. Newcomers are forgiven a mistake or two, but are usually informed pretty quickly.
- curtain all the way down - don't bother me, and don't go in (not even the janitor/maintenance) if nobody's home
- a sliver open at the bottom - only friends welcome
- all the way up - accepting visitors, don't go in if nobody's home (unless you're a janitor/maintenance)

Consequences

Someone with a bad reputation will find grey market vendors unwilling to deal with him. The hotel's various ais sometimes get annoyed, too. Especially the laundry machines, gossip-mongers that they are.

If someone has really gone off the rails, residents have found that there's a better way to deal with offenders than to fight them. Simply push them outside and block the door. Let the sidewalk toll and bankruptcy squads get them. It doesn't hurt that Ralph (AI for the front doors) helps out.

MLC Slang

MLC - Metropole Luxury Coffin, a disastrously named capsule hotel where the characters are living

Cyberpunk - someone who subverts the system by reshaping technology

Groupie - someone who follows others' lead, who may do things at a player's behest with the use of a face card

Cyberwear - technology that is integrated into the body

StyleWear - temporary cyberwear that is installed by drinking a liquid with specially nanotechnology that will install the tech

HardWear - cybernetic systems that are installed through surgery

Capsule Hotel - a hotel where the rooms are the size of a one-person bed and barely tall enough to sit up in, not much larger than a coffin

Minutes (#min) - the amount of wealth someone has (or owes) moment to moment

Face - a measure of someone's worthiness of being lent credit

Facebank - an institution that tracks its customers' credit and promotes their face to suitable businesses

Plan - the extra fees you pay to keep your face rating

Datanet - the networks of computers that encompass the civilized world

Data Fog - the random bits of data that make it hard to find anything useful on the datanet

Data Sniffing - searching through the data fog to find useful information, often done for pay

Capsule Maggot - someone who leaves their coffin as little as possible, spending their lives either data sniffing or playing online games
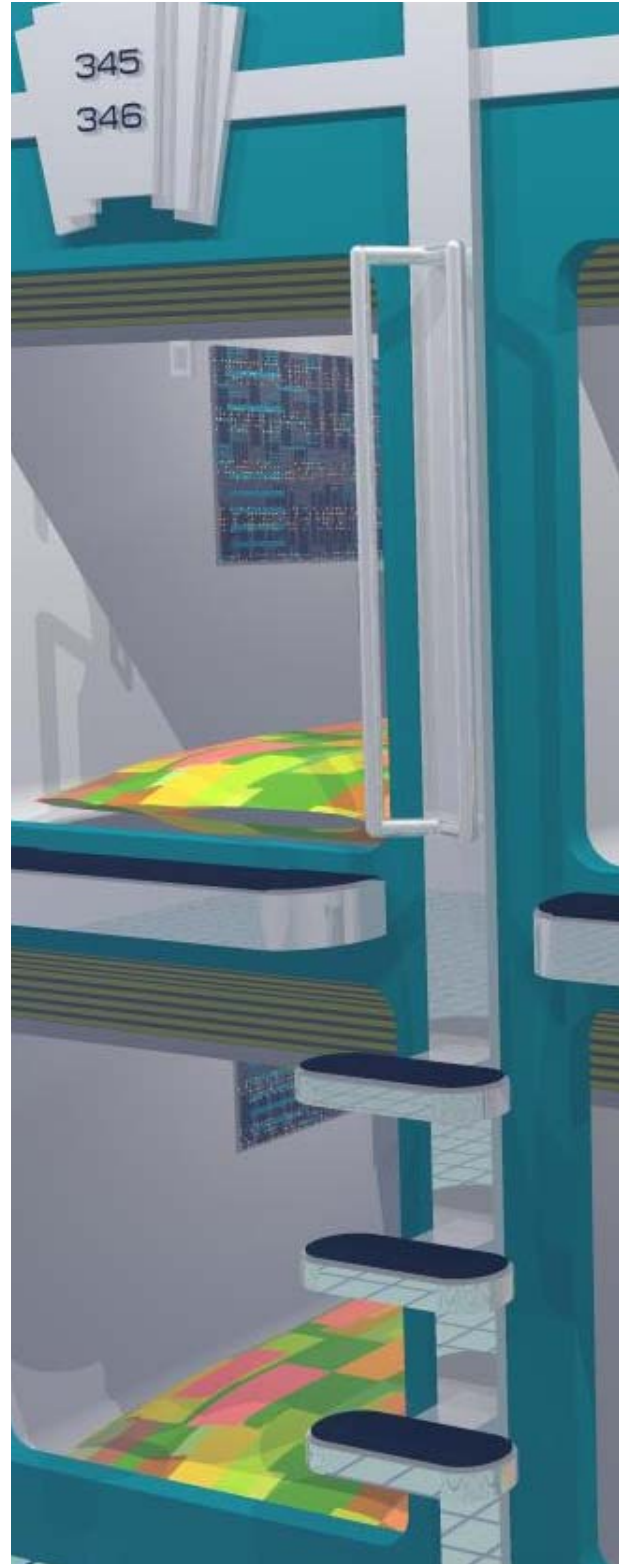
Characters

It doesn't matter what you did before, who you were or where you came from. Everyone here is focused on just two things, living now and getting out someday.

Face and Minutes

Shuffle the face cards and deal each player two. Jacks count as 200, Queens as 300 and Kings as 400. Each player puts the value for the highest of the two in face and the lower in minutes.

Telephone Banking

A while back the telephone companies got so rich from overbilling their customers they bought the banks. Now everyone has a cyber-cellphone in their off hand and minutes have become the new currency. Credit is easy to come by. There's almost always some organization willing to lend a little bit more, so it's possible to spend more minutes than you have, going into the negatives, but having negative minutes starts dragging a person's face towards 0 and bankruptcy.

The phone itself features a touchscreen, finger camera, microphone and mini-speaker.

Of course, since minutes are ephemeral, cash has disappeared. Just set your phone to pay and wave it near whatever it is and you pay automatically. Or some stores automatically deduct the cost of goods as you leave the store with them. As for connecting to the datanet, or just calling someone, every minute costs a minute. Download a file? Probably costs a minute or two. Send a short text? That's a minute, too. The telephone companies round minutes up.

Your Plan

If you've got a phone, you've gotta have a plan, and everybody's got a phone, so everybody's got a plan.

The Century Plan

Every time you make a transaction with a system that requires over face 100 or transfer funds to another person (not a business), it costs 10min extra.

Hedgehog Plan

Every time you make a transaction, you pay 1min extra. If the system is over face 100, you pay 5 extra instead.

Breakfast Plan

Every day you pay 5min. In addition, every time you make a transaction with a system over face 100, you pay 5min extra.

Facebanks

Face is your reputation in the electronic world. It is a measure of your financial abilities. It opens doors. It shapes advertising for you. It ensures that you get the minutes you deserve. Or, it does if you've got it. You live at the Metropole Luxury Coffin because with face like yours, no other doors will open. Face is like a credit rating, a day-to-day measure of your

financial viability. Stay in too much debt and your face goes down. Gather and keep enough minutes and your face goes up.

Face is tracked by facebanks, subcorporations of the phone companies that collect information about their customers, then undertake efforts to promote their customers to appropriate businesses. Of course, a business can choose to contact the facebank to inquire about someone, but that incurs a fee for the inquiring business. No, most businesses prefer to rely upon information provided to them.

Face is never spent or earned and is always a multiple of 100min.

How it Works

Automated devices have a face rating. If the person attempting to use the device has a lower face than its rating, the device doesn't do anything. For example, the doors of Metropole Luxury Coffin have a face of 100. As long as somebody isn't bankrupt, the doors will open to let that person in. The doors to Razor Clothiers, makers of fine business suits, have a face of 500,000. They won't open for anyone living anywhere near someplace like MLC.

Bankruptcy

You don't declare bankruptcy, it gets declared on you. If a character's face ever reaches 0, the facebank calls a collection agency. It is the collection agency's job to collect the bankrupt person and haul him to debtor's prison. Debtor's prison makes the Metropole Luxury Coffin look like heaven. It's hard labour camp, working for private interests on projects for which nanofactories are just too expensive. And nanofactories are pretty cheap.

How it Works

Facebanks randomly check up on their customers. At the start of every session each character's face and minutes should be compared. If the minutes are higher than the character's face, face rises by 100. If the minutes are below 0, face sinks by 100. If face drops to 0, the character is declared bankrupt, the phone's spending ability is turned off and a collection agency will be sending their collectors to take the character away to debtor's prison.

If a character reaches a face of 1,000, he may leave the Metropole Luxury Coffin to find a better place to live. The character isn't required to leave at that point, and there is no upper limit to how high face may rise.

Hand Size

Every character starts with a hand size of 4.

Outfit

You've got nothing left but the shirt on your back. Fortunately, it's a cool shirt.

Without style you're nothing. Your style lets everyone know who you are, if you're one of them, or if you're not. Every character has four outfit areas: head, body, feet and accessory. Each must be assigned some clothing, cyberwear or item that reflects a brand.

How to Design a Brand

Everyone must design a brand and present it to the group. The group then decides upon one of the brands presented and every character must have one item of that brand. The rest of the slots may be filled with whatever brands the players desire.

The secret to designing a brand is to take inspiration from something that exists today and give it a twist. Brands can be inspired by a wide range of sources, so go wild. A few possibilities for inspiration include:

Historical periods - Classical, Medieval, Baroque, Warring States Japan
Literary movements - Steampunk, Noir, Wuxia
Religion, real or modified - Zoroastrian, Techno-Shinto
Product brands - especially ones that do a lot of cross-marketing
Musical movements - Goth, Hip Hop, Punk, Metal
Movies or Television - Sci-Fi series, Fantasy series

It can be handy to compile a list of everyone's brands on a sheet of paper. Each brand is given a few descriptive characteristics:

Brand - the name of the brand, and its concept
Style - what this part of your outfit looks like
Attitude - 1-4 word description of the brand's outlook
Taboo - 1-4 word description of what the brand abhors
Slang - a word from each inspiration that the character uses

An Example Brand:

Angel Cars
Brand Concept - a car company with a fashion line to match their various angelic-themed hood ornaments
Example Styles:
head - permanently speedswept hair in rigid corrugations

body - silverskin, making the whole body reflective

feet - perch feet that help keep the body still and balanced upon a moving surface

accessory - small feathered wings on the back (they move, but are only decorative, no flying/gliding)

Attitude - opulence and performance

Lingo - luxocity - relaxed at speed

Taboo - admitting poverty

Your Coffin

Draw a face card for the first digit. Jack is 3, Queen if 4 and King is 5. Then draw two numbered cards, with 10s being 0. Redraw if this gives 00 or a number higher than 96.

Character Development

Over time characters may change, getting into new brands and tribes, or alienating themselves from existing tribes.

Getting into a new brand involves two things: obtaining one or more outfit pieces for that brand, then learning the brand's attitude, lingo and taboo. The first will likely involve spending minutes in the automats or grey market. Learning the lingo involves a match test (see the core mechanics section) against 3 cards, with each attempt taking a time slot, spent either hanging out with the brand tribe or otherwise immersed in that brand.

If a character is revealed to their tribe to have broken the brand's taboo, cross off the attitude from every outfit card the character has for that brand. The character may wear the gear and use the lingo, but is now an outcast. The character also loses any groupie cards and cannot gain more from that brand tribe, ever.

Brand Tribes

A brand tribe is a group of people organized around a particular interest or fashion. Status within the tribe is based upon how much of its related brand a person wears and how much that person does for the tribe.

A character may achieve a prominent position within a brand tribe by sharing with them a piece of modified technology. When a character does this, he gains a number of face cards equal to the number of outfit slots that have that brand. Additional face cards may be gained if the character does something helpful at the request of others in the group. The face cards are kept with the style cards for that group.

When a player plays a face card, that player gains control of a groupie until the next conflict resolution, with the face card giving a +1. The number of items of the appropriate brand currently worn by the character is the maximum number of face cards that may be used at a time. The groupie must be present in the scene or otherwise communicating with the character (such as over the cellphone) to know what the character wants done. That control can also end if the player tries to have the groupie do anything with a negative consequence that doesn't fit with the brand's attitude, or if the player tries to get the groupie to do something that contradicts the brand's taboo. The control also ends if the groupie is separated from the player's character for any reason.

If two or more people are trying to control the same groupie, the one that plays the most recent face card wins. This can shift a groupie's allegiance back and forth as more face cards are played.

Rules of Play

There are two basic ways the hands of cards are used in MLC, beat and match. Beat is used when different people are trying to outdo one another, while match is used when trying to puzzle something out. The GM chooses which sort of test applies to a given situation.

Beat Tests

Sometimes characters may want to create a lasting consequence that isn't normally covered by the rules. When that happens, the player or GM should describe the consequence desired. If anyone objects, players use their cards to determine who gets to describe what happens. This happens in three stages.

1. The Pose

Everyone who will be bidding in the test puts one card face down along with a description of what his or her character is doing. All players who bid then reveal their cards. If all the players agree to stand by this, they can skip to describing the outcome. Otherwise, the test moves to the push stage.

2. The Push

Everyone who has a way of further modifying the outcome may play extra cards face down. Players may assist someone else by bidding cards to their pile. It is possible to assist someone who did not bid a card for the pose. Possessing a technology that aids in the test allows an extra card to be bid by the possessor.

Groupies may be called upon to help, their face cards giving a +1. If a groupie has a technology that will help, the additional card is drawn randomly. Every card played must be accompanied by further description of how it helps.

3. The Outcome

Once everyone is finished adding cards, they are all revealed. Each bid is tallied by taking the highest card in it (aces are low, so they count as 1), +1 for every other card in the bid. Starting with the highest total, each person with a bid may describe one detail of the outcome. The detail must stem from the character's involvement in the situation and cannot contradict anything already set out. For example, if one person spends his detail to take an item, the next person cannot take it from him. This continues until it gets to the lowest bid. The person with the lowest bid does not get to add a detail. If there are ties between bids, go through them in order of the players' age, from youngest to oldest.

Once everyone has had a chance to add their details, shuffle all the bid cards into the discard pile and deal everyone back up to their maximum hand size.

Hurting Characters

It's a rough world, and so getting hurt is a possible consequence. Each time a character is hurt, his player's (or GM's) hand size is reduced by one, discarding a random card if necessary. Getting unhurt takes either medical attention (15 minutes after consuming a healing drink) or time (a card at the end of every session). O t h e r

consequences can include obtaining possession of something, etc. Whatever makes sense to the situation should be allowed.

Some consequences are not allowed. For example, characters cannot declare killing someone unless the target already has a hand size of 0.

Reshuffling

If the draw deck starting to get low, the person with the lowest bid in a beat test is given the task of reshuffling the numbered discard cards back into the draw deck.

Data Sniffing

If you can't afford to stay at Metropole Luxury Coffin the MLC will let you work for its on-demand data search service. It involves sifting through the datanet to find information that might be of interest to a client. This job came about as the amount of data on the net exceeded the ability to use words to discreetly name each concept. It was made worse by marketing, which often misused evocative words. The result was a data fog that befuddled search engines. People, however, could naturally recognize information as irrelevant and push it aside. It's not a romantic job, searching through vast numbers of possible files to find one or two relevant things, but it's paying work.

You can use the system in your capsule to access the datanet during the search, and this access time will not be charged to your cellphone plan.

How it Works

There is no need to run through every information search. It's a dull job, consisting mostly of sifting through random product data for hours on end, hoping to find one or two tidbit or actual information that clients might want to put in their blogs. That's why they get people who can only afford to live in places like MLC to do it.

Data sniffing takes a time slot (morning, afternoon, evening or night) and is done using a single conflict resolution test to represent the various people competing to find the best information to offer the client. Each player does a resolution mechanic as normal, while the GM bids two cards separately, representing other random people assigned to the job. The cards are revealed and the opportunity is presented to push as in a normal conflict resolution. The highest bid gets 500min, the lowest gets 0min, while everyone else gets 100min. As a note, while working, a person's connection fees are covered by the customer. Of course, this means the character's bid, if successful, will get information instead of earn money.

Match Tests

The GM chooses up to 5 cards, laying them face up on the table in front of the main player whose character is undertaking the task. A single card might cover a quick task, while a 5-card challenge may be prolonged and tricky. If the match test relates to a particular brand or technology card, it is laid by the GM's cards as a reminder what the test is for. The GM then refills her hand right away.

The player then plays cards that match the rank, but not necessarily the suit, of one the cards played by the GM. When a match is made both cards are discarded. Other players may offer to assist if their characters are able. The main player chooses a random card from the

hands of each other player assisting, then checks for a matches, discarding the card if it doesn't. The players don't refill their hands until this attempt to match is over.

Groupies can sometimes help with match tests. When this happens, play the face card as normal, but then draw a random card to represent the groupie's contribution. Groupies cannot help with tech mods.

Try Again Later

If any cards remain at the end of the test, the task is incomplete. If there was a time limit, then the task is failed, but if the story allows it, the GM's cards may be kept and another attempt made later. Match tests are most often used to represent tasks that take time. Each attempt generally takes a time slot, and everyone involved must spend the slot working together.

Tech Mods

*See? You can teach an old cellphone new tricks!*

Technology is the essence of cyberpunk. It's how you get the edge over everyone else. Do you think the corporations are going to sell you that edge? Not likely. If you want it, you're going to have to make it yourself, and you're going to have to build it from the junk and detritus everyone else overlooks or tosses away. This is the hidden resource of consumer society.

What's Allowed

This isn't a system for absolute realism. If an idea for a technology sounds good, the GM should let 'em run with it. Let things get a little wild. The same goes for technology made any cyberpunk NPCs.

How It Works

Tech mods use a match test as their base mechanic. Groupies cannot contribute to tech mods, but characters may purchase bits on the grey market in the hopes that something will fit.
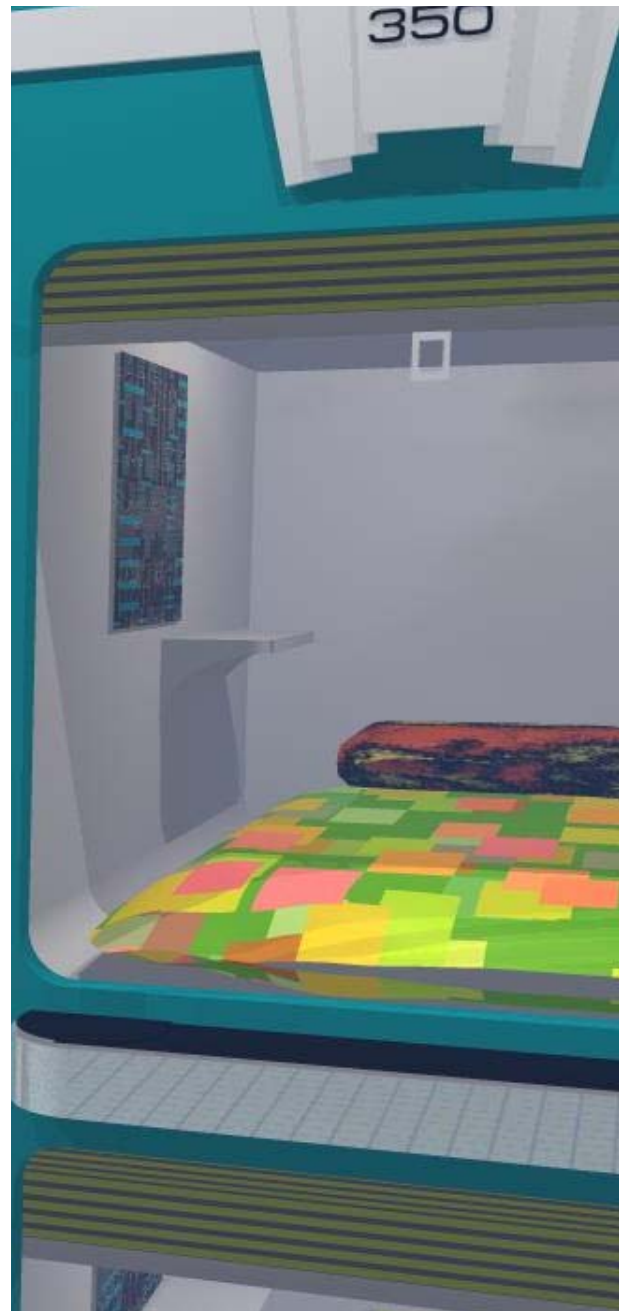
When a technology is proposed, the character needs to start with a piece of technology to modify into whatever is desired. A card is created for the proposed technology and what it is supposed to do. This card is kept with the cards used for the match test.

Other characters may help normally, but if the technology being modified is one that was modified by another character, and that character helps create the new version, two random cards may be drawn from that player's hand instead of one.

Whenever a technology is successfully modified, it manifests a limitation. This limitation is chosen and described the the last person who developed a version of the technology, or by the GM if it isn't a player technology being modified.

Going Mainstream

Once a new technology has been given to a groupie who then uses it, it may go mainstream. The GM must do a match test against the player who most recently controlling the technology, but with the player and GM roles reversed. Once successful in the match test (which may be ongoing), the GM must then have an NPC appear in the story using the technology. After that, the technology card is given to the GM and anyone in the story may use it. Of course, this means that any social patterns created by the technology then spread through society, at least in the MLC. Through technology cyberpunks reshape the world.

Glitches

Jokers start in a face down pile in front of the gamemaster. They're used to create glitches, malfunctions and problems with the technology that fills the world of Metropole Luxury Coffin. A glitch could make a piece of technology fail to function. A cunning glitch could cause a piece of technology to function in a way that opens an opportunity for its user to get deeper into trouble. It could cause the technology to go quicker, slower, or even have a momentary conversion to another religion. It is up to the person who plays the joker card to decide. A glitch can even cancel a card played in conflict resolution, though only if it is used at the moment the technology card is used during the push. A glitch cannot permanently damage or change the tech it affects. It's something that mysteriously goes wrong, then fixes itself.

When the GM wishes to play a glitch, the top joker is turned face up and put in front of the pile. It is then available to be won by the players. Any player who gets everyone else to break into laughter in some way that is part of play (not a digression or aside) wins a joker if there is one available. The player may use a won joker to create a glitch, returning it face down to the GM's joker pile.

Any unused jokers are returned to the GM's pile at the end of the session.

Stuff to Buy

The Automats

Automats are cafeterias with an entire wall dedicated to vending machines carrying a huge variety of foods and other goods. Selection changes regularly, so check back often!

Snacks

Residents of the Metropole Luxury Coffin get 3 complimentary snacks per day, plus a flavour drink with each snack. You can live off of that, if you have to.

Bowl of Breakfast Crunch - tastes like soggy newspaper if you don't eat it quickly

Soup of the Day - a different flavour every day, all of them a mystery, even after tasting

Sandwich - no matter what it's label says, the flavour says cardboard

Flavour Drink - available in everyone's favourite flavours: orange, purple or red!

Other Consumables

Feel Better Drinks (50min) - A mixture of painkillers and nano-repair restores 1 lost hand size to a maximum of 4, or 5 if good food has been consumed this session

Energy Drink (30min) - Allow 4 time slots between sleep, instead of 3. Can has either chemical heater or chemical cooler in its base.

Fashion

Pick a brand, describe the item and draw two cards for its price. The lower card is is the 100s, while the higher is the 10s. Thus, a 7 and a 5 would cost 570min.

Head - glasses, hats, piercings
Body - shirts, pants, jumpsuits
Feet - shoes, sandals, boots
Accessories - tools, jewelry, knick-knacks

StyleWear

Stylewear comes in a can, cybernetic systems that install themselves through nanomachines and wear out quickly. The character drinks it, and it lasts until the end of the session. StyleWear costs one tenth (cards determine 10s and 1s respectively) as much as fashion items and always connect to a brand.

Example StyleWear
Silver Tongue - sound like someone associated with the brand
Tattoo - may be animated or glow
Eyes - change the shape or colour of your eyes

Household Goods

Decoration (40 min) - poster, blinds
Toiletries & doodads (10 min) - toilet paper, toothpaste, comb, brush, anti-germ moist towlettes, earplugs, blindfold, string, plastic cutlery, moist towlettes
Fans, lights, electric toothbrush, bedsheet, 100min ea.
Robot pets (400 min) - puppy, kitten, turtle, truck
Personal Lubricant (30min) - available in a variety of flavours. WasabiGlide and SalsaGlide (tagline: lay it on thick, lick it off hot) are especially unpopular.

The Grey Market

The automat may be the most convenient source of stuff to buy, but it isn't the only source. People in the MLC do a regular trade in various goods and services. Navigating the grey market means knowing who to talk to. Of course, prices are a bit more variable on the grey market.

There are deals to be found on the grey market, but they're few and far between. When asking the price on something draw a face card to determine how to change the first digit in the price. Jacks lower it by 1 (to a minimum of 1), queens raise it by 1 and kings raise by 3. For example, a hat might normally cost 570. If a queen was drawn, it would raise the first digit (5) by 1, to 6, making the price 670. In some cases this modifies the price of the item as it would be sold from the automat. When it's something not sold in the automat the grey market price is given.

Fashion
The grey market often has brands that the automat hasn't stocked in a while. Stylewear is less common because it's consumed by use. Prices are as per normal fashion, with the normal grey market modifications tacked on.

Bits (40min)
Bits are random pieces of technology that may be useful to someone imaginative. Every bit bought allows the player to draw an extra card which may only be put towards tech development. If it matches, remove that card from the tech test. If it doesn't match, the bit doesn't work and the drawn card is discarded.

Good Food (20min)
Cooking is strictly prohibited in the MLC, which means it happens whenever the MLC staff isn't looking.
RealFood (50min) - Now with actual nutrition! Increase hand size by 1 for the rest of the session, but only once per session.

Gamemaster Advice

The Gamemaster's job is the hardest role in playing *Metropole Luxury Coffin*, if only because there is so much to juggle. The GM may seem, at times, to be in opposition to the players and their characters, but the job is really more like a teacher, providing challenges that will help them grow. This section compiles a few tips on being a GM for *Metropole Luxury Coffin*.

Character Creation Option -
Half-made Characters

If you want to speed up character creation, especially for new players, make the characters for them, but leave two brand slots empty on each. Have each player design a brand then share it with the group. The group picks one brand that every character fills a slot with, filling the other slot with the brand he designed. The player whose brand was chosen to be the group brand may fill the other slot with any brand he wishes.

Let the Players Inspire

Make sure that every brand players invent has a number of NPCs in the MLC. Those NPCs can then get into trouble and need help, or provide help as the characters need. Brands not only create ties, they can create enemies. If the taboo of one brand resembles the attitude, in part or whole, of another, they'll become enemies. Rival brands are another way to create enemies, with each tribe trying to outdo the other.

Also, keep an eye on the technologies the characters develop, how they're being used and what social patterns arise. If a technology inspires something, or if a group in the MLC might want one, make the technology go mainstream.

The Basic Story Formula

You can guide the story any way you want. The players may even forge ahead, pursuing their own goals. If so, then that's great! Let them! If the don't, however, *Metropole Luxury Coffin* has a basic story pattern that you can fall back on in a pinch.

1. an opportunity to make money appears
2. the characters investigate
3. the characters start gathering resources and building needed technologies
4. complication prevents the characters from getting something they need
5. the characters solve the complication and are rewarded
6. the characters use their resources to make money

...wash, rinse, repeat.

The End(s): Leaving Home

Normally the game ends when one or more characters attains face 1000 to be able to leave the Metropole Luxury Coffin and find a better place to live. Of course, characters don't have to leave at that point. They may choose to stay to help the others. Or they may just choose to stay.

Why would anyone choose to make their home in a capsule hotel? If the rules have been used to their fullest, it's likely that the characters

have already done just that, formed a community. This is the contradiction within *Metropole Luxury Coffin*, that in order to leave you've got to make it good enough to consider staying. Play it up. If the characters build something good, then let leaving it be their final challenge.

Keeton and Mr. Sojobo represent the two polar opposites of this struggle. Mr. Sojobo is dedicated to making a home at the MLC, and so is completely community-oriented. Keeton is single-mindedly dedicated to leaving and completely individualistic. The struggles between them, both philosophical and technological, can present options and opportunities for the PCs.

There are a handful of others that have accepted that the MLC will forever be their home, such as the workgang leader. They know that to rise is almost impossible, so it's better to rule in hell than to serve in heaven.

Automats; Does it stock a...?

The automats stock a lot more than is listed in this book, plus its stock changes regularly. Despite this, they have an uncanny knack of being out of stock on whatever anyone actually needs. If the characters go looking for anything that isn't in the list, the best response the gamemaster can give is, "No, but you do find a...," and mention an item that is similar. Let the players figure out if that might still fit their needs. If it doesn't, then maybe they'll have better luck finding what they want by searching the grey market.

The exception is that the automat will not stock weapons of any sort, or things that could easily be used as weapons. So, if characters want to be armed, they'll have to make something.

To convert the price of something from reality, for most currencies (dollars, euro, pounds) think of what the item might cost and put a 0 on the end of its price. Prices in some currencies (like yen) will need different adjustments, so check exchange rates to determine what might be appropriate.

NPC Cyberpunks

Mr. Sojobo and Keeton are something more than just employees of the MLC. They're cyberpunks, able to develop technology just like the player characters do. They're never groupies, never fall under a player's control, though they can be powerful allies or powerful foes. If a NPC cyberpunk attempts to help someone the random card is drawn from the GM's hand. If it is the NPC designing the technology, the GM faces off against a number of cards taken from the draw pile. If one NPC cyberpunk helps another, the random card is drawn from the draw pile.

One outfit card card is deliberately left empty on both Mr. Sojobo. Make Mr. Sojobo's accessory the same brand as possessed by all the characters.

Tribe Leaders and Uniforms

Brand tribe leaders are marked by their tendency to wear just their brand's style. As such, they can control the maximum number of groupies at a time. This also effectively isolates the leader from other tribes. For this reason there is an element of loyalty demonstrated by wearing all one brand. Brand tribe leaders can be groupies, just like the others, they're just better set up to lead than the other groupies.
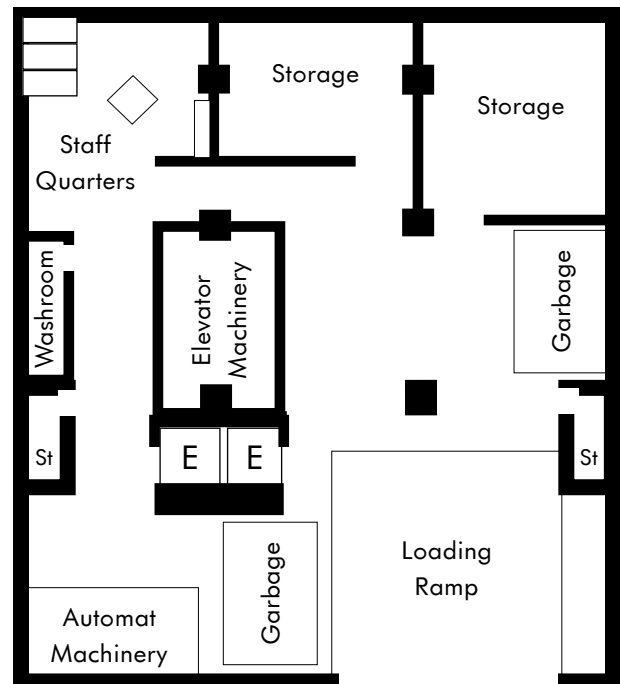
The same result occurs with groups that involve full-body uniforms, such as the bankruptcy goons. They can call upon one another really well, but have difficulty associating with others.

Of course, this is a big part of the purpose of a uniform. Note, though, that the leaders aren't any better off than any of the rest of them. Any additional authority gained by rank is offset by a general dislike for the boss. Unlike the brand tribes, uniforms are for working people, so the social dynamic is a bit different.

1st Floor - Deliveries and Storage

There are no capsules on this floor as it's purely for service use. Access to this floor is normally restricted to staff, who are granted living quarters, a locker and break area.

The garage door will only open to vehicular traffic, as there is no sidewalk outside, only the road.

Staff Quarters

Storage

Storage

Washroom

Elevator Machinery

Garbage

St

E   E

St

Garbage

Loading Ramp

Automat Machinery

Other Characters

The variety of people that pass through a capsule hotel like the MLC is truly staggering. These characters represent a few of the people that may be important to the story. Most of them are generic archetypes to be further shaped and filled out if needed. Also included are the two NPC cyberpunks, Keeton and Mr. Sojobo.

Keeton

Beware the wandering techno-spirits, for they make the world go awry.

Keeton is the MLC's maintenance man. Mostly that involves clearing gunk out of the various circulation systems, or clearing computer viruses out of the automated systems. He keeps modifying the hotel's infrastructure, improving it to make his job easier.
Face 800   Minutes 500

Head - TechnoVoudoun
Style - dreadlocks that produce jamming signals when he dances
Lingo - loa, programs that traverse the datanet
Attitude - veneration of software, even bad stuff
Taboo - clearly explaining technology's workings

Accessory - TechnoVoudoun
Style - skull atop a spine-styled staff that drops all connections to the DataNet when infected by a computer virus

Body, Feet - The other two outfit cards should each have a brand possessed by a character, but not the group brand.

Mr. Sojobo

Technology has made my beliefs in invisible spirits inhabiting everything come true.

With so many people, cleaning the MLC is a sisyphean task. Mr. Sojobo constantly invents gadgets to help with his job. He also gets rid of garbage, and with each item removed, its chip is one less fogging up the datanet within the hotel.
Face 900   Minutes 300

Head - Techno-Shinto
Style - screens on the inside of the eyelids to allow data sniffing with less distraction
Lingo - kami, the programs that inhabit everything's chips, with personality or not
Attitude - calm industriousness
Taboo - uncleanliness

Feet - Techno-Shinto
Style - mud-walker sandals with built-in gyros for better balance

His other slots are filled with the player characters' group style.

Tourist

The tourist stands out for many reasons. She wears strange brands nobody has heard of. She can't speak the language, let alone the lingo. She also uses the MLC as a hotel and not as a home.
Face: 3000   Minutes 2000

Head - Island Beach
Style - unsuitably wide-brimmed hat with fake flowers and fake flower scent

Attitude - entitled tourist
Taboo - work hard

Body - Mall Camouflage
Style - a large poncho with wildly coloured zig-zag stripes and patches
Attitude - fussy and choosy
Taboo - go home empty handed

Accessory - Hungry Monster
Style - pet robot turtle/carrying bag (with shoulder strap)
Attitude - saccharin sweet cuteness
Taboo - showing boredom

Feet - Island Beach
Style - nearly indestructible plastic flip-flop sandals

Workganger

I was a hard workin' man until they empowered my coworkers to do my job.

Workgangs are skilled labourers who organize, partially to take larger contracts and partially to defend each other against other workgangs vying for those same jobs. The trades are very competitive that way.
Face 600   Minutes 300

Accessory - (don't let yourself get up against...) DeWall
Style - a tool of some sort
Lingo - perfectly level - fallen down, or going to
Attitude - competitive worker
Taboo - working hard when the boss isn't looking

Body - (previous employer)
Style - overalls with the company logo and colours on them, along with reflective safety strips
Lingo, Attitude, Taboo - varies with former employer

Feet - Labour Ministry
Style - uniform stompin' boots
Lingo - new employee - prisoner
Attitude - brutal authority
Taboo - sympathy

Bankruptcy Goon

Bankruptcy goons usually work in teams of at least four. When someone reaches face 0 (bankruptcy), they're called to collect the person and haul him or her to debtor's prison/hard labour camp. Bankruptcy goons aren't too rich themselves, so they really like to rub it in that their lives are at least a little better.
Face 2000   Minutes 1000

Head - Labour Ministry
Style - uniform helmet with mirrorglass
Lingo - new employee - prisoner
Attitude - brutal authority
Taboo - sympathy

Body - Labour Ministry
Style - uniform body armour

Accessory - Labour Ministry
Style - compactible, spring-loaded baton

Feet - Labour Ministry
Style - stompin' boots

Yakuza

Does anybody want to lay bets on whether or not I let this guy off the hook or not? No? Nobody? Smart people...

Despite everything they claim, these yakuza are at the bottom of the organizational ladder. Because of that they make sure to let everyone know they're the kings of the MLC. If you want to gamble, the yakuza are the ones to go to. If you want to gamble without their approval, they'll be coming to you. You don't want that.
Face 700   Minutes 200

Head - Wolf Rock
Style - wraparound sunglasses
Lingo - ACE! (while pointing at someone) - stand up and do something
Attitude - be loud
Taboo - wimpy music

Body - Wolf Rock
Style - black leather jacket with too many buckles and zippers

Accessory - Wolf Rock
Style - cyber-comb finger with gel dispenser

Grey Market Dealer

Grey market dealers try to wear as many different styles as possible, trying to attract customers. Because they change so often, they never bother to learn the attitude, lingo or taboos. They're permanent poseurs. Not that anybody calls them on it when they want to buy something. It doesn't help to insult the person you're trying to deal with.

Each dealer has a specialty, be it food, fashion, technology, capsule decorations, or whatever. Some put their goods on display, while others keep them hidden. Those who keep theirs hidden must often be tracked down, but the payoff comes in rarer items.

Coffin Maggot

Coffin Maggots never leave their capsules unless absolutely necessary. They're always either working as data sniffers or spending every spare minute earned playing online games. Their clothes are covered in the logos of their favourite game, whatever it may be (World of Thump, NoLife, etc.). The lingo changes from game to game, but the attitude is always in-character bravado. The taboo is admitting the superiority of any other game.
Face 100   Minutes 0 (or it will be soon enough)

Automated Systems

Every automated system in the MLC is chipped with its own personality. They are equipped with speakers and microphones, ostensibly to issue polite company messages, but they often engage in lively conversation.

Elevators

Roger loves any music he's not allowed to play. Are you ready to get down?
face 100, or face 700 to go to the 1st floor

The elevators cannot rise higher than the sixth floor, even though the shafts connect to the upper tower.

Front Doors

Some places spit you onto the street. At the MLC you get Ralphed.
face 100

Never buy front doors second-hand clearance. You might get a hooligan personality chip in your doors instead of the butler you wanted.

Ralph does his job, but he's a bit too loud and a little too friendly at times, just like a guy with one too many beers at the local pub. Still, he's endearing enough that nobody has changed him.

The Laundromat Biddies

There's no better place to catch the gossip than the laundromat. How can you avoid it when even the machines join in?
face 100

The machines each do both washing and drying, with automatic soap dispensary built right in. They have names like Clara and Bernice and constantly prattle on about things happening around MLC. They are very complimentary to anyone present, but will reveal harsh judgements once anyone steps away.

Automat

face 100

Each section of the automat has a separate personality chip. They're a bit competitive, hawking their wares, trying to outsell one another.

These cards are sized to fit on 3 inch by 5 inch index cards. Copy them and glue them to cards, cutting along the outlines to separate them.

mLC

Player _____

Coffin# _____

Name _____
Gender M / F / ?
Hand Size _____

Other Stuff _____
_____
_____
_____

Cellphone
Plan _____
Minutes _____
_____
Face _____

HEAD BY
_____

Style _____
_____
_____

Attitude _____
Lingo _____
_____
_____

Taboo _____
_____

BODY BY
_____

Style _____
_____
_____

Attitude _____
Lingo _____
_____
_____

Taboo _____
_____

FEET BY
_____

Style _____
_____
_____

Attitude _____
Lingo _____
_____
_____

Taboo _____
_____

ACCESSORY BY
_____

Style _____
_____
_____

Attitude _____
Lingo _____
_____
_____

Taboo _____
_____

MLC Tech

Technology _____
_____
_____
_____
_____
_____
Limitation _____
_____

MLC Tech

Technology _____
_____
_____
_____
_____
_____
Limitation _____
_____

MLC Tech

Technology _____
_____
_____
_____
_____
_____
Limitation _____
_____

The Metropole Luxury Coffin is home to over 300 people.
Unlike most of them, you're going to get out someday.

Just keep telling yourself that.

Welcome to the uncomfortably close future and the capsule hotel named the Metropole Luxury Coffin. For most people it's the last stop before debtor's prison. It's a refuge from the sidewalk tolls that rack up charges every minute you spend outside. As much as you hate to admit it, it's home.

It'll take a good scam, good friends and some slick tech to get what you need to move up in the world. Better get to work, 'cause your cellphone company charges 250 minutes per night you spend here.