Fast Food

A LARP for 4-10 players by Aaron Lim

What you need to play:

- 2-3 board games. Choose board games that are related to food or food production, and ideally have a variety of pieces that represent different types of food or natural resources. Good examples are – Agricola, At the Gates of Luoyang, Sushi Go, Rival Restaurants, Bansan, Steam Up, Stardew Valley, Wok Star, etc.
- Smartphones with local food delivery apps OR a bunch of menus for local restaurants that deliver food.
- A map app or actual map of your local area
- A watch, timer or clock app.
- A pedometer, fitness app or clicker, something that helps you count the number of steps you take.
- One person to act as Host and Manager (Facilitator).
- 3-9 other players to act as Friends and Labourers.
- Chairs for each player, and several tables to act as work stations.
- Writing utensils, paper, cardboard, blank notecards, simple crafting materials.

Premise:

It's game night! You're all gathered in one of your houses to play some board games together and have an evening of fun, fellowship, and food. But before you get started, you're going to order food for the evening so that you can all have dinner together in addition to your games.

You'll then switch perspectives and figure out how to produce ingredients and food in the long supply chain that makes it possible for you to have food delivered.

A key touchpoint for this game is the video series for "How to Make a Sandwich from Scratch" ([link here](#))

Set up:

The Host will play as one of the friends who is hosting the game night at their house.

Set up one set of tables and chairs to emulate a living room and/or dining room. Place the board games on the tables, and have the delivery apps or menus ready on or near the tables as well.

Set up another set of tables and chairs as the work stations for the second phase of the game. Place the writing utensils, paper, and craft materials here. This will be where the players will work together to produce ingredients to make the meals that the players will order during the game.

Gameplay – Ordering Phase:

In the first phase, each player will play a fictionalised version of themselves that are all friends with each other – close enough friends that you would meet at one of your houses for a game night and have dinner together.

The Host starts at the tables and chairs representing the hosue, and starts unboxing one of the board games.

Other players should start arriving at the Host's house, alone or in small groups.

The Host should invite the players in and offer them a chair. Players should help the Host unbox the board games and lay the components out on the available tables. Use this time to make small talk and catch up.

If you're ever unsure about what to say or talk about, reminisce about a board game that you played together or want to play, or reminisce about a restaurant that you ate at together or want to check out.

Once every player has arrived and the board game components are unpacked, the Host should start prompting the players to figure out what they'd like to order for dinner together.

Look at the delivery apps and/or menus for places that deliver to your area, and start working out what you all want to order.

If no one can agree about what to order together, the Host will default to ordering from the closest fast food franchise.

Each player then puts in their order, and the Host will take down the collective order and make a list of everything that is ordered. (You don't have to actually make the order).

Once the order is agreed, the Host tells everyone to get started with some games while you all wait for the food to arrive. This is the signal to take a break and then move to the second phase of the game.

End the phase with the Host saying "Alright, let's play a game!"

Gameplay – Break

Take a break.

Before the next phase starts, everyone should look over the order and list out the key ingredients for each order and then tally up all the ingredients in a master ingredients list.

For example, using the order below:

- 1 x Large Pepperoni Pizza
- 1 x Large Mushroom Pizza
- 1 x Medium Cheese Pizza
- 1 x Loaf Garlic Bread
- 1 x Large Lemonade Soda

The master ingredients list would be something like:

- Flour
- Water
- Salt
- Yeast
- Pepperoni
- Tomatoes
- Basil

- Olive Oil
- Mushrooms
- Onions
- Garlic
- Butter
- Lemons
- Sugar

Compile the list and make sure everyone knows what is on it before the next phase. The Host player will take charge of the list as the Manager in the next phase.

Optionally, get everyone to watch the video "How to Make a $1500 Sandwich in Only 6 Months" ([link here](#)).

Gameplay – Food Preparation and Delivery Phase:

In the second phase, the players will divide up the ingredients from the master list into their own lists and attempt to simulate the manufacture of all the ingredients with the materials available to them.

The Host now acts as the Manager that manages the production process.

At the start of the phase, the Manager and the players move over to the workstations to prepare the ingredients and the food order.

Work together to divide the players up into groups of 2-3. Group up the ingredients on the master list and divide them as evenly as possible between each group. Try to group similar ingredients together e.g. fruits and vegetables, meat, dairy, fermented ingredients, spices and condiments.

Each group then works together to figure out how they would produce the ingredients on their list, and simulates producing the amount of ingredients needed to complete the food order.

Each ingredient needs to be produced in sufficient quantities to make the food order, either matching the rough volume required, or the rough mass required.

Players are free to, and are indeed encouraged to do whatever research they can into food production methods related to their ingredients.

There are 2 ways to get the ingredients –

1. Gather – One player from each group may go back to the house area and gather any materials from the available board games that could represent the required ingredient. While they are at the house area, they resume their character as someone at a game night, and make comments about how the night is going and why it's taking so long for the food to arrive. For every minute they spend at the house area gathering materials, one other player is designated as the Delivery Driver and must register 60 steps on a pedometer or counter. Any cards, tokens, or board game pieces retrieved from the house area can be used to represent that ingredient to ultimately be used in the ordered meal.
2. Produce – Using the paper and crafting material available, map out how to produce the required ingredient from scratch. Start from how that ingredient exists in nature and then go through all the steps needed to process it into food. If you need a tool to process the

ingredient, you also need to make a simulacrum of that tool or machine out of the materials available to you. It need not be to scale. For example, if you need a field to plant onions, you can draw a field on a piece of paper. However, for each simulacrum you use, you need to look for the nearest location to your immediate area where you can find that item or resource on a map. Then for every 100 m of distance from that location to you, one player is designated as the Delivery Driver and must register 60 steps on a pedometer or counter. Once a simulacrum is produced, it can be freely shared between all players.

The Manager can help with suggestions, and also keeps track of the number of steps required on pedometers required to complete the production of ingredients.

When you need to register steps on a pedometer or counter, any physical activity will suffice. You don't actually have to walk or jog, and in fact it would be better if you were able to mime the activities you need to do and use those motions to translate into steps.

When a group has completed their task to produce their ingredients, they provide the ingredients to the Manager who then calls for a pause. That group then presents their ingredient and explains the steps needed to produce it to all the players.

Groups that have completed their task can then move back to the house area to rest and await the food order. Feel free to chat and play games while you wait.

Once all the ingredients are provided to the Manager, the Manager then looks up the distance from the restaurant where you ordered the food to your current location and registers 60 steps on the pedometer or counter for every 100 m distance.

The Manager then returns to the house as the Host and announces the arrival of the food you ordered, inviting everyone to pause and eat.

This ends the game.

Gameplay - Closing

Each player should share something they've learned about the food production process and what they've come to appreciate about food production.

Optionally, end by sharing a meal together.