

made for  
**Mote.**




# Over Easy

a diner heist game  
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 3-5 players

 1-2 hours

 Mood included

Early 21st century, post-industrial New England. Manufacturing is long gone, but “redevelopment” has been a mixed bag. Most recently, they tore down your favorite novelty roadside attraction, and for what? Luxury condos? Again?!

## The Stakes

You and your crew are regulars at the local diner. The place is an antique Sterling Streamliner still operating 24/7 along Old Highway 2B. It serves devoted locals and a rotating clientele of passersby, mostly motorists taking the long way down the coast to dodge tolls on the Interstate.


This evening, one such driver of a certain scrapyard truck will make a final pit stop at the diner before hauling away the remains of a weird old landmark forever.


Unless, of course, you and your crew can snatch it back.

## Prep

### The Schtick

A facilitator gathers three to six players, including themselves.

 **The facilitator plays as the driver**, whose actions ultimately keep the pace of the story moving forward.

 **The other players are the crew**, determined to exploit the driver's dinnertime to rescue one of the following cumbersome items from the truck's cargo:

- an orange fiberglass T-Rex statue
- a singing animatronic pirate captain
- a realistically sharp neon cactus
- a cast-iron carousel horse

You can also make up something new, but the more weirdly niche and wildly inconvenient, the better.

### The Schmucks

Every player other than the driver should roll a typical six-sided die two times and consult **The Schmuck Table**: first to receive a character archetype, and second to receive a specific name for their character.

**Only the driver can optionally be played as a nameless stranger.** (Otherwise, use the same technique used for the crew.)

#### Variant

This part is very flexible in a few ways: the facilitator can do this for everyone; or people can simply pick without rolling; or it can be done elimination style, where archetypes can only be rolled once, leaving the last person with whatever is left.

Whatever works. There are slightly different kinds of enjoyment to be found in both picking and being assigned when it comes to character creation.



## The Schmuck Table

Roll once for type, then again for name...

### 1 Smooth talker with a big mouth.

Has a reputation. Knows everybody, for better or worse. Being so well-connected is a mixed bag.

#### SMOOTH NAMES

- |                    |                      |
|--------------------|----------------------|
| 1 Three-Act Paulie | 4 Not-Now Babe       |
| 2 Hot Ace          | 5 Good Times         |
| 3 Handsome Ashley  | 6 Your Ol' Pal Buddy |

### 2 Tactical wallflower. Stealthy but unlucky. Sticky fingers that don't know when to stop. Banned from most retail establishments.

#### TACTICAL NAMES

- |                   |                 |
|-------------------|-----------------|
| 1 Hideous Slim    | 4 One-Way Hands |
| 2 J (Just "J")    | 5 Lead Zebbler  |
| 3 Little Princess | 6 Creepy Mary   |

### 3 Loyal if a tad gullible or needy.

Can be lead astray but still has your back. Would take one for the team just to secure a sense of belonging to it.

#### LOYAL NAMES

- |                 |                 |
|-----------------|-----------------|
| 1 Baby Brother  | 4 Frisbee Face  |
| 2 Suckup Trevor | 5 Runaway Dolly |
| 3 Last Chance   | 6 Steve Angel   |

### 4 Highly motivated, albeit selfish.

Focused, hot-headed, and eager for some kind of extremely specific, slightly opaque revenge. It's personal.

#### MOTIVATED NAMES

- |                  |               |
|------------------|---------------|
| 1 Rude Mac       | 4 Weepin' Mel |
| 2 Onion Breath   | 5 Sour Viv    |
| 3 Left-Hand Roxy | 6 Big Trouble |

### 5 Strong, capable, and preferring a subtle approach. Absolutely not a gentle giant, just dislikes the mess. Intolerant, but quite patient.

#### STRONG NAMES

- |                |                      |
|----------------|----------------------|
| 1 Silent Momma | 4 Rooftop Ice        |
| 2 Iron Mickey  | 5 Thousand-Yard Max  |
| 3 Tall Katie   | 6 Sledgehammer Alice |

### 6 Clever though erratic. The kind of smart that cleans up at bar trivia. Often right, but often needs to be. Tends to miss the forest for the trees.


#### CLEVER NAMES

- |                  |                 |
|------------------|-----------------|
| 1 Nosy Bee       | 4 Sweet Mustard |
| 2 Two-Tone Penny | 5 Sideways Eyes |
| 3 Bald Eugene    | 6 Cadillac Jack |

## How to Play

# The Scaffolding

Your heist unfolds in **4 phases**. Each phase, the crew will act, then the driver will react. When the phase is over, move right on to the next one. Keep the story moving!

 **It's the facilitator's role to keep the pacing on track** with clearly understood shifts between parts, and by indulging levels of detail or complexity appropriate to the expectations of the session.

The game can be done briskly or more drawn out, and it mostly depends on the tone and temperament of the group as much as anyone's role-playing experience.

### Tip

Anyone, but especially the facilitator, can also play as bystanders, diner staff, the setting, and inanimate objects, and — sparingly — bits of exposition, so long as the information provided by these roles prompts action and reaction from the other characters.

Try to keep in mind that this can lead to (non-ideal) situations where one player is essentially talking to themselves via multiple characters.



### Recommended

For extra atmosphere, add the Sterling Streamliner Mood to your story.

## Phase 1

# Scheme



### THE CREW

Meet up at their usual booth to hatch a plan.

You all know the driver is coming this way and will be stopping in for dinner soon.

The crew must decide on their approach to get the truck's cargo from the driver.

The crew should order food as a way to heighten their personalities and also use as props, including weapons (ever held your thumb to an ice cube covered in salt?).

### THEN



### THE DRIVER

Arrives in a way that simultaneously establishes their personality and creates a perfect opening for the players to act.

Give the driver oversized quirks and vices that play to the crew's tactics. For example, if the crew were trying to sway the driver to their views, give the driver a deeply held belief or sentiment that can be manipulated.

**This phase ends** once the driver orders food, signalling that they have tossed out all the clues, tells, and hints they intend to.

## Phase 2

# Make your Move!



### THE CREW

Attempt their heist based on their plan!

### THEN



### THE DRIVER

Keeps things moving by providing complications that further build on the crew's approach.

The driver uses a “yes, but” twist to allow the players to only partially or conditionally succeed. Unusual limitations can be helpful here, especially ones that force **actions**.

**This phase ends** once the driver has reacted in some way to the crew's initial actions with new information or complications.

## Phase 3

# Uh-oh



### THE CREW

Overcome the complication to completely succeed.

This may involve adapting tactics, or relying on the skill of an especially misfit member of the crew. Trade-offs and sacrifices can be fun here.

### THEN



### THE DRIVER

Give the crew unintended or unexpected consequences for their success.

**This phase ends** once the crew have fully obtained their target, despite setbacks.



## Phase 4

# Hit the road, Jack



### THE CREW

Deal with their messy outcome.

You triumphed, but at what cost? Maybe you lost some dignity, maybe you lost some money, you know how it is. No free lunch here.

### THEN



### THE DRIVER

Makes a stylish exit appropriate to their character.


Shake your tiny fists and swear vengeance, if you like, but this can be truly any kind of departure that tracks with those quirks and vices you set up way back when.


**The story ends** once the driver has left or otherwise moved on.

# Like I was sayin'


Below is an example plot based on a stealthy approach, where the players tried to be sneaky and keep the driver ignorant of their heist:


## Phase 1

 **The crew** decide to steal the orange fiberglass T-Rex statue out of the driver's truck without the driver knowing.


 **The driver** arrives and hangs their coat on the back of their chair, keys clearly visible and audible in the coat pocket. The driver is also absorbed by flirting with the server in every cocky, cheesy, and obnoxious way.


## Phase 2

 **The crew** take advantage of the driver's distracted state to successfully snatch the keys. However, as they make to go outside...


 **The driver** attempts to heroically impress the server by intervening, accusing the players of attempting to dine and dash.


## Phase 3

 **The crew adapt** by making an excuse for just one of them to go outside, but then must provide guidance to that persona using only pantomime through the window.

 **The driver** then thinks the players are very rudely and inefficiently trying to gesture the server for attention. The driver moves over to their table to school them in manners.

## Phase 4

 **The crew** must endure unsolicited etiquette lessons and complete helping their friend through the window without getting caught until the orange fiberglass T-Rex statue is freed from the truck, and the player outside returns.

 **The driver** sees the returning player with the truck keys and thanks them, assuming the keys had merely been dropped. The driver comments that the rest of them could stand to learn a thing or two from their friend, then gets up to give their number and an awkward wink to the horrified server, and finally leaves. The end.