



# NO RESTAURANT FOR THE WEARY

A "TOON" ADVENTURE BY KAMIYOSHI

## PREMISE:

The players receive a business opportunity when they buy a restaurant for an extremely cheap price from its original owner (who is oddly eager to be rid of it). The players must then run the restaurant for a day, dealing with odd customers, a strict landlord, and an unwelcome tenant, as they learn why the restaurant was so cheap.

## CHARACTERS:

- Timothy – The original owner of the restaurant, Timothy is a nervous, skittish cat. He has a disheveled appearance, and is more than eager to sell the restaurant to the players. He will be very agreeable to the demands of the players if it means getting the restaurant sold to them. Only after doing so will he finally be overjoyed and relaxed. No matter how hard he is pressed about it, he will not reveal any of the reasons he is selling the restaurant for so cheap.
- Ralph – The bulldog who is the landlord of the building where the restaurant is located. He is friendly, but prefers his peace and quiet in his upstairs apartment, where he will be spending most of his time sleeping (after initially greeting everyone). During the running of the restaurant, any extremely loud sounds may cause him to come downstairs to see what’s going on, and although he is friendly, he is easily enraged. He is also quite strong.
- Jessie – A small mouse who lives in a mouse hole in the kitchen. Jessie is a prankster and will mess with anyone in the kitchen, sabotaging appliances or meals, or running off with food. He is fast and intelligent, and should have Incredible Speed. If he is knocked down, he will return after a short time to cause more trouble. A good fast-talk roll may convince him to stop (for a bit). Jessie never speaks.



- Karen – One of the first customers, Karen is a bunny that is snarky, easily offended, and quick to anger. She is *never* happy. She will be very picky and particular about her food, and will complain frequently about both the restaurant’s food and their staff. If the players can somehow manage to keep her satisfied, she will simply pay for her meal and leave (no tip). If not, it is likely she will get upset and leave without paying. She will have her daughter Presh with her.

Karen



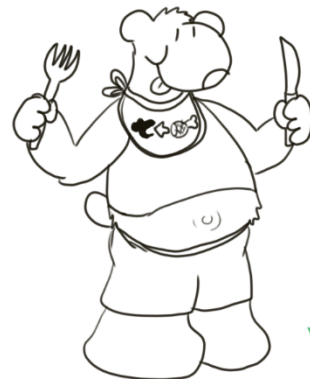
- Presh – Karen’s daughter, an overly cute young bunny with pigtails, a dress, and clutching a small bunny doll. Karen rarely keeps an eye on her, so she will likely be found wandering around the restaurant or talking to people in the kitchen. She is extremely inquisitive and will incessantly ask questions about everything she sees, getting underfoot everywhere. No harm ever comes to Presh (treat it as though she has a perfect 12 in Incredible Luck).

Presh



- Cal – Another customer, Cal is a huge, 10-foot tall (and almost as wide) bear who loves to eat. He always has a happy disposition and will order a huge amount of food off the menu, a ridiculous order that will likely take a lot of effort to make. While eating, he may (especially at an inopportune time or when it’s funny) casually grab food from someone else’s table nearby and eat it. So long as he gets what he ordered, he will pay with a large sack of cash and leave happy. If he does not, he will just sadly leave, but will pay for what he ate first.

Cal



- Amber – Another customer, Amber is a beautiful fox. She is not very intelligent and can be easily confused by any intelligent talk. She has a silky and seductive voice, and will flirt frequently with the players. While doing this, she will also try to sweet talk the players into giving her a free meal (especially an expensive one). If she fails to do so, she will just order something very small, as she has very little money with her. Because of this, a tip from her is unlikely.

Amber



- Don Lontra – Another customer, Don Lontra is an otter, and is also a mafia crime boss. His voice sounds like a stereotypical crime boss (think the Godfather), speaking softly and mumbling. It is difficult to tell if he is pleased or disappointed, because they both sound about the same. Tony accompanies him and will protect the Don from any harm, as well as follow any orders the Don may give him. If the Don is pleased with his meal and service, he is likely to leave a large tip, or the promise of a favor. If he is disappointed with his meal or service, he may make a veiled threat before he leaves.

Don  
Lontra



- Tony – A wolf mobster that accompanies Don Lontra. Doesn't speak much, but he is armed and very protective of the Don, and will follow any order the Don gives him. He will not order anything (only the Don will), but when the time comes to pay, he will be the one paying the bill.

Tony



- Gordy Ramshead – A final “customer”, Gordy (a ram) is a master chef that will show up to sample the restaurant’s food quality. He is a perfectionist and will not stand for anything but the best quality in everything. For example, if his meal is anything less than perfect, he will angrily point out every flaw and what they should have done with it instead. In the rare instance of being delivered a perfect meal, he will be impressed and shower it with praise. (NOTE: Gordy differs from Karen in that while he has incredibly high standards, he is not *actively* looking to complain about things like Karen is; he is simply hard to please, while Karen is impossible.)

Gordy  
Ramshead



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- Brett – A rich coyote tycoon. He will show up at the end of the story to buy the restaurant. He is slick, likes to shower people with fake compliments, and talks almost constantly (sometimes on his phone, making another business deal with someone else), rarely leaving room for others to speak. Although this makes him seem friendly, he is actually all business. Very strong fast-talker, and doesn’t take ‘no’ for an answer.

Brett



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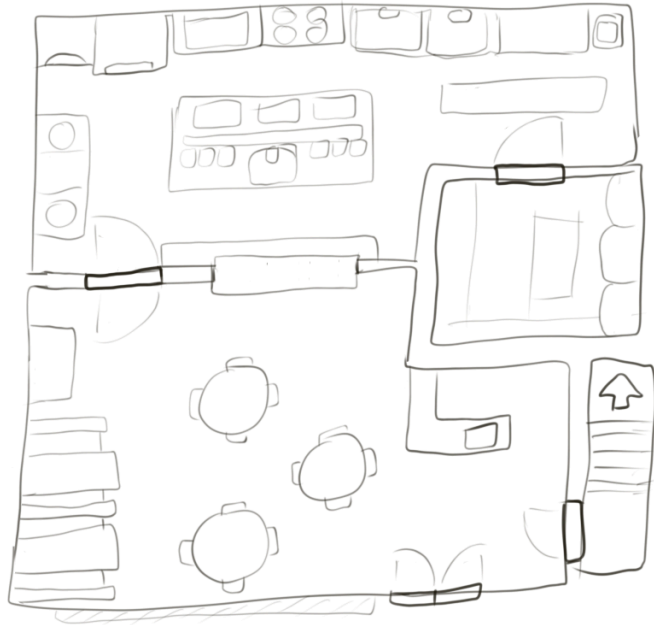
## SCENE 1 – A BUSINESS OPPORTUNITY

In the opening scene, the players are meeting with Timothy for a business opportunity: buying a restaurant, cheap. The meeting takes place in an alleyway, as if he is trying to make the sale in secret. Timothy should look very paranoid, but will be amicable to the players and will talk up the restaurant’s good qualities, which are whatever sounds good to make the deal happen. He will panic if it seems like the players are losing interest, and will lower the price dramatically. If asked why he is so eager to part with it, he will do everything except answer the question. He will be easy to fast-talk into giving a better deal, but he will not under any circumstances reveal the (many) flaws of the restaurant. After making the deal and giving the players the key to the restaurant, he will give a victory yelp and run out of the alley, yelling, “I’M FREEEEE!”

## SCENE 2 – THE RESTAURANT

The players will then make their way to the restaurant, which can either have a dull name, or just be called “Restaurant”. (The players can, of course, change the name if they wish.) Key areas of the restaurant include:

- Dining Area – There is a welcome desk right in front of the doors, three round tables with chairs, and two booths to the side.
- Kitchen — Lots of commercial-grade appliances (sinks, ovens, freezers, stoves, grills, fryers, etc.) They are in basic working order initially, but are old and will likely break down while in use.
- Pass – A window between the kitchen and dining area with room for meals that are going to be served.
- Pantry – A large pantry with shelves of various ingredients, one of the few normal things in the restaurant. All the ingredients are fresh, and are plentiful enough for the players to make anything they want (except for unusual dishes that require rare ingredients).
- Mouse Holes – Hidden in small nooks and crannies in the kitchen are mouse holes leading to a set of tunnels in the walls, where Jessie normally lives. (Should anyone actually have a way to become small enough to search the tunnels and find Jessie’s home, it is in a hollow section in the wall and is laid out like a well-furnished apartment.)
- Stairs – The stairs leading up goes to the second floor, where Ralph the landlord lives. If there are loud sounds, the players will likely hear him stomping down the stairs before bursting into the restaurant to scold them.



After getting acquainted with the restaurant, it will be opening time.

## SCENE 3 – SERVICE WITH A SMILE

At this point, the restaurant will open and customers will begin arriving. They will not arrive all at once, but should come little by little. It's fine if multiple customers are seated, but don't have too many arrive too closely together; give the players a chance to finish orders for the ones that are already there.

There are many tasks involved in running the restaurant

- Taking orders, so that the kitchen knows what to cook
- Cooking and preparing the actual orders
- Serving orders to customers
- Cleaning up after customers (spills and other messes, plates left behind)
- Keeping customer occupied or entertained if they are losing patience
- Fixing broken appliances in the kitchen
- Chasing or driving off Jessie

The customers will arrive with their orders:

- Karen & Presh – Karen's order should have lots of customizations to account for her tastes and/or dietary restrictions (vegan, gluten-free, etc.). Presh will need something suitable for a child.
- Cal – Anything and everything, and lots of it, a ridiculously large order.
- Amber – Something expensive or rich, but only not if she has to pay for it (if she *does* have to pay, something cheap like a plain salad and a glass of water).
- Don Lontra & Tony – Pasta or some other Italian dish, just for the Don (Tony will not be eating).
- Gordy Ramshead – Kitchen's choice, but it had better be good.

If you feel like the customers are being handled too quickly, you can insert extra customers in the list above as needed, but between the demanding customers, the breaking appliances, the chaos caused by Jessie, and the angry landlord, the players will most likely have their hands full. Regardless of how everything goes, the restaurant will eventually reach the end of service, but the state of the restaurant will depend heavily on the players' successes and failures.

At this point the players may also count up their receipts for the day, with any tips they have for good service added in. You can consider the restaurant a success if they didn't have too many people leave without paying. Gordy should also add remarks about the restaurant and its success or failure after he finishes his meal.

## SCENE 4 – SORRY, WE’RE CLOSED

Before the restaurant closes, Brett will arrive, and after finishing his phone calls and empty compliments, he’ll make an offer to buy the restaurant. The offer should be *below* whatever the players bought it for from Timothy (good fast-talking can raise it). If the players agree, they will be given the cash and hand over the key to the restaurant. If they don’t agree, he will make a small offer to the landlord instead, who will agree and throw the players out of the restaurant.

