

## How to Play a Lounge Manager by Fruit Loop

Fruit Loop:

First off, what is a lounge?

It's something similar to a restaurant today that has a bar in it. What you can do with it depends greatly on what type of lounge you have. There are many different types of lounges. There are romantic style restaurants, with dance floors and tables and menus that reflect that. Then there is the generic lounge similar to Quark's with holodecks. And there is just a bar and restaurant. If there are fighter pilots, you can have a flight lounge just for fighter pilots. You can do almost anything that you can think of. I saw a Japanese Tea Room once, and the owner imported different kinds of tea to serve with the corresponding food from their homeworlds. You could have a themed one based on the name of your ship. If your ship is named something like the USS Odin, you could have a Norse theme; the Norse drank a lot of mead. A lot of captains have their lounges named 10 Forward because of TNG and just leave it at that.

If you are on a starbase, you have more opportunities because the promenade has ten decks. You can allow the players to open restaurants for their characters to gather at. A Klingon had a real Klingon cuisine restaurant on DS9 complete with live food. An espresso or coffee bar would be cool, too. Many serve hot chocolate. Sahlad, an Ancient Egyptian drink, was like hot vanilla. Serve that, too! Early South Americans had a chocolate drink, Cacao, that was not sweetened. The idea is to give people a place to socialize and interact. Because the lounge can become a place for social interaction, why not have some fun with it and create a theme?

Now, what is the lounge manager?

The lounge manager is responsible for running all aspects of the lounge. My character, Mack, was not just the bartender. He also helped with the cooking when cooks were sick or didn't show up. If they were busy and the waiters were having trouble keeping up, he took orders from the tables. A great way for a lounge manager to interact with people is that there are always tables to be cleaned. Use that as an excuse to go out into the tables and talk to people while you're doing it. Sometimes a bartender can be a listening ear for people who want to talk.

So what can you do? Talk with the CO and see if you can use the Lounge for meetings. Ask if you can become the CO's confidante, like Guinan was for Picard. Sometimes though, you need to work into that role. You can be a spy as a bartender. If something is going on and someone outside the crew is behind it, you can get one of their associates a little bit more drunk than usual to loosen their lips, if you know what I mean. People like to talk to bartenders. If you've gone to a bar yourself, think of how much you've talked to the person behind the bar. You're the morale officer. It's your job to keep up the crew's spirits. If they're feeling depressed as a whole, arrange a party! What kind of party, though? And holidays! There aren't just human holidays. The

Bajoran Gratitude Festival is a big one. If you can't find one for a race, make up one. But mark it on your calendar so you can remember when you did it and can do it next year! Host a birthday party You could have games in the lounge. I like to have pool tables in the lounge. It was awesome. Have competitions.

Why stop with human games? Find out about alien games. Maybe not dabo, but have a domjot tournament. Have a stage in the lounge for musicians and play the musicians. Is it Rock'N'Roll? Is it Country? Techno from Star Trek? Or something else? If there's a competition going on, like a professional Paresis Squares game, set up a holoviewer in the lounge so the crew can watch it. Make it like the Olympics or something. Start a betting pool on it. Who knows, maybe the Olympics are still around? Host a talent show. Find out what people like to do with their characters and maybe put on a show. Better yet, arrange a play or musical! Maybe even have a rehearsal or two. You can go down to planets and learn about different foods and drinks and incorporate that into your character. Find foods! Maybe the race is known for a good dessert or appetizers. Learn how to cook it! Remember, your character isn't just a bartender. Remember that Betazoids love chocolate. Play off of that. Write out making the drinks. Don't just write "prepared her martini and passed it to her". Learn the steps and go through the motions. Add some flair. Make your own personal style. You can learn the difference between fancy serving and just regular serving. There's a tall pour for drinks, and a quick pour. What does a double mean? Have a list of drinks not just from Earth, but from different Star Trek cultures. Find out everyone's favorite drink and have it ready when they come in.

If someone is a loner, help them make friends. Maybe if you notice two people keep looking at each other, play Cupid. Just be sure to make sure it's okay with the two players first. If there's a party and you see someone off by themselves, go over and talk to them. Or, make up a vintage of drink that you struggled to get a hold of. Maybe not Romulan Ale or something like that, but something from the Federation, an elite drink. I made up Magnolia Oaks Strawberry Wine with very detailed stuff. You don't have to be nearly as detailed as I was (I'm OCD) but maybe a different kind of whiskey or something. Or it's a bottle of wine that has survived two hundred years. Experiment with food! A lounge manager is not just a bartender. You also need to be able to cook. Dream up some new foods! Do a jp with someone with a new dish and see how they like it. Are your experiments good or bad at first? How much time do you spend perfecting it? For instance, I watched part of an Emeril episode and he made a salad with a few different types of lettuce. I used Earth Baby Leaf Spinach, but also Oskoid from Betazed. He used dried cranberries and raisins plumped in port wine. I used dried cranberries and icoberries plumped in Springwine. Stuff like that. Don't restrict yourself to one race's food when creating a dish. These are a lot of ideas, but you are not going to have a party every mission. Don't overload people with a bunch of stuff, but try to make the lounge a place people will want to hang out.

Bullroarer4:

Kewl. Is the lounge/bartender usually an GM NPC or usually played by a player?

Fruit Loop:

By a player. It could even be your PC

Bullroarer4:

interesting

Is there a preferred crew/ship size before introducing a lounge manager?

Fruit Loop:

I would say at least four department heads.

Bullroarer4:

So not before player five? Booze and ships are a time honored tradition

Fruit Loop:

Not before player five, correct

Ray Of Meep:

Hey, I'm a first timer too. :) I'll have to do my presentation later to get a feel for this community.

Ray Of Meep:

As for the content, there's a lot of interesting ideas here. Personally I'm just trying to relate all these ideas to my own games since I actually don't do star trek stuff.

Fruit Loop:

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Foods.rtf

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Non\_Alcoholic\_Drinks.rtf

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Mimi:

For my created species i had to come up with a few drinks/foods etc that they would eat and that she (mimi) is always trying to find something in the replicators that tastes something like them.

Willvoy:

Ooooo an Engineering Question...

Fruit Loop:

Lounge\_Manager\_Presentation.rtf

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