

RPG Snacks, part 3: The cold, cold space

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So it is the third part of the series, hence I'm attending the second session of 3:16 roleplaying game, and looking very much forward! Since we're going to be militaristic as hell, and blowing some alien guts to the walls and so on, I think we need something special. Yes, so the first thing would be: Dr. Pepper.

I also need something that reminds ammunition of a slugrifle, so maybe I'd go for some good old reliable liquorice

The third element would be: surprise. So I'm thinking something between potato chips, or peanuts. Last time I tried peanuts, they were not so nice because of the sound they made in Skype, but maybe some radio noise would be in order. But well, this is to be seen.

And last but not least, the battle drug for the evening would be: beer. Maybe some dark lager or something that feels a bit bitter on the tongue. Bitter as the tears of a fallen comrade..

Yeah, let's roll.