

GM Guide

Printing and packing

Print out:

- The horde characters - **double sided**
- The cast characters
- Twelve (or however many players you have) each of the Combat Rules and the Las Sillas and the Saturday Market bluesheet
- Seven (or however many horde members you have) of the Horde Rules
- Six of the Greenetics bluesheet

Cast characters get the Greenetics bluesheet. Horde players get the horde rules. Everyone gets the Las Sillas bluesheet and the Combat Rules. The additional Greenetics bluesheet should be attached to the Graham Ashburton horde character sheet.

Fold each horde character sheet in half crosswise (if the paper is in portrait orientation, fold the top onto the bottom). The side with the number and gender markings should be facing outwards.

Room prep

The room has two areas in it, basically: a GM table on which you can hand out horde characters, and the farmer's market area. In the farmer's market area, set up 5 "booths" for the cast characters. These can be small tables, backwards chairs, whatever.

Next to each of the booths, tape up one of the farmstand signs.

Props for the cast

You'll need to get the following prop items:

- A key
- Three small bottles of hand sanitizer. Using small, unobtrusive labels on the bottom of the bottles, label one each "C", "H", and "M" respectively.
- A spray bottle of water
- A small flashlight
- A few loaves of bread

Distribute them to the cast as follows:

- Jojo Wagner - spray bottle and flashlight
- Charlie San Rafael - hand sanitizer (H)
- Jessie Donnelly - hand sanitizer (C)
- Morgan Lee Washington - hand sanitizer (M)
- Parker Hau - key

Save the loaves of bread, you'll need them during the game.

Handing out horde sheets

During the game, you'll spend most of your time handing out horde character sheets to players. Things to keep in mind:

- Some sheets are labeled with "early", "mid" or "late." Try to put those out during the appropriate section of game.
- It doesn't matter if you don't get through all the sheets.
- Try to keep at least one performer out and performing at a time.
- Try to keep some shoppers in the market at most times, but it's ok if nobody is shopping for awhile - that will give the cast time to interact.
- Don't hand out the Endgame ones until the very end (see the Endgame section for more details about this).

When you cast the Gluten Mafia, give them the loaves of bread.

The earthquake

5 minutes into game (or so), announce "suddenly, the ground begins shaking! Everyone freeze and close your eyes."

Take every cast character's items and redistribute them as follows:

- Hand sanitizer (C) goes to Charlie San Rafael
- Hand sanitizer (M) goes to Jojo Wagner
- Hand sanitizer (H) goes to Parker Hau
- Spray bottle goes to Jessie Donnelly
- Key goes to Jessie Donnelly
- Flashlight goes to Morgan Lee Washington

stuff that can happen to characters

In general, here are the effects of consuming the food products for sale:

- Spinach gives you migraines
- Potatoes make you want to buy lots of stuff
- Kale turns you into a Republican
- In addition, anything from Morgan Lee Washington's stand gets you high (while retaining its other effects as well)
- In addition, anything from Jessie Donnelly's stand gives you celiac disease (while retaining its other effects as well)
- Consuming bread, if you have celiac disease, gives you simultaneous brain fog, ADHD, depression, anxiety, vomiting, and your teeth fall out

Hand sanitizers have the following effects:

- Hand Sanitizer (M) makes you high (M is for marijuana)
- Hand Sanitizer (C) gives you celiac disease (C is for celiac)
- Hand Sanitizer (H) makes a large amount of facial hair suddenly grow (H is for hair growth formula)

Endgame

By the end of the game, the following things may or may not have happened:

- Jojo Wagner gets possession of the spray bottle and flashlight. This, in their hands, will provide evidence of Greenetics' wrongdoing.
- Parker Hau gets possession of the key. This will allow them to call in the US Marshals and/or FDA agents.
- Graham Ashburton may have called in corporate HR and taken actions against employees.

If Parker Hau hasn't called in any agents (either because they haven't found the key or because they have simply chosen not to), Brooks and Harding will arrive to ask what the hell is going on. This may or may not result in a raid, depending on player choices.

If Parker Hau does call in a raid earlier than the game is ready to end, the agents will be "on their way" until you're ready to end the game.

The FDA will be willing to conduct a raid with or without evidence; however, without it, everyone will be released in the morning. If evidence is present, everyone working for Greenetics will go to prison. If Ashburton has had employees fired, this will save the fired employee from doing time.