

Horde Rules

You'll be playing a series of characters throughout this game. The character sheets will be distributed via a table. The horde GM will put out several to pick from at a time.

Most will be labeled with a number and a letter, such as 1F, or 2N. Respectively, those mean "1 female character" and "2 gender-neutral characters." You need not pick a character that matches your own out-of-game gender; these markers are there just to show you the gender of the character you're picking up.

Some characters will be labeled with more complex markings, such as "1-5N" or "1M+1-3N". Respectively, those mean "anywhere from 1 to 5 neutral characters" and "1 male character plus 1 to 3 neutral characters."

Some characters will be labeled "Performer." There's a schedule of performers in the farmer's market; only one performer should be playing at a time. If you don't want to perform music/poetry/etc., that's fine - just don't pick up those characters.

Some characters will be labeled "Shopper." These will come with a space on the character sheet to write down the things you bought and which vendors you bought them from. Even if you're not playing a shopper, you can still buy stuff; just write it down on your sheet.

Once you're done playing your character, make sure to stop by the GM table to check out of the market. The GM will tell you any additional effects that happen to your character based on what's written on your shopping list. Ooh, mysterious and scary!

This next part differs from most horde games, so listen up: **once you've played a character, hold onto the sheet.** You can feel free to come back into game as that person at any time.

That's basically it. If you have any questions, ask a GM.