

How to Run the Game

This game runs best with two GMs: one in game GM to play Mel and one out of game GM to answer out of character questions. Advise your players to address out of character questions to the out of game GM.

Steps to running the game

1. Read character sheets and GM information, including What's Going On?
2. Choose and prepare a GM to play Mel.
3. Prepare (and/or purchase) food and game props according to the Props and Setting sheet.
4. Have each player fill out a Casting Questionnaire.
5. Cast according to the Casting Information sheet.
6. Print all character sheets and Name Badges (on Avery 5376 labels or cards that will fit in badge holders) and a Bluesheet for each character.
7. Arrange the room according to the Props and Setting sheet.
8. Provide each player with a character packet including their name badge, their character sheet and a Bluesheet.
9. Read the Bluesheet aloud to introduce the Dramatis Personae and set the scene.
10. Distribute the (non-soup) food and drinks to players for their characters to bring in.
11. Begin game by allowing players to find seats and arrange the room.
12. At 15-20 minutes before the end of game, Mel should remind the characters that the police will be making rounds shortly and the fire will have to be doused soon.
13. The out of game GM plays the role of a police officer making rounds and officially ends the game if necessary.