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## GM Instructions

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### 1 Materials Needed

- a large foamcore board, at least 15 by 20 inches, to attach the calendar to, or a way to attach the calendar to a wall.
- 21 glass beads or tokens (Chances)
- a stapler, ideally a booklet stapler, for stapling character booklets.
- scissors, or ideally a paper cutter, for cutting out events, cards, and badges
- paperclips for attaching starting cards and badges to character booklets
- 21 removable stickers, 1 by 2 5/8 inches, for contingency boxes on character booklets
- many **TODO: 5/8 by 1 7/8 inch :TODO** removable stickers, for result boxes on events
- masks to represent Time and Death
- ideally, several tables: one for the calendar and event cards, one for decks of combat cards, and one for active combats
- small dots in blue, purple, red, pink, yellow, black, green, and lime.
- optionally, an hourglass

### 2 Printing and Production

- Print out:
  - the name badges: `badges.pdf`
  - the combat cards: `cards.pdf`
  - each character's booklet: `Characters/*-booklet.pdf`
  - the calendar: `calendar.pdf`
  - the event cards: `events.pdf`
  - the gm notes: `gm-notes.pdf`
  - the character booklets include the rules, but you may want a copy of the rules for yourself: `rules.pdf`
- Fold and staple each character booklet.
- Cut out combat cards, event cards, and badges.
- Attach each character's badge and their starting cards to their character booklet with a paperclip. (Combat cards are labeled by character and type on the back.)
- Trim calendar pages as necessary and staple them to the foamcore board.

### 3 Setup

- Set up the calendar against a wall. Put the event cards by date on a table below the calendar, face down.
- Put the dots near the calendar.

- Put decks of experience and shadow cards for each character on a table, as well as the practice shadow and darkness cards and optionally the starting cards for Death and ??? and the Death Strength cards. Order matters for experience and darkness cards; see below for the proper order.

### 3.1 Deck Orderings

The first card should be on top of the deck, so it is drawn first.

#### Experience Card Decks

- 3
- Ma 1
- Special
- 4
- Ma 2
- 5

#### Darkness Card Deck

- Mazan 1
- Psydyne 4
- Mazandyne 3
- Vile Assault 4
- Mazanma 2
- Angelic Grace 1
- Mapsy 1
- Zandyne 4
- Mapsydyne 3
- Savage Bite 4
- Mapsyo 2
- Melt into Shadow 1
- Mazan 1
- Psydyne 4
- Mazandyne 3
- Bone Crush 4
- Mazanma 2
- Angelic Grace 1
- Mapsy 1
- Zandyne 4
- Mapsydyne 3
- Gigantic Fist 4
- Mapsyo 2
- Melt into Shadow 1

## 4 Running

- The main phase of game should run for an hour and a half, followed by the final boss fight against Death. Starting an hourglass 30 minutes in is cool, so the PCs can tell visually how much time is less; otherwise, use a timer and give warnings. Ideally, the PCs will be limited by Chances, not time, but time is important to keep the PCs feeling hectic and not dawdling. If the PCs run out of Chances early, you can start the boss fight early.
- Traditionally, Time sticks around for the first 30 minutes of game, but PCs don't often talk to her much, so that part's optional.
- The GM shouldn't have to do much except clarify rules for the main part of game.
- During the boss fight, you play as Death. You get the Death Starting Cards, plus one Death Strength card per point of strength as calculated on the GM Notes sheet.
- After the boss fight, Death drops his mask, and it can be claimed like an item card. It can then be worn, destroyed, or used to supercharge the Doorway and go back in time somewhere arbitrary. Various expected results of this are on the GM Notes sheet. The useful places back in time to go are the Death summoning ritual, which happened in a particular bio lab in a sub-basement about when the PCs met Philemon, or back to when Masako's brother got killed in a car accident (for the Best Ending).
- The ??? cards are for if people pick a fight with Philemon or Time or someone. This probably isn't very productive.