

## SLASH GM GUIDE

### Welcome

Welcome to Slash. This GM Guide provides the barest minimum needed to run the game. If you have any questions, you can contact [mike@intink.com](mailto:mike@intink.com) or just use your best judgment. You're the GM after all.

One special note: this game includes acts which may be considered offensive, obscene, or illegal. The author and distributors of this game obviously in no way condone committing illegal acts. All characters in this game are used for purposes of parody. This game is a joke, to parody poorly written Slash fan fiction. It does not represent the real views of the author or publisher of this game.

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### Characters/Plots

We strongly suggest reading all the character sheets and assorted documents before running the game. Please keep in mind that the game is set in the world of poorly written fan fiction and the character sheets reflect that. A strong drink and a strong stomach will help a great deal when reading the character sheets.

The essential background is that a Hellmouth has opened up in Mt. Laurel, New Jersey and the characters have come here to close it. However, the Hellmouth is guarded by a demon that makes people act like they are in a poorly written fan fiction. Think of it like the "Once More With Feeling" episode of *Buffy the Vampire Slayer* only creepier.

The majority of the plot in the game is closing the Hellmouth. The details on how to do this are described in the Research Materials document and the Rules document. However, an overview is that the players must do the following:

- Build the dimensional scrambler. That involves solving a Sudoku puzzle (the hieroglyphs). Note that before the players can do this, they must first repair the tricorders using the other Sudoku puzzle with the futuristic glyphs.
- Cast the Ritual of the Seven Heavenly Virtues
- Go into the Hellmouth and fight the final boss.

Some characters also have personal plots. The characters, with a quick plot summary are:

- **Angel:** Vampire. Wants to protect Buffy. Loves Buffy. May turn evil then the others need to restore his soul.
- **Buffy Summers:** Slayer. Loves Angel. Suspicious of Snape and Spock.
- **Rupert Giles:** Is suspicious of the folks from Hogwarts. Hermione's mother was his dentist back in England.
- **Willow Rosenberg:** No special plots.

- **Xander Harris:** No special plots.
- **Draco Malfoy:** Under affects of a love spell cast by Hermione. Has Potter's wand and Ron's chocolate.
- **Harry Potter:** Under affects of a love spell cast by Hermione. Missing wand stolen by Draco.
- **Hermione Granger:** Cast a spell of friendship which was mutated by the demon from the Hellmouth and now Potter, Snape, Ron, and Draco all love their enemies.
- **Ron Weasley:** Owing to a magical accident has an 18" wiener. Under affects of a love spell cast by Hermione. Missing chocolate stolen by Draco.
- **Severus Snape:** On secret mission for Voldemort. Under affects of a love spell cast by Hermione.
- **James T. Kirk:** No special plots for him.
- **Lieutenant Uhura:** Needs to fix communication parts. Powerful mage, but doesn't know it.
- **Dr. Leonard McCoy:** Needs to help Spock. Will be healing people.
- **Mister Spock:** Undergoing a special Ponn Farr where he wants to have sex with Kirk and McCoy.
- **Montgomery Scott:** Needs to fix the stuff. Looking for alcohol.
- **Mary Sue Johnson:** No special plots.

## Casting

The game has two tools to help you cast. First, there is the document "Slash Registration Form." Send it to all your players and have them fill it out. Then you can use the "character stats summary" excel document to match player to character.

If you do not get enough players to fill, you can probably drop any character without harming the game too much. Try to keep the number of characters from each group equal, so if you are down two players, choose two different groups from which to drop characters.

## Setup

### Printing

Print the following items to create a GM Booklet:

- This Document
- Slash Rules
- Spells of the Potterverse
- Puzzle Answers for GMs
- Research Materials
- All the character sheets.

- Character stats summary.

Each Character Packet Contains:

- A Character Sheet
- The Slash Rules Document
- Characters from the Pottermore get the Spells of the Pottermore Document
- Angel gets contingency envelopes for each character in the game. You can just print the document, cut, and fold the papers and tell him to open them when he has sex with the character in question.

### **Preparing puzzles**

1. Print the document “Hellmouth Sign” and tape it to a wall.
2. Print the document “Tricorder Puzzle.” Cut it along its outer edges then into 10-11 pieces. Hide those pieces around game space. It is best if this document and the “Closing the Hellmouth” document were printed on different color paper.
3. Print the document “Research Materials.” Cut it into 45-49 pieces. Yes, really. 45-49 pieces. There are nine pages. You can cut them into an average of 5 pieces each easily. Tape all of those pieces, face down, onto a convenient wall. That is the library.
4. Print the final page of the document “Puzzle Answers for GMs.” Cut out the four vials and be prepared to give them to the players to act as samples.
5. Print out the “Monster Badges” document. There are, essentially, five characters who can fight monsters, so space the monsters out to challenge the players properly. Keep the red badges to the side and use them sparingly. You should use the one with the larger number only during the final ritual. If you have two GMs, you can have two monsters at once, if they have low numbers.

### **You will need:**

- Scotch tape and a scissors.
- 5 grams of yarn (preferably green) to simulate knotgrass. You can guesstimate on how much you need. Just say it is 5 grams in game.
- Index cards for item cards, especially the other potion ingredients.
- Some chalk or painter’s tape.
- A Ring of Amarra\*
- An Orb of Thesulah\*
- Ideally, 5 wands for the Pottermore characters.\*
- Ideally, tricorders communicators, and phasers for the Star Trek characters\*
- A large chocolate (Starts with Draco)\*
- 18 or so doughnuts.\*
- At least two prizes.

\*These can be simulated with item cards if they have to be.

## **Runtime Notes**

These are a series of assorted notes about potential runtime events. They are in no particular order.

### **What does Draco's chocolate do?**

Whatever most amuses the GM at the time.

### **Who gets the chocolate and Harry's wand if Draco isn't in the game?**

Give one each to two different non-HP characters from different groups (Mary Sue is her own group). Tell them they found it on the ground.

### **Can Angel turn other characters into Vampires?**

No. Otherwise the game will be 16 vampires in less than 5 LARP minutes.

### **What is the correct solution to the seven virtues spell?**

As long as they players can make a cogent case for their choices, it's fine. This isn't a puzzle; it's an opportunity to roleplay and argue.

### **How should I handle PvP combat?**

Discourage it.

Well, unless you have uncast characters you can use as replacements, make it non-deadly. Otherwise, we have a pretty robust healing system, so anything goes. You can use the character stat xl document as a guideline.

### **Players aren't able to solve the puzzles. What should I do?**

The players have all sorts of clue special abilities available. Push them. It's ok for the players to use them; it's what they are for.

### **I have more questions.**

During runtime you can make things up and it probably won't hurt the game. Before the game, you can e-mail me at [mike@intink.com](mailto:mike@intink.com) and I'll make wise decisions for you. Good luck!