

FACILITATOR'S GUIDE

WELCOME

- ♪ Welcome the players and say what the game is about.
- ♪ Discuss content and veto.
- ♪ Read the intro: The Big Day.

CREATE CHARACTERS

- ♪ Pass out character sheets. Players choose characters.
 - Fill in NAME, AGE, TIME EMPLOYED, DRESS, TUNES.
 - Circle one goal on GOAL list.
- ♪ Players introduces characters.

CREATE RELATIONSHIPS

- ♪ Create relationships with person to your left and right.
- ♪ If needed, ask questions to strengthen connections.
- ♪ Facilitator, tell players that both relationships start off Uncool.
 - Relationships can be healed during the game.

CREATE THE BOSS AND THE BIGSHOT

- ♪ Collaboratively build the Boss and the Bigshot from the list of questions. Write details on the The Boss, the Bigshot sheet.

DRAW FIRST STORE TROUBLE

- ♪ Shuffle deck and draw a trouble card. This represents a trouble that escalated yesterday, and badly!
- ♪ Players mark the matching trouble at "3" on their character sheets. Narratively expand on what that trouble looks like.
- ♪ Mark all other troubles at "1".

OFFER 5-MINUTE BREAK

ACT 1 (OPENING)

- ♪ Run the opening montage.
- ♪ Assign first task and choose a spotlight player, who decides on their game plan:
 - **Double down** (to get an extra die on their roll)
 - **Take a moment** (to heal a relationship, making it Cool)
 - **Shoot for their goal** (to accomplish or mark Progress boxes)
- ♪ Roleplay up to a good dice-rolling moment.

RESOLVE THE SCENE

- ♪ **The player rolls** 1 white die + 1 white die if they doubled down.
- ♪ **The Man rolls** 1 black die for every trouble at 3+.
- ♪ **Shooting for goal:** Player rolls 1 white die + 1 for each checked Progress box on their goal. If they roll multiple dice, they'll put forward their two highest dice—one for their task, one for their goal.

♪ **Succeed** if any white die is higher than the highest black die.

♪ **Fail** if any black die is higher than highest white die.

You can ask for help from a friend if you have a Cool relationship with them. They'll re-roll one of your dice.

On a tie, the task becomes a riding task. You'll deal with it later.

- ♪ Narrate or roleplay the outcome of the roll. On a loss, draw a trouble card and escalate that trouble by one.
- ♪ Act 1 ends after each player has played a spotlight scene. Draw a trouble card, escalate that trouble by one, and collaboratively narrate it—even if every player succeeded at their task during the spotlight scenes.

ACT 2 (THE BIG EVENT)

- ♪ Follow the same structure as act 1.
- ♪ Play out spotlight scenes, preventing or escalating troubles, and draw a trouble card at the end of the act.

ACT 3 (CLOSING)

- ♪ Follow the same structure as in acts 1 and 2.
- ♪ Remind players who haven't already tried that they can shoot for their goal.
- ♪ Play out scenes, preventing or escalating troubles.
- ♪ Do not draw a trouble card at the end of act 3.
- ♪ At the end of act 3, move to the epilogue.

EPILOGUE

- ♪ Each player describes two brief scenes including their character.
- ♪ If any riding tasks remain, the facilitator draws a trouble card for each and describes how they impact the store.
- ♪ The facilitator describes the closing moment.

TUNES LIST

NEO SOUL

Influenced by traditional smooth R&B, with a less conventional sound. Incorporates elements from jazz, funk, hip-hop, and traditional African music. Confident, soulful.

G-FUNK

Origins in west coast gangster rap and hip hop. Uses less sampling than other types of hip-hop, more background vocals. Smooth rapping, flowing lyrics, hypnotic beats.

GRUNGE

Musical movement and fashion statement. Combines punk and metal with distorted electric guitars. Themes of teen angst, apathy and nihilism, and social isolation.

BRITPOP

Inspired by the British greats, like the Beatles and the Kinks. Emphasis on British life and politics. Thoughtful lyrics with upbeat melodies.

POST-INDUSTRIAL

Experimental, electronic, genre-hopping. Makes use of noise and sometimes unconventional instruments, like power tools and bones.

NU METAL

Old metal meets new hip-hop. Dark themes, lots of parental shock value.

TRIP-HOP

Evolved from British hip-hop and house. Downtempo electronica. Heavy use of sampling, connected to the senses.

SINCERE WOMEN WITH GUITARS (AND PIANOS)

Folk rock and singer-songwriter music, composed by women who play their own instruments, often incorporating feminist themes and soul-searching questions.

J-POP

Japanese pop with influences from American rock. Not exemplified by a single musical style, though often associated with bubblegum pop.

BLUESY JAM BANDS

Blending psychedelic vibes with classic folk and blues. Think guys with beards and tie-dyed shirts.

THE CLASSICS

Timeless tunes, be it 1960 or 1660.

BOY BANDS

All-male pop bands with a carefully crafted image. Music and style marketed predominantly at young teenage girls.