



FOR THE GM

Thanks for introducing new players to my game! You're now part of the Wilkie's Hype Team. There's no dental and you're paid in sugar.

A Slugblaster GM has five jobs:

- **Setup.** Print sheets, explain premise, set expectations and boundaries, etc.
- **Pacing.** Cut to the fun stuff, use montages, use problems to thrill and propel.
- **Tone.** Go gonzo, stay grounded. It's *Into the Spider-Verse*, not *Looney Tunes*. Also PCs shouldn't die or murder people.
- **Decisions.** Say no if you need to maintain tone, fairness, or excitement. Otherwise just say yes and/or ask for a roll!
- **Danger.** And most of all, set up obstacles and dish-out fun problems. They need you to do this for them. Go hard.

PROBLEMS

When a player rolls a problem, you can:

- Bring in a new obstacle (like a monster!).
- Have a looming threat, like, loom closer?
- Complicate or add steps to the situation.
- Slam them so hard they're out of the action for a moment.

For worse problems:

- Break their gear.
- Slam them so hard they're out of the action for an entire scene.
- Slam the entire crew.
- Deal out a couple standard problems.

Remember they can *Nope!* problems, so don't be scared to make them big! They can handle it.

CHASES

To reach their goal, each PC needs to clear a few checkpoints, taking actions to move through each checkpoint *quickly*.

On a 6, they speed through. On a 4–5 they speed through but there's a problem. On a 1–3 they barely get through, triggering a problem and slowing the crew down.

If the crew slows down too many times, they lose the chase and are now in a much worse situation.

CLIMAX

During the climactic final scene of the run, ask every player to make a **disaster roll**.

They each roll 1d6 per empty trouble box and take the highest result.

If it's a 6, they avoid disaster and mark 1 style. If it's a 4/5, it's a close call and they mark 1 trouble. If it's a 1–3, disaster strikes—peelback, a bad injury, or something else takes them out of the action.

EPILOGUE

After the run, players can spend their style on cool moments and describe them.

1 Style

- A viral video, spot on the leaderboards, or some other moment of thrillingly brief fame.
- A discovery, revelation, or lead.
- A specific memory you'll cherish forever.

2 Style

- A record, trophy, magazine profile, trick named after you, or other lasting legacy.
- Personal growth or radical new confidence.
- A new contact, friend, or love interest.

3 Style

- A sponsorship, scholarship, or other huge opportunity.