



WELCOME TO LULLABY OF BROADWAY

Hello and welcome to *Lullaby of Broadway Episode Three: Into the Woods*. Here you will have the opportunity to portray characters from some of Broadway's most beloved musicals.

This rulebook will explain the game mechanics, but there are some important things to keep in mind, above and beyond the game rules.

- ♪ If you have any questions, comments, concerns, or difficulties, please talk to a GM. It is why we are here. If you can't find someone to talk to... If you are bored... If you don't know what to do... These are all good reasons to talk to the GMs.
- ♪ Please keep all roleplaying in the game space. If you need to leave game space for a long period of time, let the GMs know. Please, no private meetings in hotel rooms.
- ♪ Be excellent to each other. Treat the other players and the staff with respect. Don't run around the hotel screaming. Be good sports.

HOW TO USE THESE RULES

Look, I'm going to be honest here. I like writing rules. I like making game mechanics. It's a fun challenge for me to come up with something that simulates what I'm trying to do, while keeping the feel of the game, and is actually fun.

But I don't want the rules to get in the way of people's fun. Therefore if there are any game mechanics you are involved in that you don't like, you can ignore them. Well, you can ignore them as long as *all* the people involved agree to ignore them.

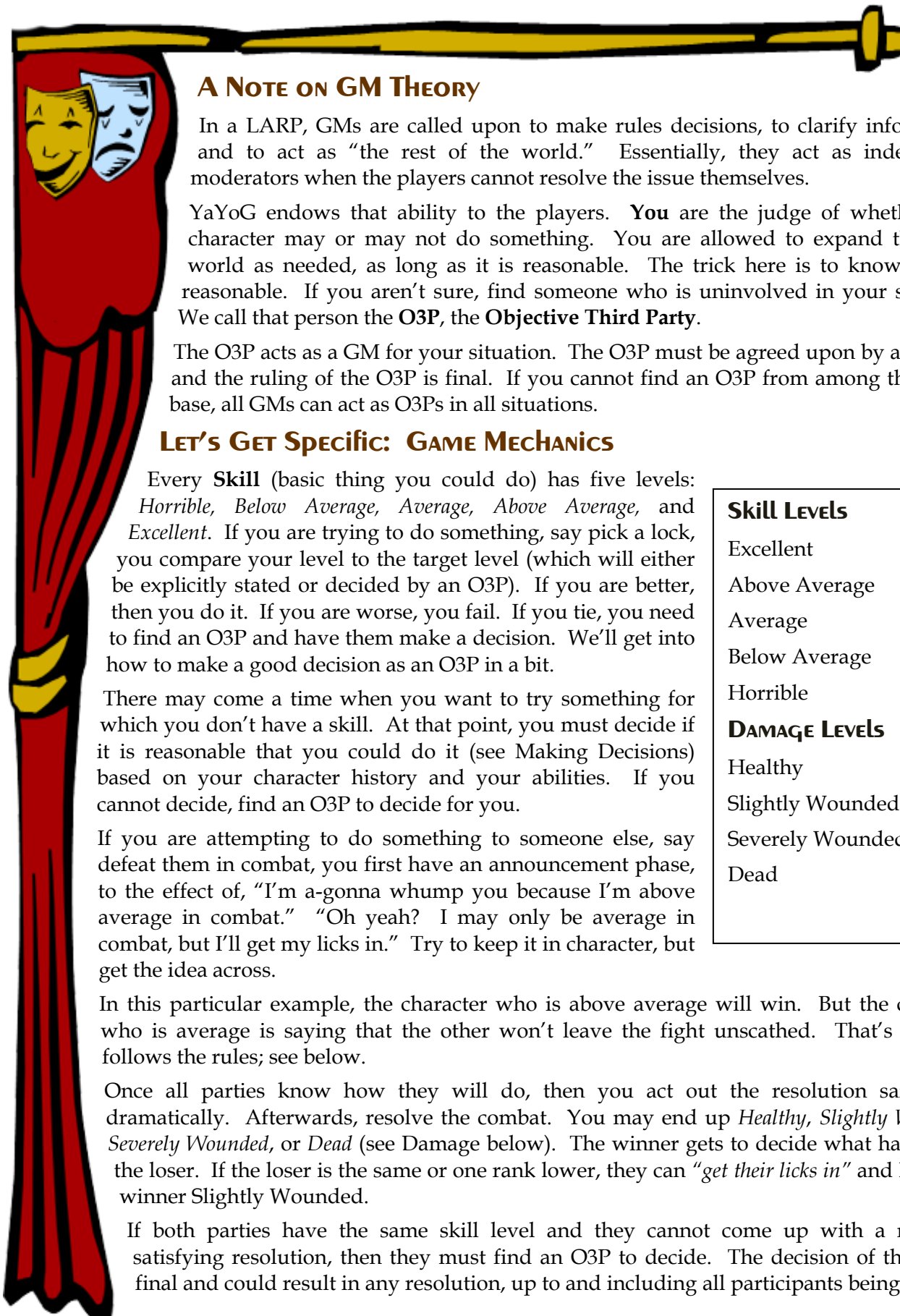
Yes, the rules are here for a reason. The reason is to give an objective measure for determining contested player results. However, you don't *have* to use my objective measure as long as everyone involved is willing to use the same objective measure.

And you can pick and choose. You could use the combat system for one scene, and then ignore it for the next scene. That's fine. Just make sure everyone involved is in agreement.

That being said, I really like the rules and mechanics for *Lullaby of Broadway* and hope that you will use them. They're keen.

YOU ARE YOUR OWN GM

Lullaby of Broadway uses the You are Your own GM (YaYoG) system. It is designed to be fast, keep the action in character, and - most importantly - be self adjudicating. Remember, there are over 70 of you (including cast) and only one of me. If you can adjudicate your own mechanics, go for it. You have the power, and my permission! You are still beholden to the rules of the game, to the rules of drama, and to being fair. It becomes your job to make the game more enjoyable for everyone; luckily, you are empowered to do just that.



A NOTE ON GM THEORY

In a LARP, GMs are called upon to make rules decisions, to clarify information, and to act as “the rest of the world.” Essentially, they act as independent moderators when the players cannot resolve the issue themselves.

YaYoG endows that ability to the players. **You** are the judge of whether your character may or may not do something. You are allowed to expand the game world as needed, as long as it is reasonable. The trick here is to know what is reasonable. If you aren’t sure, find someone who is uninvolved in your situation. We call that person the **O3P**, the **Objective Third Party**.

The O3P acts as a GM for your situation. The O3P must be agreed upon by all parties and the ruling of the O3P is final. If you cannot find an O3P from among the player base, all GMs can act as O3Ps in all situations.

LET’S GET SPECIFIC: GAME MECHANICS

Every **Skill** (basic thing you could do) has five levels: *Horrible, Below Average, Average, Above Average, and Excellent*. If you are trying to do something, say pick a lock, you compare your level to the target level (which will either be explicitly stated or decided by an O3P). If you are better, then you do it. If you are worse, you fail. If you tie, you need to find an O3P and have them make a decision. We’ll get into how to make a good decision as an O3P in a bit.

There may come a time when you want to try something for which you don’t have a skill. At that point, you must decide if it is reasonable that you could do it (see Making Decisions) based on your character history and your abilities. If you cannot decide, find an O3P to decide for you.

If you are attempting to do something to someone else, say defeat them in combat, you first have an announcement phase, to the effect of, “I’m a-gonna whump you because I’m above average in combat.” “Oh yeah? I may only be average in combat, but I’ll get my licks in.” Try to keep it in character, but get the idea across.

In this particular example, the character who is above average will win. But the character who is average is saying that the other won’t leave the fight unscathed. That’s fine and follows the rules; see below.

Once all parties know how they will do, then you act out the resolution safely and dramatically. Afterwards, resolve the combat. You may end up *Healthy, Slightly Wounded, Severely Wounded, or Dead* (see Damage below). The winner gets to decide what happens to the loser. If the loser is the same or one rank lower, they can “*get their licks in*” and leave the winner Slightly Wounded.

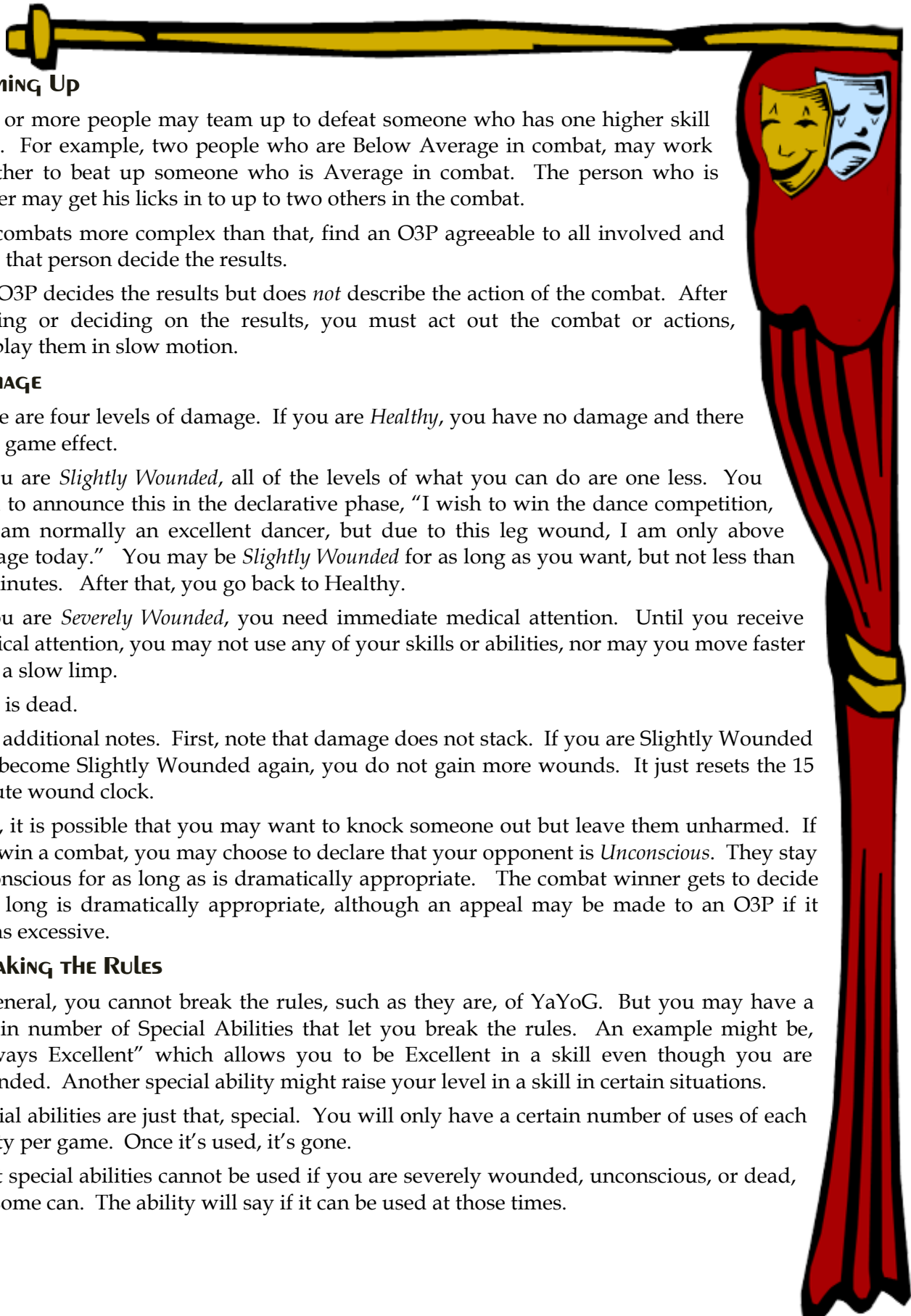
If both parties have the same skill level and they cannot come up with a mutually satisfying resolution, then they must find an O3P to decide. The decision of the O3P is final and could result in any resolution, up to and including all participants being killed.

Skill Levels

Excellent
Above Average
Average
Below Average
Horrible

DAMAGE LEVELS

Healthy
Slightly Wounded
Severely Wounded
Dead



TEAMING UP

Two or more people may team up to defeat someone who has one higher skill level. For example, two people who are Below Average in combat, may work together to beat up someone who is Average in combat. The person who is higher may get his licks in to up to two others in the combat.

For combats more complex than that, find an O3P agreeable to all involved and have that person decide the results.

The O3P decides the results but does *not* describe the action of the combat. After hearing or deciding on the results, you must act out the combat or actions, roleplay them in slow motion.

DAMAGE

There are four levels of damage. If you are *Healthy*, you have no damage and there is no game effect.

If you are *Slightly Wounded*, all of the levels of what you can do are one less. You need to announce this in the declarative phase, "I wish to win the dance competition, and am normally an excellent dancer, but due to this leg wound, I am only above average today." You may be *Slightly Wounded* for as long as you want, but not less than 15 minutes. After that, you go back to Healthy.

If you are *Severely Wounded*, you need immediate medical attention. Until you receive medical attention, you may not use any of your skills or abilities, nor may you move faster than a slow limp.

Dead is dead.

Two additional notes. First, note that damage does not stack. If you are *Slightly Wounded* and become *Slightly Wounded* again, you do not gain more wounds. It just resets the 15 minute wound clock.

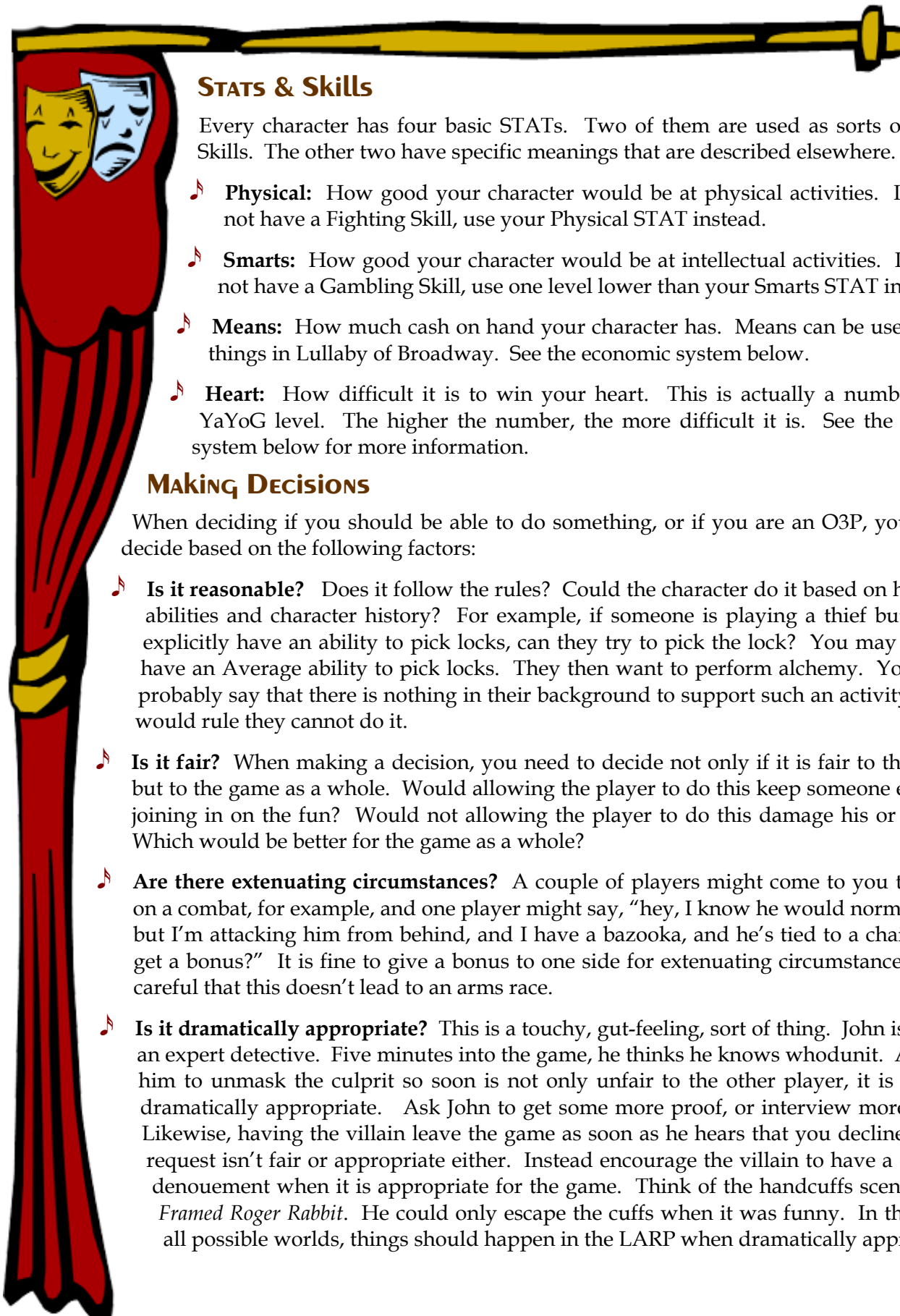
Also, it is possible that you may want to knock someone out but leave them unharmed. If you win a combat, you may choose to declare that your opponent is *Unconscious*. They stay unconscious for as long as is dramatically appropriate. The combat winner gets to decide how long is dramatically appropriate, although an appeal may be made to an O3P if it seems excessive.

BREAKING THE RULES

In general, you cannot break the rules, such as they are, of YaYoG. But you may have a certain number of Special Abilities that let you break the rules. An example might be, "Always Excellent" which allows you to be Excellent in a skill even though you are wounded. Another special ability might raise your level in a skill in certain situations.

Special abilities are just that, special. You will only have a certain number of uses of each ability per game. Once it's used, it's gone.

Most special abilities cannot be used if you are severely wounded, unconscious, or dead, but some can. The ability will say if it can be used at those times.



STATS & Skills

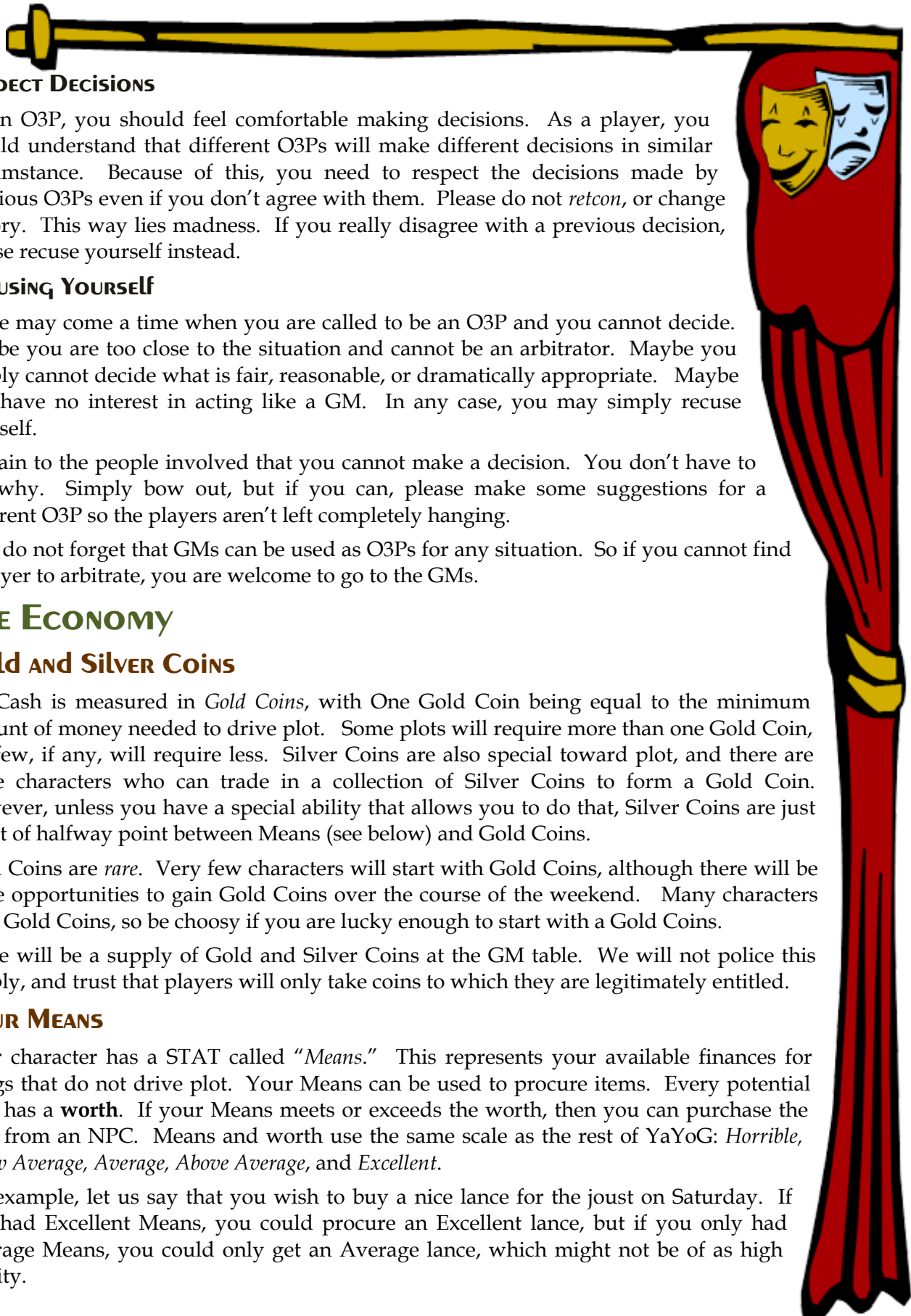
Every character has four basic STATS. Two of them are used as sorts of default Skills. The other two have specific meanings that are described elsewhere.

- ♪ **Physical:** How good your character would be at physical activities. If you do not have a Fighting Skill, use your Physical STAT instead.
- ♪ **Smarts:** How good your character would be at intellectual activities. If you do not have a Gambling Skill, use one level lower than your Smarts STAT instead.
- ♪ **Means:** How much cash on hand your character has. Means can be used to buy things in Lullaby of Broadway. See the economic system below.
- ♪ **Heart:** How difficult it is to win your heart. This is actually a number, not a YaYoG level. The higher the number, the more difficult it is. See the romance system below for more information.

MAKING DECISIONS

When deciding if you should be able to do something, or if you are an O3P, you should decide based on the following factors:

- ♪ **Is it reasonable?** Does it follow the rules? Could the character do it based on his or her abilities and character history? For example, if someone is playing a thief but doesn't explicitly have an ability to pick locks, can they try to pick the lock? You may say they have an Average ability to pick locks. They then want to perform alchemy. You would probably say that there is nothing in their background to support such an activity, so you would rule they cannot do it.
- ♪ **Is it fair?** When making a decision, you need to decide not only if it is fair to the player, but to the game as a whole. Would allowing the player to do this keep someone else from joining in on the fun? Would not allowing the player to do this damage his or her fun? Which would be better for the game as a whole?
- ♪ **Are there extenuating circumstances?** A couple of players might come to you to decide on a combat, for example, and one player might say, "hey, I know he would normally win, but I'm attacking him from behind, and I have a bazooka, and he's tied to a chair. Can I get a bonus?" It is fine to give a bonus to one side for extenuating circumstances, but be careful that this doesn't lead to an arms race.
- ♪ **Is it dramatically appropriate?** This is a touchy, gut-feeling, sort of thing. John is playing an expert detective. Five minutes into the game, he thinks he knows whodunit. Allowing him to unmask the culprit so soon is not only unfair to the other player, it is not very dramatically appropriate. Ask John to get some more proof, or interview more people. Likewise, having the villain leave the game as soon as he hears that you declined John's request isn't fair or appropriate either. Instead encourage the villain to have a dramatic denouement when it is appropriate for the game. Think of the handcuffs scene in *Who Framed Roger Rabbit*. He could only escape the cuffs when it was funny. In the best of all possible worlds, things should happen in the LARP when dramatically appropriate.



RESPECT DECISIONS

As an O3P, you should feel comfortable making decisions. As a player, you should understand that different O3Ps will make different decisions in similar circumstance. Because of this, you need to respect the decisions made by previous O3Ps even if you don't agree with them. Please do not *retcon*, or change history. This way lies madness. If you really disagree with a previous decision, please recuse yourself instead.

RECUSING YOURSELF

There may come a time when you are called to be an O3P and you cannot decide. Maybe you are too close to the situation and cannot be an arbitrator. Maybe you simply cannot decide what is fair, reasonable, or dramatically appropriate. Maybe you have no interest in acting like a GM. In any case, you may simply recuse yourself.

Explain to the people involved that you cannot make a decision. You don't have to say why. Simply bow out, but if you can, please make some suggestions for a different O3P so the players aren't left completely hanging.

And do not forget that GMs can be used as O3Ps for any situation. So if you cannot find a player to arbitrate, you are welcome to go to the GMs.

THE ECONOMY

GOLD AND SILVER COINS

Big Cash is measured in *Gold Coins*, with One Gold Coin being equal to the minimum amount of money needed to drive plot. Some plots will require more than one Gold Coin, but few, if any, will require less. Silver Coins are also special toward plot, and there are some characters who can trade in a collection of Silver Coins to form a Gold Coin. However, unless you have a special ability that allows you to do that, Silver Coins are just a sort of halfway point between Means (see below) and Gold Coins.

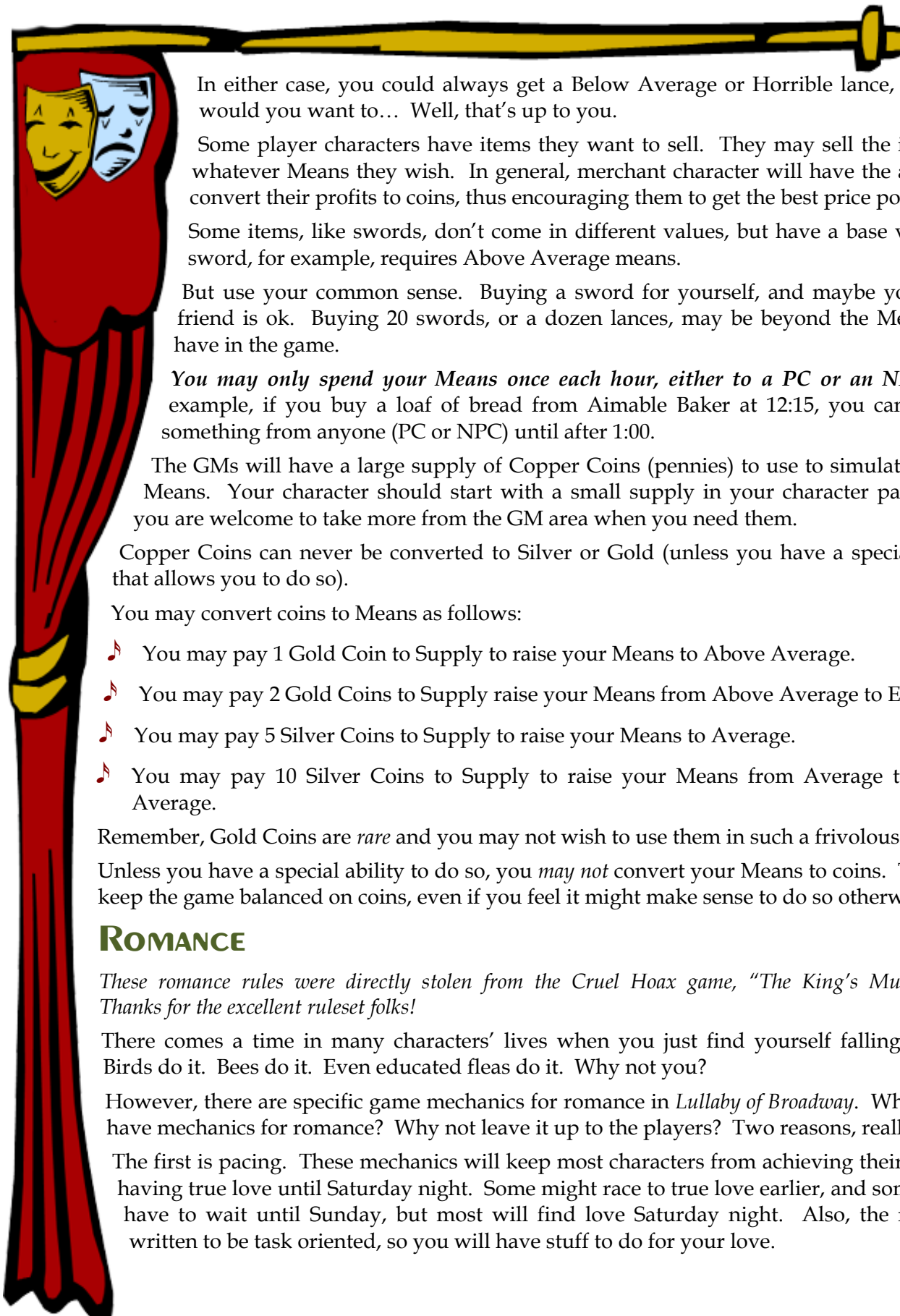
Gold Coins are *rare*. Very few characters will start with Gold Coins, although there will be some opportunities to gain Gold Coins over the course of the weekend. Many characters *want* Gold Coins, so be choosy if you are lucky enough to start with a Gold Coins.

There will be a supply of Gold and Silver Coins at the GM table. We will not police this supply, and trust that players will only take coins to which they are legitimately entitled.

YOUR MEANS

Your character has a STAT called "*Means*." This represents your available finances for things that do not drive plot. Your Means can be used to procure items. Every potential item has a **worth**. If your Means meets or exceeds the worth, then you can purchase the item from an NPC. Means and worth use the same scale as the rest of YaYoG: *Horrible*, *Below Average*, *Average*, *Above Average*, and *Excellent*.

For example, let us say that you wish to buy a nice lance for the joust on Saturday. If you had Excellent Means, you could procure an Excellent lance, but if you only had Average Means, you could only get an Average lance, which might not be of as high quality.



In either case, you could always get a Below Average or Horrible lance, but why would you want to... Well, that's up to you.

Some player characters have items they want to sell. They may sell the items for whatever Means they wish. In general, merchant character will have the ability to convert their profits to coins, thus encouraging them to get the best price possible.

Some items, like swords, don't come in different values, but have a base value. A sword, for example, requires Above Average means.

But use your common sense. Buying a sword for yourself, and maybe your close friend is ok. Buying 20 swords, or a dozen lances, may be beyond the Means you have in the game.

You may only spend your Means once each hour, either to a PC or an NPC. For example, if you buy a loaf of bread from Aimable Baker at 12:15, you cannot buy something from anyone (PC or NPC) until after 1:00.

The GMs will have a large supply of Copper Coins (pennies) to use to simulate paying Means. Your character should start with a small supply in your character packet and you are welcome to take more from the GM area when you need them.

Copper Coins can never be converted to Silver or Gold (unless you have a special ability that allows you to do so).

You may convert coins to Means as follows:

- ♪ You may pay 1 Gold Coin to Supply to raise your Means to Above Average.
- ♪ You may pay 2 Gold Coins to Supply raise your Means from Above Average to Excellent.
- ♪ You may pay 5 Silver Coins to Supply to raise your Means to Average.
- ♪ You may pay 10 Silver Coins to Supply to raise your Means from Average to Above Average.

Remember, Gold Coins are *rare* and you may not wish to use them in such a frivolous manner.

Unless you have a special ability to do so, you *may not* convert your Means to coins. This is to keep the game balanced on coins, even if you feel it might make sense to do so otherwise.

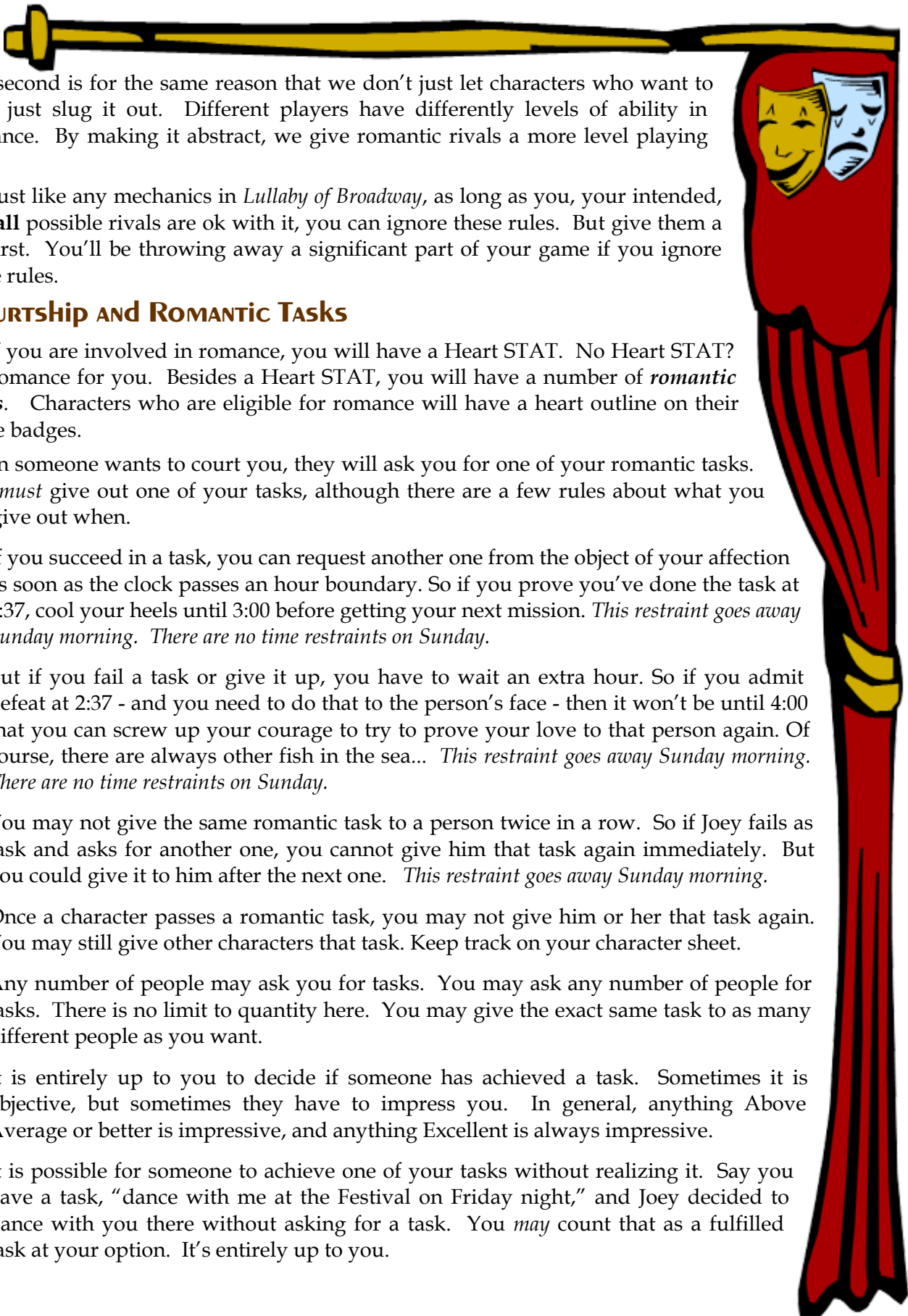
ROMANCE

These romance rules were directly stolen from the Cruel Hoax game, "The King's Musketeers." Thanks for the excellent ruleset folks!

There comes a time in many characters' lives when you just find yourself falling in love. Birds do it. Bees do it. Even educated fleas do it. Why not you?

However, there are specific game mechanics for romance in *Lullaby of Broadway*. Why? Why have mechanics for romance? Why not leave it up to the players? Two reasons, really.

The first is pacing. These mechanics will keep most characters from achieving their goals of having true love until Saturday night. Some might race to true love earlier, and some might have to wait until Sunday, but most will find love Saturday night. Also, the rules are written to be task oriented, so you will have stuff to do for your love.



The second is for the same reason that we don't just let characters who want to fight just slug it out. Different players have differently levels of ability in romance. By making it abstract, we give romantic rivals a more level playing field.

But just like any mechanics in *Lullaby of Broadway*, as long as you, your intended, and **all** possible rivals are ok with it, you can ignore these rules. But give them a try first. You'll be throwing away a significant part of your game if you ignore these rules.

COURTSHIP AND ROMANTIC TASKS

So, if you are involved in romance, you will have a Heart STAT. No Heart STAT? No romance for you. Besides a Heart STAT, you will have a number of *romantic tasks*. Characters who are eligible for romance will have a heart outline on their name badges.

When someone wants to court you, they will ask you for one of your romantic tasks. You *must* give out one of your tasks, although there are a few rules about what you can give out when.

- ♪ If you succeed in a task, you can request another one from the object of your affection as soon as the clock passes an hour boundary. So if you prove you've done the task at 2:37, cool your heels until 3:00 before getting your next mission. *This restraint goes away Sunday morning. There are no time restraints on Sunday.*
- ♪ But if you fail a task or give it up, you have to wait an extra hour. So if you admit defeat at 2:37 - and you need to do that to the person's face - then it won't be until 4:00 that you can screw up your courage to try to prove your love to that person again. Of course, there are always other fish in the sea... *This restraint goes away Sunday morning. There are no time restraints on Sunday.*
- ♪ You may not give the same romantic task to a person twice in a row. So if Joey fails as task and asks for another one, you cannot give him that task again immediately. But you could give it to him after the next one. *This restraint goes away Sunday morning.*
- ♪ Once a character passes a romantic task, you may not give him or her that task again. You may still give other characters that task. Keep track on your character sheet.
- ♪ Any number of people may ask you for tasks. You may ask any number of people for tasks. There is no limit to quantity here. You may give the exact same task to as many different people as you want.
- ♪ It is entirely up to you to decide if someone has achieved a task. Sometimes it is objective, but sometimes they have to impress you. In general, anything Above Average or better is impressive, and anything Excellent is always impressive.
- ♪ It is possible for someone to achieve one of your tasks without realizing it. Say you have a task, "dance with me at the Festival on Friday night," and Joey decided to dance with you there without asking for a task. You *may* count that as a fulfilled task at your option. It's entirely up to you.



YOUR HEART

Once someone has successfully fulfilled as many romantic tasks as your Heart STAT, you have fallen in love with that character. You will find a Heart ability card in your character packet. Give that to your new love. They may start using that ability *immediately*. You may not use **your own** heart ability, just other people's.

The real restriction on giving or requesting tasks is this: once you have given away your heart, you may no longer *ask* for tasks, except from the owner of your heart.

You can still *give* tasks if others ask. If someone besides your current love completes [your Heart STAT *plus one*] tasks, they **steal** your heart. Get your heart back from your current love and give it to your new love. So, for example, if you have a Heart STAT of 5, it would take 6 tasks to steal your heart. And then 7 to steal it again. And so forth.

TRUE LOVE

Once you have traded hearts with another character, you have achieved **true love**. Your hearts cannot be stolen if you don't want it and you may refuse all romantic task requests if you so wish. It is possible that you may still have a third party's heart even after achieving true love. That heart can still be stolen from you.

Once you and your partner have found true love, please grab a solid heart sticker from supply and put it on your name badges.

If the person you have given your heart to dies, you may choose to let them keep it as a sign of your undying love or get it back as there are other fish in the sea. You may keep the heart abilities of any characters who give you theirs and then die.

DEATH

As in the first episode of *Lullaby of Broadway*, characters may not die without special arrangement from the GMs. Please see a GM if you wish your character to die. If you wish to kill another character, you must arrange that with the other player outside the game before your character may kill theirs in game.

MUSIC AND SINGING

There are four ways that you can use music in *Lullaby of Broadway*.

- ♪ **Group songs:** We have these on the schedule, but if you want to organize a big chorus song from your show, we should have both karaoke and lip-sync CDs available. Remember, you don't have to take part in or watch group songs. Game space is big enough for you to go elsewhere.
- ♪ **Personal songs:** If you have a song that is just between yourself and one or two other people, you *may* use the stage, but nobody is required to watch you. We would rather you just go to the appropriate in game location to sing. Again, singing in this way should be treated like a normal conversation. Other people may watch, but then again they might not. Again, we should have karaoke and lip-synch CDs.



♪ **Spontaneous songs:** You are welcome to make up spontaneous songs on the spot if you are so moved.

A Note on the Stage

Please note that private scenes done in public on the stage are still *private*. If two people plot via song on stage, or a man confesses his true secret love, or some other dramatic confidentiality occurs on the stage, remember that you are watching it *out of game*.

The people who put these things on stage are doing so for the purposes of drama. And remember, you are not required to stop what you are doing and watch, although if you are being loud, moving away from the stage at those times is respectful.

And if you do something on stage, you may want to let people know ahead of time if it is public or private, and remember not to expect or remand an audience. The stage is there for you to be dramatic, but we won't force people to stop and watch you.

♪ **Background music:** We will try to have background music on the sound system at all times, but if you want a specific song, go ahead and put it on. You might want to check first to make sure you don't interrupt someone else's song, though.

TRAVEL AND TIME

Time is meaningless in a Broadway musical. Months, even years, may pass between scenes. And it never takes time to travel from one place to another. Likewise, time is broken in Lullaby of Broadway, in a very real sense. Do not try to make logistical sense of the chronology. Just accept that it is broken, adapt as best you can, and move on.

To be even more clear, the Woods allows travel between different lands. Some of these lands are obviously in the past compared to other lands. Likewise, there are some characters even farther

from the future in game. Deal with it. If you are from Jerusalem, try not to have your life spoiled by future knowledge. Of course, plot trumps all this.

GLORY AND THE GLORY BOARD

Many people want the opportunity to perform glorious acts. Now you have the chance. There will be a board set up on one side of the game space to track Glory. Characters can earn Glory by having adventures, defeating monsters, winning the Joust and other activities. Characters can lose Glory through acts of cowardice, so be careful and pick your fights wisely.

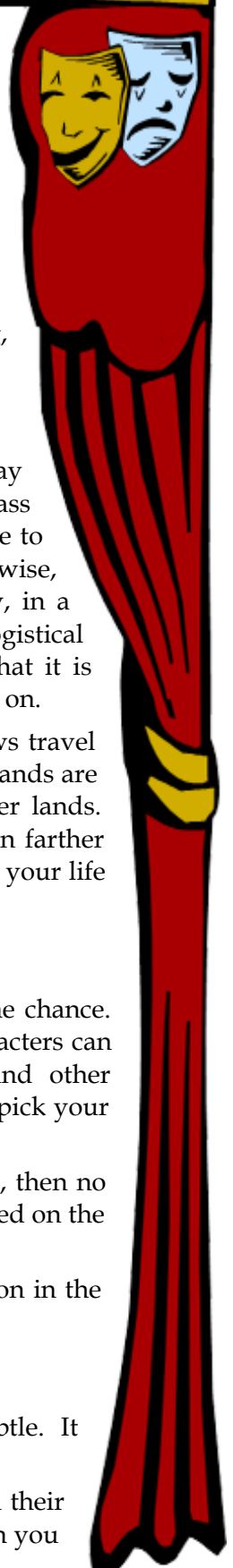
The Glory Leader is the character at the top of the Glory Board. If there is a tie, then no Glory Leader will be declared. The Glory Leader will get a Special Ability as posted on the Glory Board.

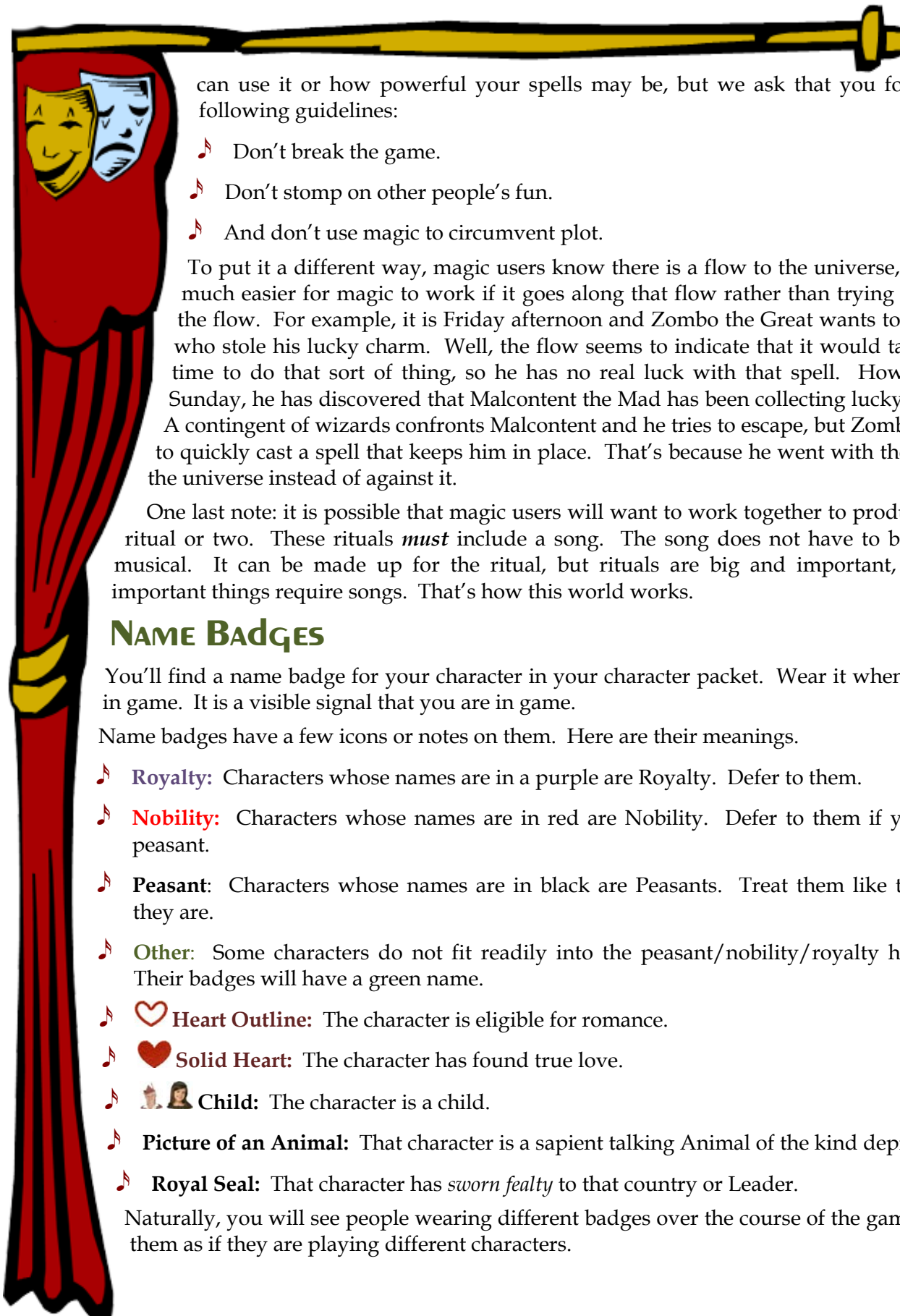
Some special abilities and romantic requests require you to be in a certain position in the Glory Board. Make sure to check the board frequently to see where you are.

MAGIC

Magic is the ability to impart one's will upon the universe. It is powerful and subtle. It will let you perform amazing acts, but it does have its limits.

Characters who can do magic will have the special ability: Magic in their stats in their player book. We aren't putting any specific limits on magic in terms of how much you





can use it or how powerful your spells may be, but we ask that you follow the following guidelines:

- ♪ Don't break the game.
- ♪ Don't stomp on other people's fun.
- ♪ And don't use magic to circumvent plot.




To put it a different way, magic users know there is a flow to the universe, and it is much easier for magic to work if it goes along that flow rather than trying to divert the flow. For example, it is Friday afternoon and Zombo the Great wants to find out who stole his lucky charm. Well, the flow seems to indicate that it would take some time to do that sort of thing, so he has no real luck with that spell. However, by Sunday, he has discovered that Malcontent the Mad has been collecting lucky charms. A contingent of wizards confronts Malcontent and he tries to escape, but Zombo is able to quickly cast a spell that keeps him in place. That's because he went with the flow of the universe instead of against it.

One last note: it is possible that magic users will want to work together to produce a big ritual or two. These rituals *must* include a song. The song does not have to be from a musical. It can be made up for the ritual, but rituals are big and important, and big important things require songs. That's how this world works.

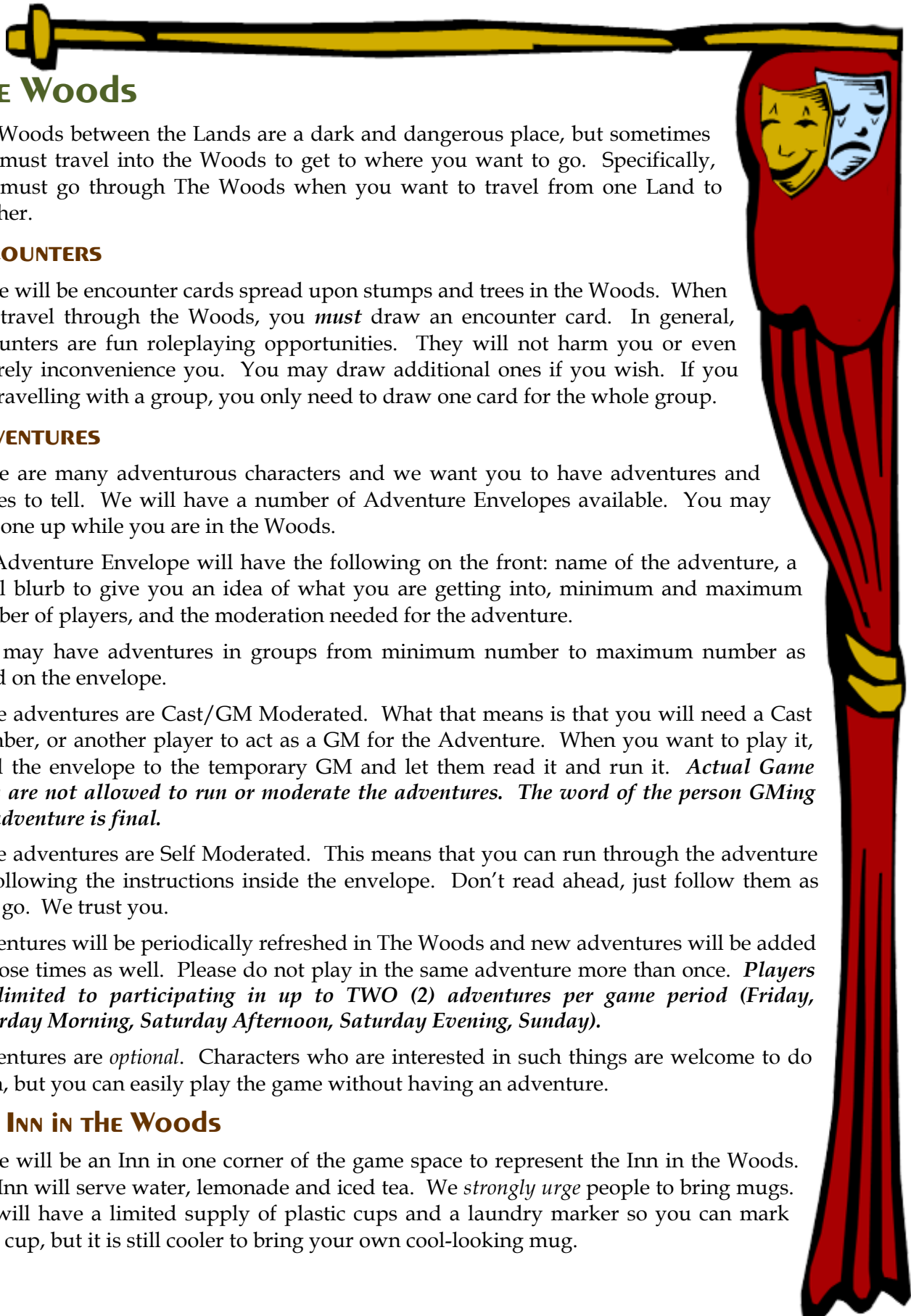
NAME BADGES

You'll find a name badge for your character in your character packet. Wear it when you are in game. It is a visible signal that you are in game.

Name badges have a few icons or notes on them. Here are their meanings.

- ♪ **Royalty:** Characters whose names are in a purple are Royalty. Defer to them.
- ♪ **Nobility:** Characters whose names are in red are Nobility. Defer to them if you are a peasant.
- ♪ **Peasant:** Characters whose names are in black are Peasants. Treat them like the scum they are.
- ♪ **Other:** Some characters do not fit readily into the peasant/nobility/royalty hierarchy. Their badges will have a green name.
- ♪  **Heart Outline:** The character is eligible for romance.
- ♪  **Solid Heart:** The character has found true love.
- ♪  **Child:** The character is a child.
- ♪ **Picture of an Animal:** That character is a sapient talking Animal of the kind depicted.
- ♪ **Royal Seal:** That character has *sworn fealty* to that country or Leader.

Naturally, you will see people wearing different badges over the course of the game. Treat them as if they are playing different characters.



The Woods

The Woods between the Lands are a dark and dangerous place, but sometimes you must travel into the Woods to get to where you want to go. Specifically, you must go through The Woods when you want to travel from one Land to another.

ENCOUNTERS

There will be encounter cards spread upon stumps and trees in the Woods. When you travel through the Woods, you *must* draw an encounter card. In general, encounters are fun roleplaying opportunities. They will not harm you or even severely inconvenience you. You may draw additional ones if you wish. If you are travelling with a group, you only need to draw one card for the whole group.

ADVENTURES

There are many adventurous characters and we want you to have adventures and stories to tell. We will have a number of Adventure Envelopes available. You may pick one up while you are in the Woods.

An Adventure Envelope will have the following on the front: name of the adventure, a small blurb to give you an idea of what you are getting into, minimum and maximum number of players, and the moderation needed for the adventure.

You may have adventures in groups from minimum number to maximum number as listed on the envelope.

Some adventures are Cast/GM Moderated. What that means is that you will need a Cast Member, or another player to act as a GM for the Adventure. When you want to play it, hand the envelope to the temporary GM and let them read it and run it. *Actual Game GMs are not allowed to run or moderate the adventures. The word of the person GMing the adventure is final.*

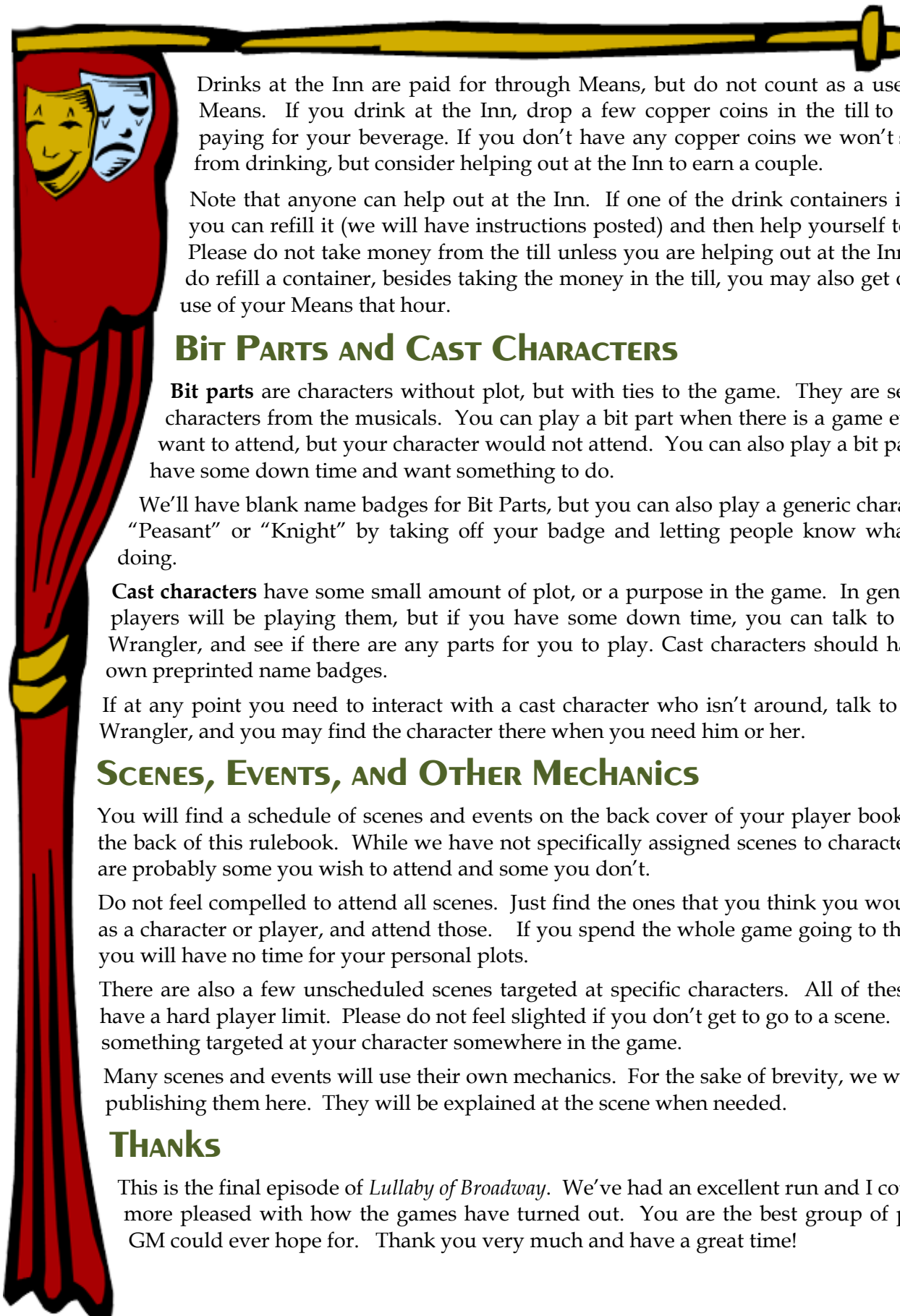
Some adventures are Self Moderated. This means that you can run through the adventure by following the instructions inside the envelope. Don't read ahead, just follow them as they go. We trust you.

Adventures will be periodically refreshed in The Woods and new adventures will be added at those times as well. Please do not play in the same adventure more than once. *Players are limited to participating in up to TWO (2) adventures per game period (Friday, Saturday Morning, Saturday Afternoon, Saturday Evening, Sunday).*

Adventures are *optional*. Characters who are interested in such things are welcome to do them, but you can easily play the game without having an adventure.

THE INN IN THE WOODS

There will be an Inn in one corner of the game space to represent the Inn in the Woods. The Inn will serve water, lemonade and iced tea. We *strongly urge* people to bring mugs. We will have a limited supply of plastic cups and a laundry marker so you can mark your cup, but it is still cooler to bring your own cool-looking mug.



Drinks at the Inn are paid for through Means, but do not count as a use of your Means. If you drink at the Inn, drop a few copper coins in the till to simulate paying for your beverage. If you don't have any copper coins we won't stop you from drinking, but consider helping out at the Inn to earn a couple.

Note that anyone can help out at the Inn. If one of the drink containers is empty, you can refill it (we will have instructions posted) and then help yourself to the till. Please do not take money from the till unless you are helping out at the Inn. If you do refill a container, besides taking the money in the till, you may also get one extra use of your Means that hour.

BIT PARTS AND CAST CHARACTERS

Bit parts are characters without plot, but with ties to the game. They are secondary characters from the musicals. You can play a bit part when there is a game event you want to attend, but your character would not attend. You can also play a bit part if you have some down time and want something to do.

We'll have blank name badges for Bit Parts, but you can also play a generic character like "Peasant" or "Knight" by taking off your badge and letting people know what you're doing.

Cast characters have some small amount of plot, or a purpose in the game. In general, cast players will be playing them, but if you have some down time, you can talk to the Cast Wrangler, and see if there are any parts for you to play. Cast characters should have their own preprinted name badges.

If at any point you need to interact with a cast character who isn't around, talk to the Cast Wrangler, and you may find the character there when you need him or her.

SCENES, EVENTS, AND OTHER MECHANICS

You will find a schedule of scenes and events on the back cover of your player book, and on the back of this rulebook. While we have not specifically assigned scenes to characters, there are probably some you wish to attend and some you don't.

Do not feel compelled to attend all scenes. Just find the ones that you think you would enjoy as a character or player, and attend those. If you spend the whole game going to the scenes, you will have no time for your personal plots.

There are also a few unscheduled scenes targeted at specific characters. All of these scenes have a hard player limit. Please do not feel slighted if you don't get to go to a scene. We have something targeted at your character somewhere in the game.

Many scenes and events will use their own mechanics. For the sake of brevity, we will not be publishing them here. They will be explained at the scene when needed.

THANKS

This is the final episode of *Lullaby of Broadway*. We've had an excellent run and I couldn't be more pleased with how the games have turned out. You are the best group of players a GM could ever hope for. Thank you very much and have a great time!