

Subjects you want the game to deal with? (i.e. themes, places, types of NPCs, types of stories)

GLs (genetic construct animals) not hobos
scarcity
a sense of community

Skies of Glass is a harsh game. Anything you want the game to avoid for personal reasons?

no on-camera rape, torture, animal abuse

Anything you want the game to avoid for structural/story/rules reasons? (i.e. This topic doesn't interest me. This kind of rule is no fun.)

no travel into space

PC death?

Yes

GM wants from the players?

give me the benefit of the doubt
Try - I don't want to need to gamify the game

Players want from the GM?

Clarity when GM's intention isn't clear
Fair warning about bad ideas

Players want from each other?

Patience as the players adjust to each other
Get into the RP
PC cohesion