

10 Printed materials



DISCLAIMER

The materials are divided into frames. Each frame is to be fit on no more than a single sheet of paper!

LIST OF MATERIALS

- **Time schedule** – *(print one of these for every member of staff)* for staff to take care of time and have a general overview of main points of interest during the game.
- **Squads briefing** – *(print one of these for every squad)* core information for the squads, necessary for them to understand the gameplay and used to remind them the info through the game run time.
- **Squads primer** – *(print one of these for every squad)* core information for the squads, necessary for them to understand the gameplay and used to remind them the info through the game run time.
- **The Ghost of Records Office** – *(print one)* necessary briefing for one of the core narrative roles.
- **The Ghost of Armoury** – *(print one)* necessary briefing for one of the core narrative roles.
- **The Ghost of Laboratory** – *(print one)* necessary briefing for one of the core narrative roles.
- **Ghoul** – *(print one of these for every ghoul)* necessary briefing for one of the core narrative roles.
- **Ghost Memory Symbols** – *(print every symbol twice on a sheet of paper A4 format)* elements used in the Ghost of Records Office challenge.
- **Ghost Security Terminal Number** – *(print one on a sheet of paper A4 format)* elements used in the Ghost of Armoury challenge.
- **Squad badge** – *(print two of these for every member of squad and HQ staff)* standard-issue element necessary for the squads and HQ staff.
- **Oxygen marker** – *(print five of these for every squad + four to be found in the Ghost of Armoury Challenge)* standard-issue element necessary for the squads.

- **Medkit marker** – (print two of these for every squad + four to be found in the Ghost of Records Office Challenge) standard-issue element necessary for the squads.
- **General Data template** – (print three of these; you can multiply the standard version or fill it with the input of your choosing related to your game) - artifact (log) that can be found in the area of the game related to the challenge.
- **Dossier of delegates for the sectors template** – (print thirteen of these; you can multiply the standard version or fill it with the input of your choosing related to your game; **should you choose the template, remember that the numbers of the sectors should vary! Write them down manually before the game!**) artifact (log) that can be found in the area of the game related to the challenge.
- **Scraps of memoirs template** – (print thirteen of these; you can multiply the standard version or fill it with the input of your choosing related to your game; **should you choose the template, remember that the dates should vary! Write them down manually before the game!**) artifact (log) that can be found in the area of the game related to the challenge.
- **Reports template** – (print three of these; you can multiply the standard version or fill it with the input of your choosing related to your game) artifact (log) that can be found in the area of the game related to the challenge.