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.