

## TIME SCHEDULE

### **00:00 Start of the workshop before the game**

- Teaching knots.
- Explaining rules.
- Organizing squads.

### **00:40 First excursion into the game area**

- Inform the squads that this is a drill, they do not gather anything. It's a cohesion and system check.
- Squads should focus on their immediate surroundings in a loose formation.
- No ghouls should approach the squads although they should be vocal and scary.

### **00:55 First assessment and council**

- It should be noted how well the squads did do with the decontamination procedure, if they were all able to come back in time and so on.
- While leaders converse on the next excursion plan Comms upload their findings on the mainframe while Technicians confer on marking obstacles on the map.
- Squads prepare to leave hq.

### **01:10 Second excursion**

- Squads are gathering whatever logs they can find.
- They realise their exploration plan gathering as much data as possible.
- First encounters with ghouls and possibly ghosts.

### **01:25 Second assesment and council**

From now on the game plan may vary radically as to different exploration plans and ingame occurrence.

### **03:15 Curtain call**

All squads are informed that they have only 15 minutes left and they must return to HQ.

### **03:30 Game summary and Debriefing**