

## LEARN TO PLAY A GAME

# UNCHARTED

OFFLINE GAME



**1.**

### Choose your game

Check out our games leaflet to understand which game you want to play

**2.**

### Watch Uncharted Preparation and Training Video ([video link](#))

This video will address playing the game Uncharted and walk you through the Game Design Document and necessary materials needed to play the game.

**3.**

### Read the Uncharted Game Design Document ([click to download](#))

This document covers playing the Uncharted Game from top to bottom. Including rules, game lore, recommendations, strategies, print materials

**4.**

### Recruit

Begin recruiting staff and game players in preparation for playing your game

**5.**

Print the necessary game materials below in preparation for Uncharted with a brief description of what each document, it's purpose, and when/where it's meant to be used:

<a href="#">Schedule</a>	<i>(print one of these for every member of staff)</i> for staff to take care of time and have a general overview of main points of interest during the game.
<a href="#">Narrative briefing for Draconians (Ferra)</a>	<i>(print one of these for every three members of the group)</i> core information for the natives' group, necessary for them to understand the gameplay and to remind them the info through the game run time.
<a href="#">Rituals and customs of Ferra (The People)</a>	<i>(print one of these for every member of the group)</i> core information for the natives group, necessary for them to understand the gameplay and to remind them the info through the game run time.
<a href="#">Briefing of the Oracle</a>	<i>(print one)</i> necessary briefing for one of the core narrative roles.
<a href="#">Briefing of the Chieftain</a>	<i>(print one)</i> necessary briefing for one of the core narrative roles.
<a href="#">Briefing of the Shaman</a>	<i>(print one)</i> necessary briefing for one of the core narrative roles.

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<a href="#">The first vision of the Oracle</a>	(print one) core narrative information received for fulfilling the task of a Character.
<a href="#">The second vision of the Oracle</a>	(print one) core narrative information received for accomplishing the assignment of a Character.
<a href="#">The third vision of the Oracle</a>	(print one) core narrative information collected for fulfilling the task of a Character.
<a href="#">Story briefing for the 4th Brigade Explora</a>	(print one of these for every three members of the group) core information for the natives group, necessary for them to understand the gameplay and to remind them the info through the game run time.
<a href="#">Briefing for Research Section</a>	(print one of these for every three members of the group) core information for the natives group, necessary for them to understand the gameplay and to remind them the info through the game run time.
<a href="#">Research Section tasks</a>	(print one of these for every member of the group) core information for the natives group, necessary for them to understand the gameplay and to remind them the info through the game run time.
<a href="#">Briefing for Engineering Section</a>	(print one of these for every three members of the group) core information for the natives group, necessary for them to understand the gameplay and to remind them the info through the game run time.
<a href="#">Engineering Section tasks</a>	(print one of these for every member of the group) core information for the natives group, necessary for them to understand the gameplay and to remind them the info through the game run time.
<a href="#">Briefing of the Supercomputer</a>	(print one) necessary briefing for one of the core narrative roles.
<a href="#">Briefing of the Captain</a>	(print one) necessary briefing for one of the core narrative roles.
<a href="#">Briefing of the Doctor</a>	(print one) necessary briefing for one of the core narrative roles.
<a href="#">First Log of the Supercomputer</a>	narrative information received for fulfilling the task of a Character.
<a href="#">Second Log of the Supercomputer</a>	core narrative information collected for accomplishing the assignment of a Character.
<a href="#">Third Log of the Supercomputer</a>	core narrative information received for fulfilling the task of a Character.
<a href="#">Explora Scientific Section Badges</a>	narrative markings of a group.
<a href="#">Explora Engineering Section Badges</a>	narrative marks of a group.
<a href="#">Names from the Oracle</a>	core narrative item necessary for the challenge of the Oracle.

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## 6.

#### Collect the necessary equipment

Necessary equipment to take for a game prepared for 20 participants:

- air horn for compressed air,
- cape,
- goggles,
- plume,
- necklaces,
- captain's hat,
- stethoscope,
- 10 x pencil,
- pencil sharpener,
- 3 x writing pad,
- 15 x surgical mask,
- 3 x roll of aluminium foil,
- 10 x roll of paper tape,
- 2 x set of markers (3 colours),
- ream of A4 paper,
- 2 x adhesive tape,
- a box that weighs 2kg (just a weighted box),
- 3 x scissors (one of them should be red),
- 2 x foam pool noodle (they need to be cut in half into pieces about 50 cm long),
- 3 x roll of fringe paper (white, green, yellow),
- 15 rolls of crepe paper in three colours: 5 x green, 5 x white and 5 x yellow,
- 3 x roll of hemp twine,
- 1 x jar of white body paint,
- 1 x jar of yellow body paint,
- 3 x jar of green body paint.

## YOU'RE READY TO PLAY