

# 10 Printed materials

## LIST OF MATERIALS

- **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.
- **Narrative briefing for Draconians (Ferra)** – *(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.
- **Rituals and customs of Ferra (The People)** – *(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.

- **Briefing of the Oracle** – *(print one)* necessary briefing for one of the core narrative roles.
- **Briefing of the Chieftain** – *(print one)* necessary briefing for one of the core narrative roles.
- **Briefing of the Shaman** – *(print one)* necessary briefing for one of the core narrative roles.
- **The first vision of the Oracle** – *(print one)* core narrative information received for fulfilling the task of a Character.
- **The second vision of the Oracle** – *(print one)* core narrative information received for accomplishing the assignment of a Character.
- **The third vision of the Oracle** – *(print one)* core narrative information collected for fulfilling the task of a Character.
- **Story briefing for the 4th Brigade Explora** – *(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.
- **Briefing for Research Section** – *(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.
- **Research Section tasks** – *(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.
- **Briefing for Engineering Section** – *(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.
- **Engineering Section tasks** – *(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.
- **Briefing of the Supercomputer** – *(print one)* necessary briefing for one of the core narrative roles.
- **Briefing of the Captain** – *(print one)* necessary briefing for one of the core narrative roles.

- **Briefing of the Doctor** – (*print one*) necessary briefing for one of the core narrative roles.
- **First Log of the Supercomputer** – core narrative information received for fulfilling the task of a Character.
- **Second Log of the Supercomputer** – core narrative information collected for accomplishing the assignment of a Character.
- **Third Log of the Supercomputer** – core narrative information received for fulfilling the task of a Character.
- **Explora Scientific Section Badges** – narrative markings of a group.
- **Explora Engineering Section Badges** – narrative marks of a group.
- **Names from the Oracle** – core narrative item necessary for the challenge of the Oracle.