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 Explorer – (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.