RTTP Game Book Template (Revised Feb 2015)

1. Front matter
   a. Series page (boilerplate)
   b. Title page
   c. Copyright page (boilerplate)
   d. Table of Contents
2. Introduction
   a. Brief overview of the game (1-2pp)
   b. Map(s) (1-3pp)
   c. Prologue (4-8pp) – the vignette
   d. How to React (boilerplate)
   e. Counterfactuals < moved up here due to compositor oversight on NYC
3. Historical Background
   a. Timeline (leading up to the beginning of the game)
   b. Narrative (with endnotes)
4. The Game
   a. Major issues for debate
   b. Rules and procedures
      i. Objectives and victory conditions (put how to win first)
      ii. Other rules
   c. Basic outline of the game (this may be session by session or not)
   d. Assignments
   e. Counterfactuals (1-2pp)
5. Roles and factions
6. Core Texts (including reference to companion texts if they exist)
7. Supplemental Documents
8. Selected Bibliography (for students who want to do extra reading)
9. Acknowledgments
10. Appendices (if any) [May include glossary and/or pronunciation key]