RTTP Gamemaster Materials Template (Revised June 2015)

Instructor’s Guide (a GM-facing document)

1. Front Matter
   a. Title Page
   b. Table of Contents
2. Introduction
   a. How to teach RTTP (boilerplate)
   b. Brief Introduction to the game
3. Game Setup
   a. Model Schedules
      i. Standard schedule
      ii. Expanded schedule
      iii. Compressed schedule
      iv. Long class meetings
   b. Materials needed for in-class activities
   c. Roles
      i. List of roles and/or factions
      ii. Role allocation table
      iii. Possible extra roles
      iv. Resurrection policy (if applicable)
   d. Overview of game play
      i. Rules and procedures
   e. Written assignments
   f. Special rules
4. Managing the game
   *This section describes what should happen during each session, specifically highlighting what is expected of the GM. Include pertinent information for each day. This might include:*
   - Items you will need (handouts, dice, funny hats, etc.)
   - Learning objectives
   - Readings
   - Assignments
   - Guidance for discussion
   - GM interventions
5. Debriefing
   a. Exiting the game
   b. What really happened
   c. What happened afterwards
6. Selected Bibliography
7. Keys for quizzes
Instructors’ Materials (student-facing documents)

1. Role sheets
   a. Faction briefings
   b. Individual role sheets
2. Other handouts
   a. Role assignment questionnaire (optional)
   b. Reading comprehension quiz and key
   c. Other handouts (injections, etc.)