**RTTP 2.0 Game Book Template [80,000 words max.]**

**7 October 2016**

**Front matter** **[doesn’t factor into word count]**

* 1. Series page (handled by publisher)
  2. Title page (handled by publisher)
  3. Copyright page (handled by publisher)
  4. Table of Contents (should include all of the sections shown below)

**Section 1: Introduction [3000-6000 words]**

1. **Brief overview of the game [400-800 words].** This provides potential GMs and players with a quick overview.
2. **Map(s).** Norton budgets for one.
3. **Prologue[1-4,000 words]**. This is a vignette written in first or second person. It should draw the reader into the world of the game.
4. **How to React [1,500 words].** This is boilerplate produced by the Reacting Consortium, which is downloadable from the “Games in Development” page and does not count toward total word count.

**Section 2: Historical Background [10,000-20,000 words]**

1. **Chronology.** The chronology should end where the game begins. Include 8-20 key events.
2. **Narrative.** Provide endnotes, if needed. Include up to two levels of subheadings. Include marginal definitions for 5-10 key terms.

**Section 3: The Game [5000-9000 words].** The length of these elements will vary quite a bit depending on the game, so there are not specific word counts for individual sections.

1. **Major Issues for Debate.**
2. **Rules and Procedures.** Explain rules for speaking and game mechanics.
3. **Objectives and Victory Conditions**. Be as concrete as possible—players want to know how to win.
4. **Basic Outline of the game.** This should give players a sense of what is to come. At a minimum, it should provide details about the setup sessions and the first game session. It should also make it clear that a debriefing follows the game. It does not need to outline all of the sessions
5. **Assignments.** Many GMs develop their own assignments, but this should include default requirements for writing and speaking.
6. **Counterfactuals.**

**Section 4: Roles and factions [2000-6000 words]**. Include a brief overview of each faction [around 100 words max. each] and 1-3 sentences on each role.

**Section 5: Core Texts [30,000-60,000 words].** Include marginal glosses. These should not simply paraphrase text—they should help players interpret the meaning or see the text from a different perspective. Footnotes can be used only if absolutely necessary, and only sparingly; they should be kept as short as possible.

Note: this section may be divided into **“core texts”** and **“supplemental texts.”** The latter are either optional or intended only for certain roles.

**Section 6: Selected Bibliography [100-1000 words].** This is designed for players who want to do extra reading.

**Appendices.** These are optional; they may include glossary and/or pronunciation key.

**Acknowledgments [200-500 words].** Thank those who should be thanked—particularly your play-testers.

**RTTP 2.0 Gamemaster’s Materials Template [85,000 words max total]**

**Instructor’s Guide (a GM-facing document) [15,000-20,000 words]**

1. **Front Matter**
   1. Title Page
   2. Table of Contents
2. **Introduction [2200-2600 words]**
   1. **How to teach with Reacting to the Past [1800 words].** This is boilerplate produced by the Reacting Consortium, which is downloadable from the “Games in Development” page.
   2. **Brief Introduction to the Game [around 500 words].** This should be pitched toward faculty.
   3. **Learning objectives [around 500 words].** This explains the intellectual focus of the game. This lets GMs know what they should expect players to get out of the game. This can be helpful if they need to achieve particular curricular objectives.
   4. **Key concepts [around 500 words].** This describes the “big ideas” that the game embraces. This can be particularly important if the game is used in a course that is expected to deal with particular content.
   5. **Controversial content [500+ words] (if pertinent).** If the game deals with ideas that are likely to be controversial in the classroom, explain your rationale for including them in the game as well as advice for handling them.
3. **Game Setup [2000-7000 words]**
   1. **Before You Start: Logistics and Resources [200-800 words]**. This describes any materials necessary to support the game.
   2. **Model Schedules [300-1200 words].**

i. Standard schedule

ii. Expanded schedule

iii. Compressed schedule

iv. Long class meetings

* 1. **Roles (and Factions, if applicable) [300-1300 words].** This section provides the GM with a look “behind the curtain.” Public relationships are covered in the GB, so this section should focus on secrets.

i. **Brief description roles and/or factions**. Include information about how they should interact.

ii. **Role allocation table.** Identify roles that require special work or high levels of responsibility.

**iii. Brief description of extra roles.** Provisions *must* be provided to run the game with up to 28 players. Additional provisions for even larger games are optional.

iv. **Explanation of resurrection policy (optional).** How to assign new roles to players whose roles have been killed or otherwise removed from the game.

* 1. **Rules and Procedures [500-3000 words]**. Similar to the section above, this explains various game mechanics from the point of view of the GM. Consequently, in addition to providing deeper explanations of the game mechanics, it should include descriptions of any hidden game features.
  2. **Reading and Writing Assignments [150-800 words].** Most of this is in the GB, but this is a good place to remind GMs if certain players have particularly key assignments or if some players have special assignments.

1. **Managing the Game [6000-12,000 words]** 
   1. Sketch the narrative arc of the game as a whole in a paragraph.
   2. Describe what should happen during **each session** (including setup sessions). Specifically highlight what is expected of the GM. If applicable, include the following information for each session:
      * Items you will need (handouts, dice, funny hats, etc.)
      * Learning objectives (i.e. what’s the point of this session?)
      * Readings
      * Assignments
      * Guidance for discussion
      * GM interventions
2. **Debriefing [300-1,600 words].** This details what should happen after the game ends. Sometimes handouts are useful.
   1. **Instructions for determining victory.** This may include charts.
   2. **Instructions on exiting the game.** Provide some advice for how to help players exit the game – especially if the game is emotionally intense.
   3. **What really happened.** A brief explanation of the actual events that took place in the period covered by the game.
   4. **What happened afterward.** A brief explanation of the events following the period of the game. Players like knowing what happened to their individual roles, so if you can provide that, it is a plus.
3. **Annotated Bibliography [100-500 words].** This is for GMs who want to deepen their understanding of the game.

**Instructors’ Materials (student-facing documents) [40,000-60,000 words]** ("Student-facing documents" are resources that the players receive, as opposed to the Instructor's Guide, which is full of GM's-eyes-only documents.

1. **Role Sheets** 
   1. **Individual Role Sheets [1000-4000 words]** (more info on Role Sheets below)
   2. **Faction Advisories (optional) [1000-4000 words].** These appear at the end of Role Sheets. These have information that applies to multiple roles.
2. **Handouts [100-4,000 words].** Most should be kept on the shorter side.
   1. **Role assignment questionnaire (optional).**  Some games that deal with potentially controversial issues and/or require unusual actions on the part of their players include these.
   2. **Reading comprehension quiz and key (optional).**
   3. **Other handouts (optional).** These might include in-game news announcements, constitution worksheets, explanations of game mechanics, debriefing handouts, etc.—anything that the GM might want to provide to besides Role Sheets.

**RTTP 2.0 Role Sheet Template [1-4,000 words]**

Name

Office (if any)

Faction (if any)

Biography

Objectives

Responsibilities (e.g. serving as an officer or performing rituals)

Powers (e.g. casting votes, paying bribes, raising armies, etc.)

Assignments

Relationships

* + - 1. With Ideas
      2. With Texts
      3. With Other Roles
      4. With Your Faction (optional)

Strategy advice

To Learn More (optional)

Summary of Your Individual Victory Objectives (a check-off list)

**Note on Faction Advisories**

All Role Sheets must include the following:

* Name
* Office (if any)
* Faction (if any)
* Biography

If the game includes factions in which all roles have essentially identical versions of some or all of the other elements, pool those elements together into a “Faction Advisory,” which is shared among all the roles in a faction. In some games, some of these elements (Objectives, Responsibilities, Powers, Assignments, and Relationships) differ between faction members. If that is the case, don’t include those in the Faction Advisory; instead, put them into individual role sheets. Faction Advisories can be a timesaver if you’re looking to include the same information in multiple roles.]

**Guidelines for selecting Core Texts**

If selected for publication with Norton, each game has a very limited budget for the clearance of text permissions, so whenever possible, please select Core Texts that are public domain. Norton’s permissions department may be able to clear permission for a few brief excerpts if they’re essential to your game. Here’s a brief explanation of public domain:

PUBLIC DOMAIN: A work falls into the public domain if the duration of copyright has expired or if the work was created by the federal government (state and local governments do not always fall under public domain). Permission is not needed for the use of public domain material. The public domain guidelines in the United States are as follows:

* Works published before 1923 are public domain.
* Any work published between 1923 and 1963 and the copyright registration was not renewed is public domain.

NOTE: Permission must be cleared for copyrighted translations and copyrighted edited versions of public domain texts.

DURATION OF COPYRIGHT: Below are current copyright guidelines to help you determine if a work is still under copyright or if it has become public domain material.

* For any work published between 1923 and 1963 for which the copyright registration was renewed, the term of copyright lasts 95 years from date of first publication.
* For works published from 1964 to 1977, the term of copyright lasts 95 years from date of first publication.
* If a work was created but not published before 1978, the term of copyright is life of author plus 70 years. If the work was published between January 1, 1978 and December 31, 2002 the term is life of author plus 70 years or until December 31, 2047, whichever is greater.
* The copyright term for most works published after January 1, 1978 is life of the author plus 70 years. If the work is a “work made for hire,” or is published anonymously or under a pseudonym, the term is 95 years from the date of first publication or 120 years from creation, whichever is shorter.

The duration of copyright in other countries is as follows:

* Canada: The term of copyright is the life of the author plus 50 years.
* British Commonwealth and European territories of the open market: The term of copyright is the life of the author plus 70 years.

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