[TITLE OF MICROGAME]

[Subtitle of Microgame, if applicable]

By: [Author(s) of Microgame]

Add a compelling visual for the game here, such as the one below. Please use open source/public domain visuals for the title page to lower publication costs.[[1]](#footnote-1) Include a footnote on this page for the source of the image; ideally a URL, but a conventional citation is fine too.[[2]](#footnote-2) This can be the same visual as the IM or a different one.



A Reacting to the Past

Microgame[[3]](#footnote-3) in Development / Under Review[[4]](#footnote-4)

Version Date: [Month, Year of most current revisions- May 2023]

Please do not use version numbers, but instead use the date.

The “Normal” style for this template is Georgia, 12 pt, black, 1.3-spaced, with no trailing paragraph spacing.[[5]](#footnote-5) The Normal Style looks like this. Please use the “Normal” style for all standard paragraph text in your game. **Text in green**, such as in this section, is explanatory text that **should be *deleted* before submission**. You can also, of course, use **bold** or *italics* for emphasis within body paragraphs, as you have seen.

The headings and subheadings listed in the template are designed to help you meet all the components of the Reacting Microgame Framework as of January 2023. Note that each section uses a Heading 1-3 sequence (with an option for Heading 4 if needed); please retain and use that heading formatting, as it makes handling the role sheets much easier AND helps generate more accessible PDFs.

All Role Sheets should be in a single document with each individual role sheet divided by section breaks, not broken into separate documents. This document uses section breaks after each Role Sheet, and you should add section breaks as you continue to add Roles. This facilitates editing and file management, while still allowing for individual role sheets to be printed/extracted using the “Print Section” function in Word/PDF, as well as supporting page-numbering for each Role Sheet.

**The overall suggested length for each Role Sheet is 300-500 words** (think 1-2 pages of text and graphics). Shorter and more directive is better. Microgame student materials will generally be more concise and structured than Flagship and Short Games. Note that Microgames only use Role Sheets, not an additional Game Book, so the key rules of the game must be in the Role Sheet. Each Heading 3 section in the Role Sheet Template has suggestions for content and length.

Order of Role Sheets: Role Sheets should be grouped by faction, and then, within the faction, in the order they are used in the game. For instance, if Role A in Faction 1 is used in all games and Role B is only used in games of 15 or more, Role A should be in this document before Role B. Both Role A and Role B, of Faction 1, should be grouped together before Role C and Role D, who are part of Faction 2. Ideally, this order should also be reflected in the Instructor’s Manual if you list Roles under Factions anywhere.

# [FACTION 1 NAME]

Having the Faction Name as Heading 1 makes it easier to group all of the Role Sheets for a faction together. It also makes referencing them easier in a PDF Navigation Pane and via a Screen Reader.

## [Role A Name]

[Role Title or Position]

[Faction]

### Situation/Historical Context

*1 paragraph*

Quickly orients the student to the setting of the game, both temporally and geographically. Reminder that Microgames only use Role Sheets, so any general rules or information that applies to all players should be here. If factions are used, this paragraph should contain descriptive names of the factions. Most of this text will be common among role sheets, but there may be 1-2 sentences that differ for particular roles or factions.

### Key Biographical Notes

4-5 bullets

These can be in bullet format, and should be easily digestible elements that a student can use to “inhabit” the role.

### Goals/Objectives

2-3 bullets

These are what the role wants to achieve by the end of the game. Ideally, these should consist of a primary or ideal goal, which might be followed by some acceptable compromise goals.

### Responsibilities in the Game

1 paragraph or 2-3 bullets

Players need clear direction about how they should enter into the game. This section describes required actions for each role in the game. Responsibilities vary from role to role. Here are some examples:

a. Speak (e.g., say something in support of topic X)

b. Do (e.g., engage with another role on a specific topic; serve as chair)

c. Write (e.g., short reflection at game’s end)

### Resources/Powers

Bullets as needed

These may include:

a. How the role interacts with the game mechanics (e.g., money held, number of votes, etc.)

b. Game rules that are particularly relevant to the player

c. Unique actions available to the role

### Strategy Advice (Optional)

As needed

This can be a short section with recommended actions or “watch out for” comments (e.g., “Watch out for Maddie. She will try to foment trouble.”)

### Primary Source (Optional)

Ideally, the role should be playable without the need to resort to primary sources. However, if a primary source is essential to the role, it should not exceed 250-500 words. Images, charts, or diagrams may also be useful primary sources for a microgame.

**Role Sheets end with a Section Break so that the pages renumber for each Role Sheet.**

## [Role B Name]

[Title]

[Faction]

Note that this template is exactly the same as the previous template. It is reproduced here to show how subsequent Role Sheets are grouped into the same faction. An easy way to reproduce this in Word is to right-click on the Role Sheet heading in the Navigation Pane and choose Select Heading and Content. Then use CTRL+C, move to the next spot in the document where you want the new Role Sheet, and press CTRL+V.

### Situation/Historical Context

1 paragraph

Quickly orients the student to the setting of the game, both temporally and geographically. If factions are used, this paragraph should contain descriptive names of the factions. Most of this text will be common among role sheets, but there may be 1-2 sentences that different for particular roles/factions.

### Key Biographical Notes

4-5 bullets

These can be in bullet format, and should be easily digestible elements that a student can use to “inhabit” the role.

### Goals/Objectives

2-3 bullets

These are what the role wants to achieve by the end of the game. Ideally, these should consist of a primary or ideal goal, which might be followed by some acceptable compromise goals.

### Responsibilities in the Game

1 paragraph or 2-3 bullets

Players need clear direction about how they should enter into the game. This section describes required actions for each role in the game. Responsibilities vary from role to role. Here are some examples:

a. **Speak** (e.g., say something in support of topic X)

b. **Do** (e.g., engage with another role on a specific topic; serve as chair)

c. **Write** (e.g., short reflection at game’s end)

### Resources/Powers

Bullets as needed

These may include:

a. How the role interacts with the game mechanics (e.g., money held, number of votes, etc.)

b. Game rules that are particularly relevant to the player

c. Unique actions available to the role

### Strategy Advice (Optional)

As needed

This can be a short section with recommended actions or “watch out for” comments (e.g., “Watch out for Maddie. She will try to foment trouble.”)

### Primary Source (Optional)

Ideally, the role should be playable without the need to resort to primary sources. However, if a primary source is essential to the role, it should not exceed 250-500 words. Images, charts, or diagrams may also be useful primary sources for a microgame.

Role Sheets end with a Section Break so that the pages renumber for each Role Sheet.

# [Faction 2 Name]

Note that this grouping of Role Sheets is exactly the same template as Faction 1. This is placed here to show illustrative groupings of role sheets in a second faction.

## [Role C Name]

[Title]

[Faction]

### Situation/Historical Context

1 paragraph

Quickly orients the student to the setting of the game, both temporally and geographically. If factions are used, this paragraph should contain descriptive names of the factions. Most of this text will be common among role sheets, but there may be 1-2 sentences that different for particular roles/factions.

### Key Biographical Notes

4-5 bullets

These can be in bullet format, and should be easily digestible elements that a student can use to “inhabit” the role.

### Goals/Objectives

2-3 bullets

These are what the role wants to achieve by the end of the game. Ideally, these should consist of a primary or ideal goal, which might be followed by some acceptable compromise goals.

### Responsibilities in the Game

1 paragraph or 2-3 bullets

Players need clear direction about how they should enter into the game. This section describes **required actions** for each role in the game. Responsibilities vary from role to role. Here are some examples:

a. **Speak** (e.g., say something in support of topic X)

b. **Do** (e.g., engage with another role on a specific topic; serve as chair)

c. **Write** (e.g., short reflection at game’s end)

### Resources/Powers

Bullets as needed

These may include:

a. How the role interacts with the game mechanics (e.g., money held, number of votes, etc.)

b. Game rules that are particularly relevant to the player

c. Unique actions available to the role

### Strategy Advice (Optional)

As needed

This can be a short section with recommended actions, or “watch out for” comments (e.g., “Watch out for Maddie. She will try to foment trouble.”)

### Primary Source (Optional)

Ideally, the role should be playable without the need to resort to primary sources. However, if a primary source is essential to the role, it should not exceed 250-500 words. Images, charts, or diagrams may also be useful primary sources for a microgame.

Role Sheets end with a Section Break so that the pages renumber for each Role Sheet.

## [Role D Name]

[Title]

[Faction]

Note that this template is exactly the same as the previous template. It is reproduced here to show how subsequent Role Sheets are grouped into the same faction. An easy way to reproduce this in Word is to right-click on the Role Sheet heading in the Navigation Pane and choose Select Heading and Content. Then use CTRL+C, move to the next spot in the document where you want the new Role Sheet, and Select CTRL+V.

### Situation/Historical Context

1 paragraph

Quickly orients the student to the setting of the game, both temporally and geographically. If factions are used, this paragraph should contain descriptive names of the factions. Most of this text will be common among role sheets, but there may be 1-2 sentences that different for particular roles/factions.

### Key Biographical Notes

4-5 bullets

These can be in bullet format, and should be easily digestible elements that a student can use to “inhabit” the role.

### Goals/Objectives

2-3 bullets

These are what the role wants to achieve by the end of the game. Ideally, these should consist of a primary or ideal goal, which might be followed by some acceptable compromise goals.

### Responsibilities in the Game

1 paragraph or 2-3 bullets

Players need clear direction about how they should enter into the game. This section describes required actions for each role in the game. Responsibilities vary from role to role. Here are some examples:

a. **Speak** (e.g., say something in support of topic X)

b. **Do** (e.g., engage with another role on a specific topic; serve as chair)

c. **Write** (e.g., short reflection at game’s end)

### Resources/Powers

Bullets as needed

These may include:

a. How the role interacts with the game mechanics (e.g., money held, number of votes, etc.)

b. Game rules that are particularly relevant to the player

c. Unique actions available to the role

### Strategy Advice (Optional)

As needed

This can be a short section with recommended actions or “watch out for” comments (e.g., “Watch out for Maddie. She will try to foment trouble.”)

### Primary Source (Optional)

Ideally, the role should be playable without the need to resort to primary sources. However, if a primary source is essential to the role, it should not exceed 250-500 words. Images, charts, or diagrams may also be useful primary sources for a microgame.

**Role Sheets end with a *section break* so that the pages renumber for each Role Sheet.**

# [Faction 3 Name]

Note that this grouping of Role Sheets is exactly the same template as Factions 1 and 2. This is placed here to show illustrative groupings of role sheets in a second faction.

## [Role E Name]

[Title]

[Faction]

### Situation/Historical Context

1 paragraph

Quickly orients the student to the setting of the game, both temporally and geographically. If factions are used, this paragraph should contain descriptive names of the factions. Most of this text will be common among role sheets, but there may be 1-2 sentences that different for particular roles/factions.

### Key Biographical Notes

4-5 bullets

These can be in bullet format, and should be easily digestible elements that a student can use to “inhabit” the role.

### Goals/Objectives

2-3 bullets

These are what the role wants to achieve by the end of the game. Ideally, these should consist of a primary or ideal goal, which might be followed by some acceptable compromise goals.

### Responsibilities in the Game

1 paragraph or 2-3 bullets

Players need clear direction about how they should enter into the game. This section describes required actions for each role in the game. Responsibilities vary from role to role. Here are some examples:

a. **Speak** (e.g., say something in support of topic X)

b. **Do** (e.g., engage with another role on a specific topic; serve as chair)

c. **Write** (e.g., short reflection at game’s end)

### Resources/Powers

Bullets as needed

These may include:

a. How the role interacts with the game mechanics (e.g., money held, number of votes, etc.)

b. Game rules that are particularly relevant to the player

c. Unique actions available to the role

### Strategy Advice (Optional)

As needed

This can be a short section with recommended actions or “watch out for” comments (e.g., “Watch out for Maddie. She will try to foment trouble.”)

### Primary Source (Optional)

Ideally, the role should be playable without the need to resort to primary sources. However, if a primary source is essential to the role, it should not exceed 250-500 words. Images, charts, or diagrams may also be useful primary sources for a microgame.

**Role Sheets end with a *section break* so that the pages renumber. Add a section break here before pasting Role Sheet templates below.**

1. Resources in this vein include unsplash.com, pixabay.com, and Wikimedia commons. We currently recommend against using AI-generated visuals (e.g., MidJourney) due to use of copyrighted materials. [↑](#footnote-ref-1)
2. Jan van de Velde, “Figures at a printing press”, *Rijksmuseum,* Public Domain, <https://www.lookandlearn.com/history-images/YR0506770/Figures-at-a-printing-press>.  [↑](#footnote-ref-2)
3. A Reacting Microgame runs in a single, self-contained session, including any required preparation and debrief. [↑](#footnote-ref-3)
4. A “Microgame Under Review” refers to games that have been evaluated by the Reacting Microgame Coordinator and submitted to the Microgame Peer Review network for evaluation. “Microgame in Development” should be used for games being playtested prior to evaluation. [↑](#footnote-ref-4)
5. The “Footnote Text” style for this template is Georgia, 10 pt, single-spaced, with no trailing paragraph spacing. Please use the “Footnote Text” style for all footnotes in the game. Footnotes should be used to cite work that is not the author’s (please do not use parenthetical citations) and for **brief** explanations of terms that would disrupt the flow of text in the IM. [Chicago Manual of Style 17th Edition Notes-Bibliography formatting](https://owl.purdue.edu/owl/research_and_citation/chicago_manual_17th_edition/cmos_formatting_and_style_guide/chicago_manual_of_style_17th_edition.html) is preferred for citation footnotes. [↑](#footnote-ref-5)