

# Game Outline - What Happens When?

Players are welcome on site from 1pm, Friday the 27th September.

The event starts at 3pm with pre-game workshops, then the game itself starts at 7pm with supper and the dance. The game team has nothing planned between midnight and 8am, but players are free to roleplay how they wish in game areas.

Saturday is given over to the defence of the south east of England and the dramas of the lives of those at Stow Maries. Time out will be called at some dramatically appropriate moment past midnight, to be followed by a short wrap-up and then some time for relaxation before breakfast on Sunday at 9am.

## Schedule of post-game activities - Saturday

After Time Out, there will be a short comfort break. Please do not talk to each other during this time.

Ten minutes later, please assemble in the Mess for hot drinks, cake and perhaps a drop of alcohol. During this time, we'll present the impact of your actions on the course of our imagined version of the war.

## Schedule of post-game activities - Sunday

Breakfast will be served at 9am. After breakfast, you'll have the opportunity to experience the game element from the other side - WAAF players can fly, and RAF players can run the ops room. After that, we'll finish the game with a de-brief covering how our game differed from the historical reality, and any final player questions.

Players must be off site by 1pm.

## Friday

	WAAF	RAF	
13:00	Players free to arrive		
14:00	Arriving and set-up		
15:00	Pre-game briefs		Out of Character
16:00	WAAF job-specific training	Card game training	
17:00	All watches - training shift	Training flights	
18:00	Dressing time and dance practice (3x 20min sessions)		
19:00	Opening speech, supper		In Character
20:00	Dance		

# Saturday

	Base	WAAF			RAF	
		Apple watch	Beer watch	Charlie watch		
08:00	Breakfast 08:00-09:00	Morning briefing, in the mess			Fighter squadrons expect action	
08:30		Plotting shift	(Standby)			
09:00						
09:30						
10:00	Plotting shift	(Standby)	(Standby)			
10:30						
11:00						
11:30	(Standby)		Plotting shift	RAF PT, 11:00-12:00		
12:00						
12:30				Plotting shift	(Standby)	
13:00	Plotting shift	Standby				
13:30						
14:00			(Standby)		Plotting shift	
14:30						
15:00						
15:30	Plotting shift	(Standby)				
16:00						
16:30						
17:00	(Standby)		Plotting shift			
17:30						
18:00						
18:30	Plotting shift	(Standby)				
19:00						
19:30						
20:00	Plotting shift	(Standby)		Night fighter squadrons expect action		
20:30						
21:00						
21:30	Plotting shift	(Standby)	(Standby)			
22:00						
22:30						
23:00	(Standby)		Plotting shift			
23:30						
00:00						
	Plotting shift	(Standby)				