[Campaign Title]

[Number of Players] : [Number of Islands] : [Expected Campaign Time]

Story:

[Here is where you set the scene for your campaign. Introduce the location, the characters, and the overarching themes. This is the section where you can really grab players' attentions, so don't be afraid to get creative.]

Materials:

[In this section, you should outline the pieces that players will need to complete the campaign. Specify any islands that should be included in the play space, as well as major treasures to be included and where they should be placed.]

Setup:

[The setup section is where you detail the preparations players will need to make before the game begins. Detail the layout of the islands your campaign uses, as well as how any resources, treasures, and other items should be distributed. Also be sure to note where player tokens should be placed, as well as how any NPCs behave.]

Flavor Text:

[At various points over the course of the game, events may occur that warrant further explanation or description to players. Any flavor text you list in this section will be read to the players by the gamemaster when the associated event occurs. For this reason, you should be sure to note when the given text should be read.]

Unique Roles:

[If your campaign assigns certain players special abilities, you should describe them in this section. Any changes to their movement, interactions, or starting equipment should be outlined, as well as changes to their win conditions. Also note how many players can take a given role, as well as if players can take multiple roles.]

Special Rules:

[While Archipelago has general systems in place for many actions available to players, campaigns often expand upon these with additional actions specific to the game they outline. Campaign designers also have the opportunity to change any of the rules in Archipelago's rulebook. That is to say, what goes in this section overrides the general rulebook.]

Miscellaneous:

[Include here any additional information players will need to successfully play your campaign. This section isn't required, but any special considerations that the campaign might have would be included here.]

[Additionally, you should include in separate files any assets useable in your game. Custom islands and world maps are the heart of Archipelago, and your campaigns give you a

chance to share your creations with the world. Standards for how these files should be formatted and designed can be found with the Standard Archipelago Rulebook.]