



# HOW TO HOST GUIDE

We've tried to make RON 2.0 as easy as possible to deliver, but it does require a bit of prep work from Game Hosts to ensure players get the most out of the game.

This guide should give you everything you need to prepare and deliver an outstanding experience.

We recommend printing it as a handy reference while you set up and deliver the game.

## TABLE OF CONTENTS

- 1. PREP, PLAY & ASSESS**
- 2. HANDOUT INSTRUCTIONS**
- 3. ROOM & TABLE SET UP**
- 4. SETTING UP YOUR SCREENS**
- 5. GAME HOST SCREEN & CONTROLS**
- 6. LEADERBOARD NAVIGATION**
- 7. ADDING YOUR INSIGHT TO LEADERBOARDS**

## FAQ'S & TROUBLESHOOTING

- We built a custom AI Chat for troubleshooting & questions that you or students may have.
- Go to: <https://rb.gy/y3u5hd>
- You will need a ChatGPT account, but free accounts work.
- Type in your question and get real time answers.

# 1. PREP, PLAY & ASSESS

**A plan to prepare your students & assess the impact & value of RON 2.0**

- 1. Pre-Game Survey: Establish baseline business & career awareness. Contact us for a link to our Survey Monkey pre-made survey.**
- 2. Key Terms Quiz (with scenario-based questions): Assess baseline knowledge of business, finance, and career vocabulary. Vocab sheet is available in Handout Printing.**
- 3. Have students study the Key Terms Glossary before game days.**
- 4. Play RON 2.0.**
- 5. Re-take Key Terms Quiz: assess learning.**
- 6. Post-Game Survey: Assess learning impact, engagement, skill growth. Contact us for a link to our pre-made survey.**

# 2. HANDOUT INSTRUCTIONS

Hit the [Handout Printing](#) link on the Ready or Not 2.0 website to order or print handouts.

**Pop Ups in the game will tell you when to hand these out too!**

## **Game Start: Place at each table before students arrive**

- 1 Briefing Packet Per Player
- 1 Vocabulary Definitions Handout Per Table
- 1 Set of RD-1 Position Sheets Per Table
- 1 Team name card Per Table

## **RD-1: Hand out at end of Slide 6**

- 1 Set of RD-1 Investment Cards Per Team
- 1 Team Summary Sheet Per Team

## **RD-2: Hand out at end of Slide 69**

- 1 Set of RD-2 Position Sheets Per Team
- 1 Set of RD-2 Investment Cards Per Team
- 1 RD-2 Team Summary Sheet Per Team

## **RD-3: Hand out at end of Slide 142**

- 1 Set of RD-3 Investment Cards Per Team (10 Cards total – Biz Growth no longer available)
- 1 RD-3 Team Summary Sheet Per Team
- NO POSITION SHEETS IN RD-3

## **Special Handouts: HAND OUT ONLY WHEN EARNED IN THE GAME**

- Permanent KPI Impact cards
- Hand out ONLY when teams earn them – the RON 2.0 web portal will tell you when to hand out.
- Strategic Report: Hand out ONLY when teams prove they've invested in the Business Growth Strategy; verify this on their phone or by checking the Game Host screen in the Decision Session area.

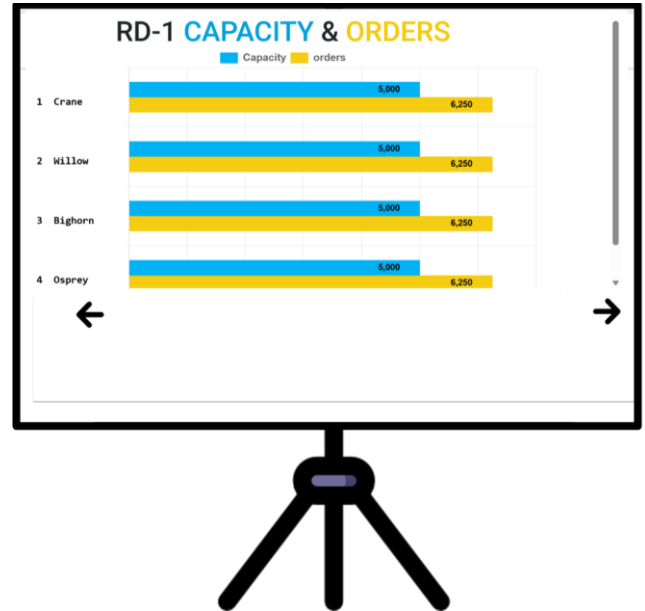
# 3. ROOM & TABLE SET UP

You'll need to navigate & click on both the Game Host Screen & the Presentation Screen throughout the game.

ENSURE YOU CAN SEE & USE YOUR CURSOR ON BOTH!

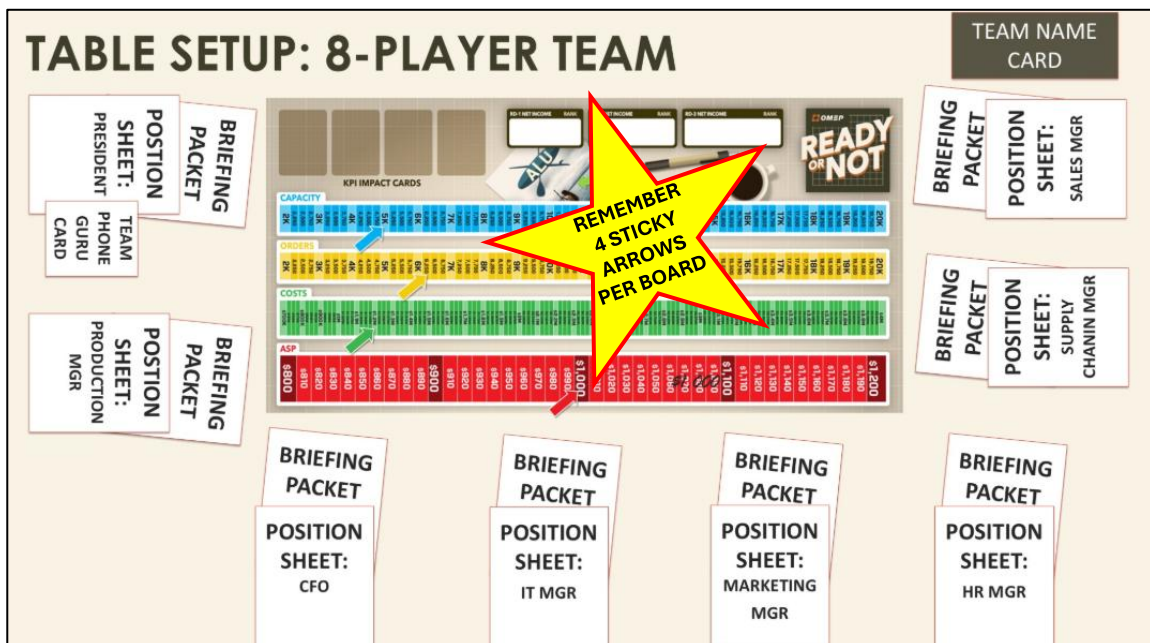


GAME HOST SCREEN



PRESENTATION SCREEN

Each team / table should start the game looking like this:



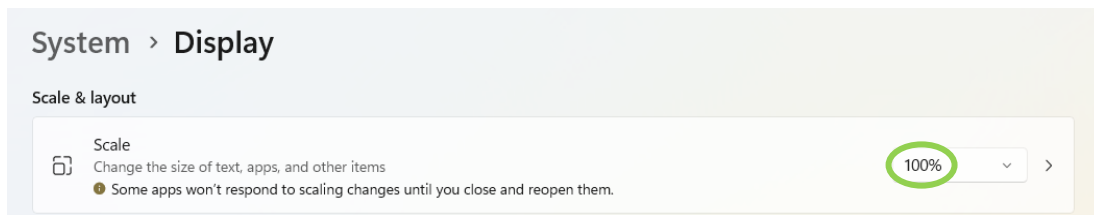
Teams can be 4-8 players. There are 8 Position Sheets, so you'll have to have some or all of your players read 2 Position Sheets if your teams have less than 8 players on them.

# 4. SETTING UP YOUR SCREENS

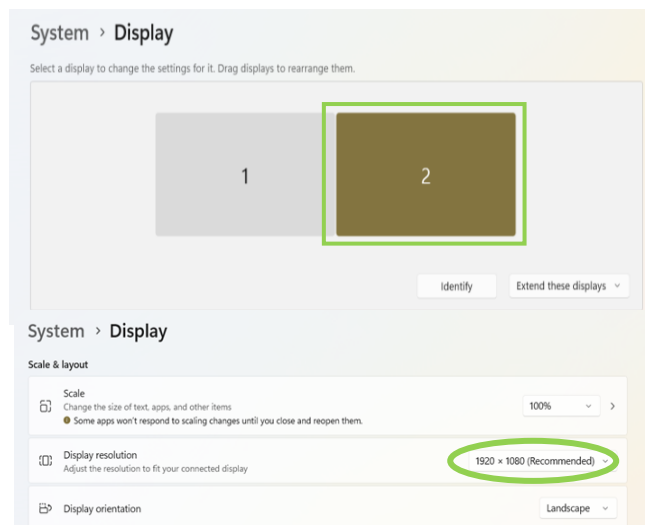
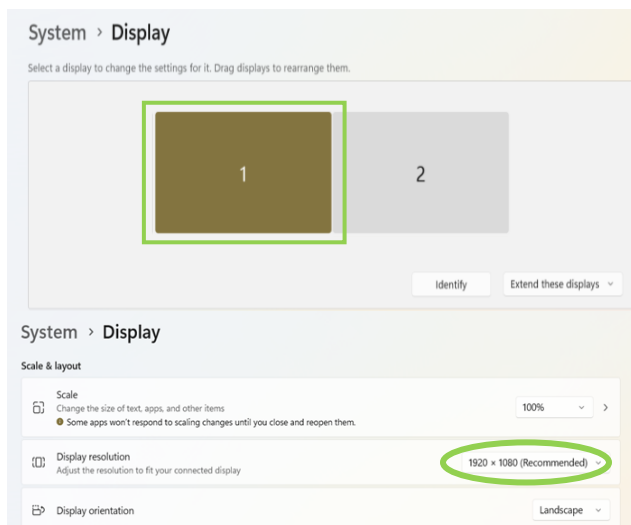
Follow these steps *precisely* to set up your Game Host & Presentation Screens.

1. Connect your projector/TV (Presentation Screen) to your computer and open your System Display Settings

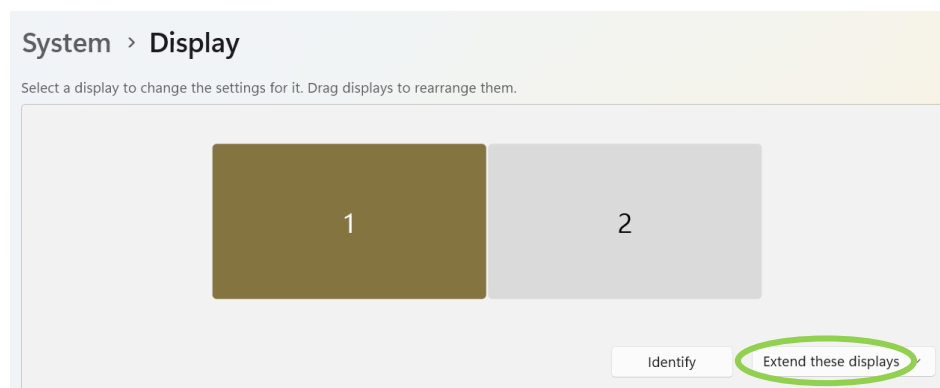
2. Set Scale to **100%**



3. Click on Screen 1. Set Resolution to **1920 X 1080**  
Click on Screen 2. Set Resolution to **1920 X 1080**



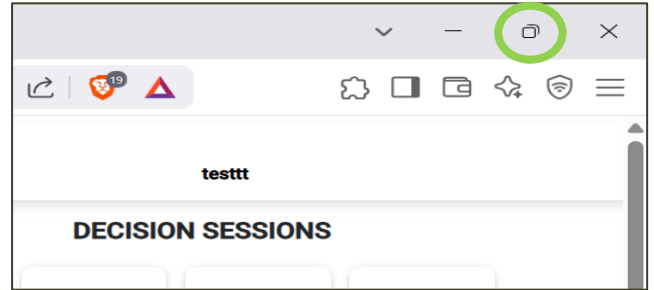
4. Select “**Extend These Displays**” then close Display Settings




# 4. SETTING UP YOUR SCREENS

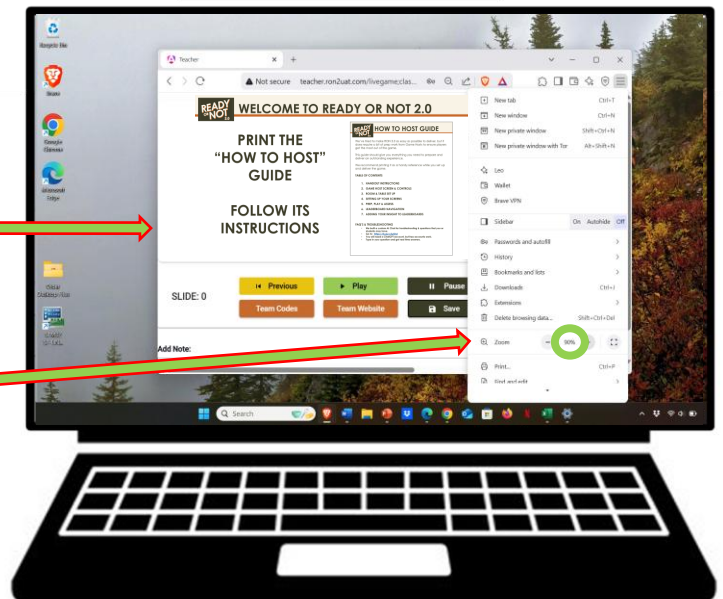
5. Open RON 2.0 in a web browser. Start or Resume a Game.

6. Click the  **Restore Down** button



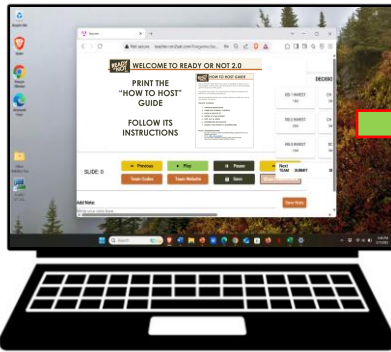
7. Grab a corner of the RON 2.0 window & shrink it to about this size. 

8. Set Zoom to **110%**. 

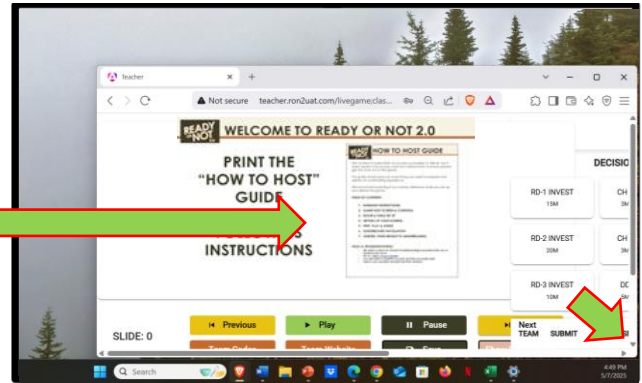


# 4. SETTING UP YOUR SCREENS

9. Drag the RON 2.0 window out of the Game Host Screen onto the Presentation Screen. Align it to the bottom right corner.

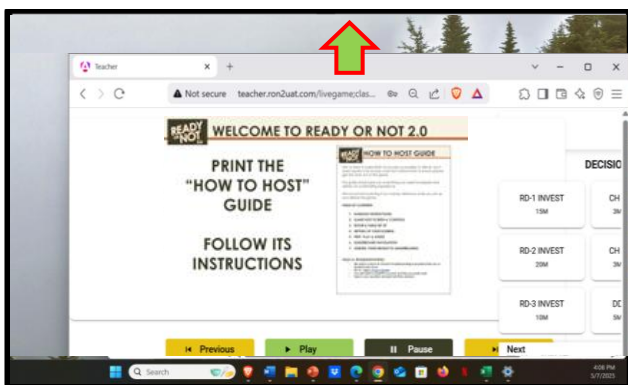


GAME HOST SCREEN

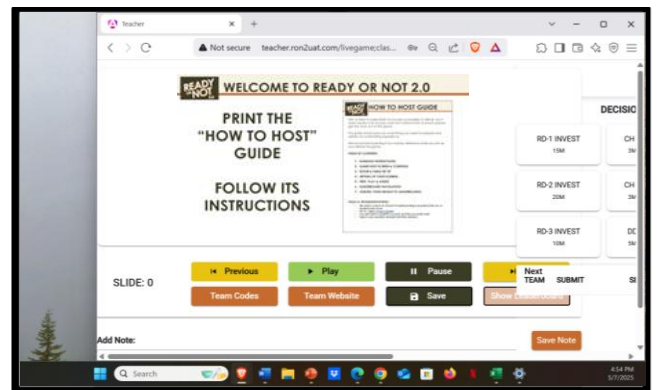


PRESENTATION SCREEN

10. **Stretch** the RON 2.0 window to the top of the Presentation Screen.



PRESENTATION SCREEN

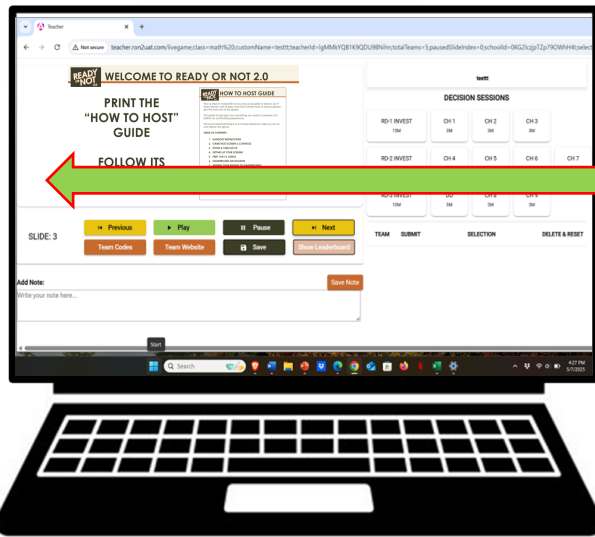


PRESENTATION SCREEN

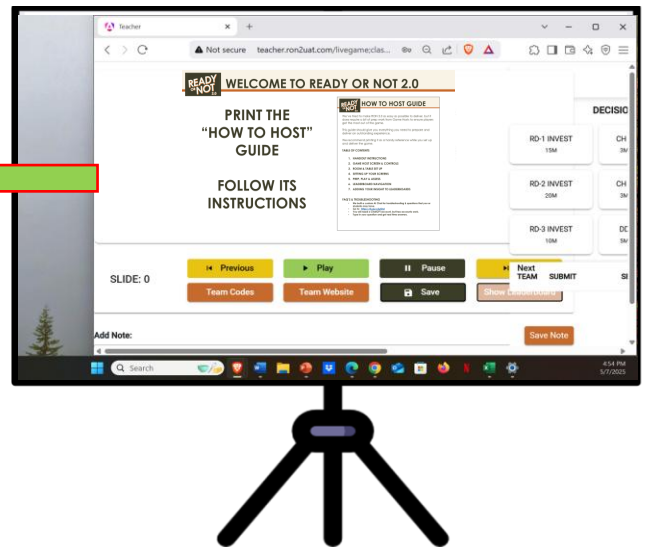


# 4. SETTING UP YOUR SCREENS

11. Grab the left side of the RON 2.0 window and **Stretch** it to the far left of your Game Host Screen.

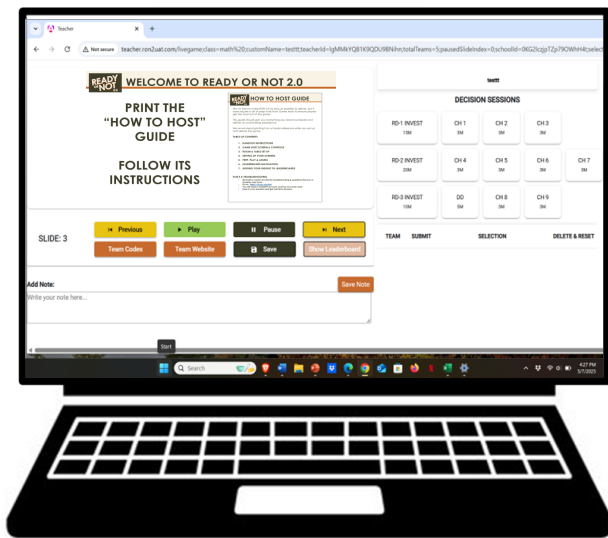


**GAME HOST SCREEN**

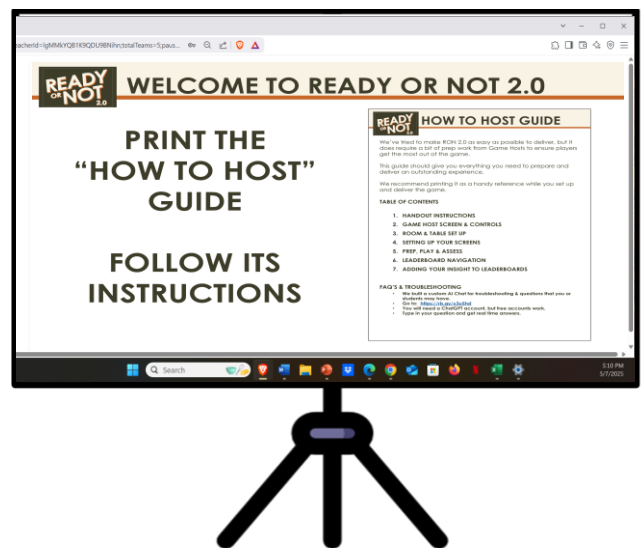


**PRESENTATION SCREEN**

If it looks like this, you're ready to play!




**GAME HOST SCREEN**



**PRESENTATION SCREEN**

## TROUBLESHOOTING:

- Some computers will “snap” to maximizing the browser window. Click the  **Restore Down** button to ensure it isn't maximized.
- Some screen sizes & resolutions may require different browser Zoom settings. We recommend trying 90%-125%.



# 5. GAME HOST SCREEN & CONTROLS

You'll control the game from this screen on your computer.

**View of Presentation Screen**

**Decision Session Countdown Timer**

**Decision Sessions:**

- Grey is a session that is complete
- Green is an active session
- White is a future decision session

You can click on grey boxes to see decisions teams made previously

**Game Controls**

**Team Login Codes**

**Teams List**

- Crane - Code: 142
- Willow - Code: 333
- Bighorn - Code: 904
- Osprey - Code: 251

**Write notes to remember things to talk about on specific slides. These save to all your future games.**

**Click to open QR Code / URL for Team Phone Guru's to log in.**

**Opens Leaderboards at the end of each round.**

**All your teams playing a game. Red: no decision submitted. Green: decision submitted**

**Reset a team's decision if they make a mistake. Once a decision session has ended, this is no longer available.**

**RD-2 INVEST**

HAND OUT RD-2 INVESTMENTS NOW

- > READ INVESTMENT CARDS & POSITION UPDATES
- > INVEST UP TO \$500K
- > ANY OF THE \$500K YOU DON'T INVEST REDUCES RD-2 COSTS

**17:13**

President: If you miss the deadline, your team may be penalized for missing the Go to Market deadline and you may lose ASP points.

2:57 / 20:11

test 5.2.25

**DECISION SESSIONS**

RD-1 INVEST 15M	CH 1 3M	CH 2 3M	CH 3 3M
RD-2 INVEST 20M	CH 4 3M	CH 5 3M	CH 6 3M
RD-3 INVEST 10M	DD 5M	CH 8 3M	CH 9 3M

**TEAM SUBMIT SELECTION DELETE & RESET**

TEAM	SUBMIT	SELECTION	DELETE & RESET
Crane	Y	1. Biz Growth, 2. Prod. Effic., 3. 2nd Shift	[X]
Willow	N		[X]
Bighorn	N		[X]
Osprey	N		[X]

SLIDE: 70

Previous Play Pause Next

HIDE CODES Team Website Save Show Leaderboard

Add Note:

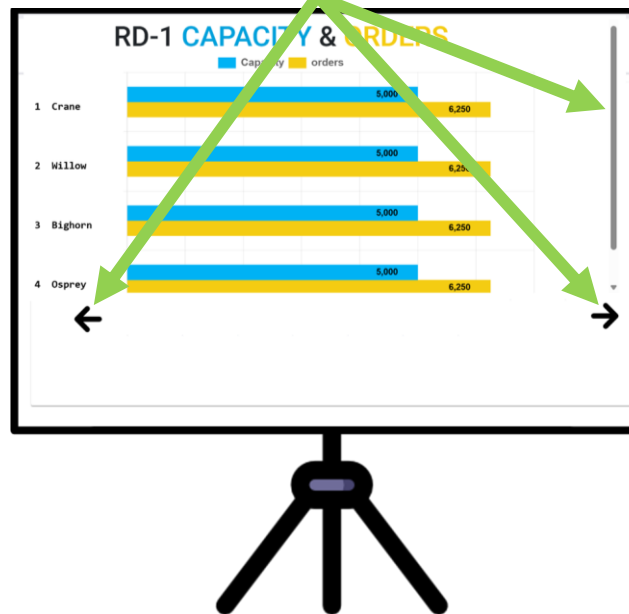
REMEMBER TO TALK ABOUT NET INCOME NOW

Save Note

# 6. LEADERBOARD NAVIGATION

USE YOUR CURSOR ON THE PRESENTATION SCREEN TO CYCLE CHARTS & SCORES!

USE THESE



PRESENTATION SCREEN

NOT THESE



GAME HOST SCREEN

# 7. LEADERBOARD INSIGHTS

**At the end of each round, you'll review the following Leaderboard Charts with your teams. Here are some ideas of how you can speak to how teams are performing:**

## **Capacity & Orders**

Shows how many SUPs each team made and sold. In general, more SUP's made and sold means more Revenue & Profit. Teams at the top made and sold the most boards.

Look for teams that grew both and kept them somewhat balanced. Teams with a high score in one but not in the other are out of balance. Suggest they focus on investments & decisions to increase the lagging KPI.

## **Cost Per Board**

Shows which teams are spending the most and least to make each board. High or low isn't indicative of good or bad: if they have a high Cost Per Board and a high ASP, they could be a very profitable company. Only when Cost Per Board is high and ASP is low is there a problem.

## **Total Costs**

Shows which teams are spending the most and least to run their company. We subtract Total Costs from Revenue to get Net Income. Like Cost Per Board, a high Total Costs isn't inherently bad. They could be a very profitable company if they have high Revenue and healthy margins.

## **Average Selling Price (ASP)**

Shows which teams are charging the highest average price for their boards. Higher prices can mean more profit, but it's also possible to sell higher volume, lower cost boards and win the game.

## **Revenue**

Shows how much money each team brought in from SUP sales. Big revenue means they sold a lot of SUP's, sold SUP's at a high price or both. In general, it will be harder to win with lower Revenue. This is our success metric: reach \$10M Revenue profitably by end of game.

## **Net Margin %**

The percent of a team's Revenue they kept as profit. It's a measure of how lean and profitable their whole business was. Higher % is better.

## **Net Income**

How much actual profit each team made in dollars after paying all their costs this round. The #1 Team wins the round. This is our winning metric. The team with the highest RD-1 + RD-2 + RD-3 Net Income wins the game.