



HOW TO HOST GUIDE

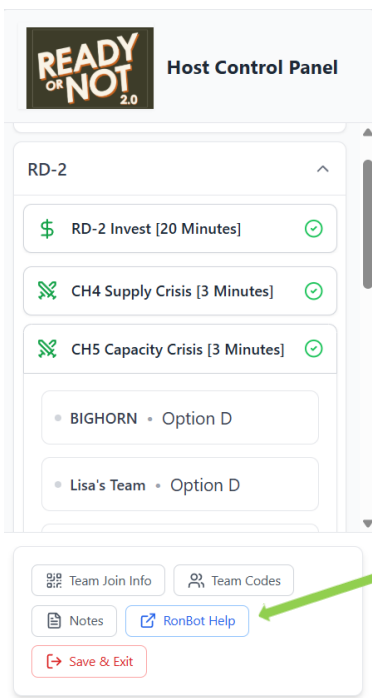
We've tried to make RON 2.0 easy to deliver, but it does require a bit of prep work from Game Hosts.

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.

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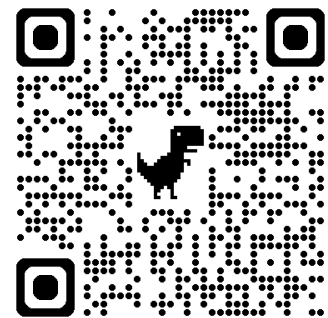
FAQ'S & TROUBLESHOOTING



- We made an AI called RONBOT for troubleshooting & answering questions you & your players have.

- **YOU WILL NEED A CHATGPT ACCOUNT, BUT FREE ACCOUNTS WORK.**

RONBOT is always available in the game host portal to get quick answers.



PRO TIP: Use this QR code or <https://rb.gy/y3u5hd> on your phone so you can ask RONBOT questions with your voice from anywhere in the room!

1. PREP, PLAY & ASSESS

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

- 1. Conduct a Pre-Game Survey: Establish baseline understanding of business & careers. Contact us for a link to our Survey Monkey pre-made survey or use the quiz under Game Resources.**
- 2. Key Terms Quiz: Assess baseline knowledge of business, finance, and career vocabulary. The Vocab sheet is available under Game Resources.**
- 3. Have players study the Key Terms Glossary before game days.**
- 4. Play RON 2.0.**
- 5. Conduct a post-game Key Terms Quiz to assess learning improvement.**
- 6. Conduct a Post-Game Survey: Assess learning impact, engagement, skills growth. Contact us for a link to our pre-made survey.**

2. HANDOUT INSTRUCTIONS

Create a new game to access the Handout Printing tool. It will tell you exactly how many copies of each handout you'll need based on the number of players and teams you have. You can order handouts from our printer, your printer, or DIY.

Pop-ups in the game will tell you when to hand out each document, but here's a handy cheat sheet:

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 (6 cards total per team)
- 1 RD-1 Team Summary Sheet Per Team

RD-2: Hand out at end of Slide 69

- 1 Set of RD-2 Position Sheets Per Team (11 Cards total 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 10 RD-3 Investment Cards Per Team; Biz Growth is no longer available)
- 1 RD-3 Team Summary Sheet Per Team
- NO POSITION SHEETS IN RD-3

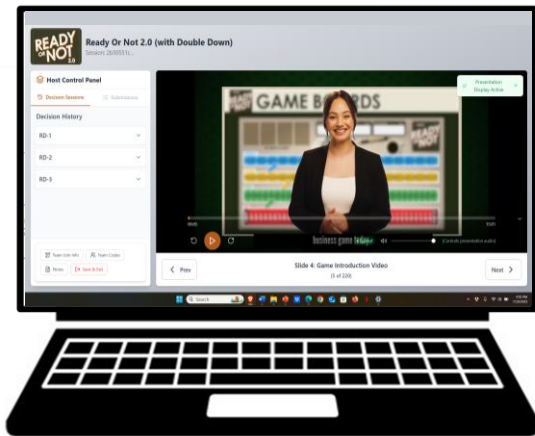
Special Handouts: HAND OUT ONLY WHEN EARNED IN THE GAME

- Permanent KPI Impact cards – the game 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 2 SCREENS TO PLAY

GAME HOST SCREEN

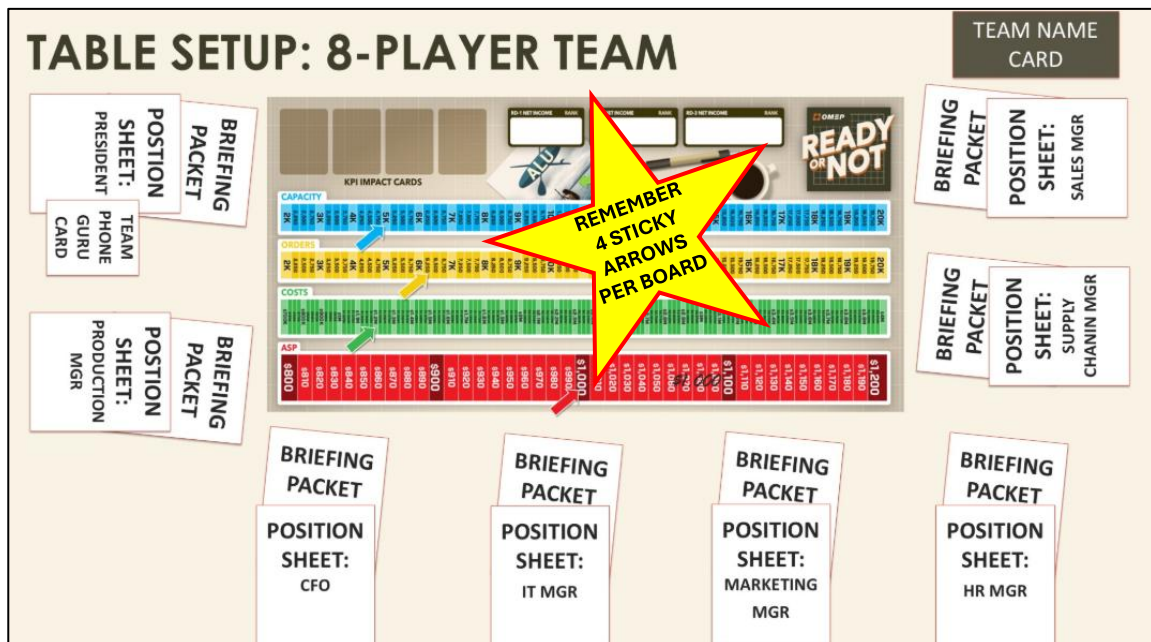


You'll control the game from here.

PRESENTATION SCREEN



EACH TEAM/TABLE SHOULD START THE GAME LIKE THIS:

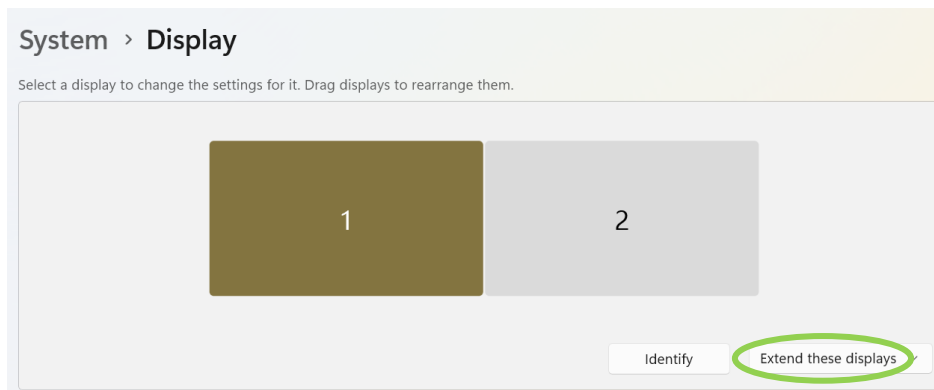


There are 8 Positions. Teams can be 4 to 8 players. If your teams have less than 8 players, some players will need to play 2 Positions.

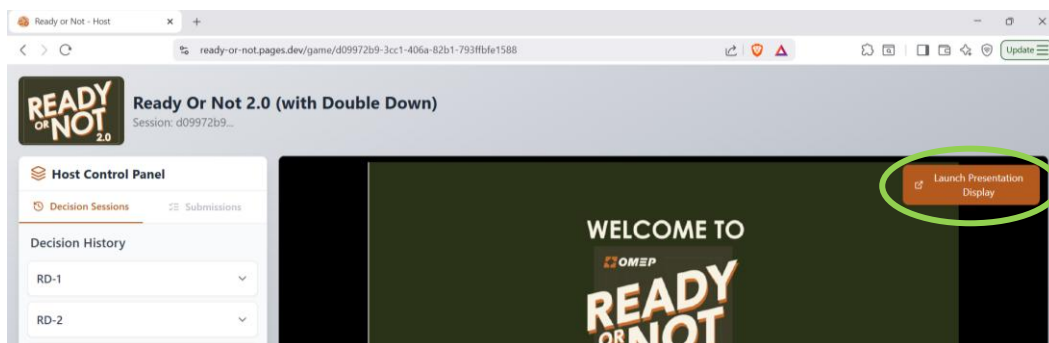
4. SETTING UP YOUR SCREENS

FOLLOW THESE STEPS SET UP YOUR PRESENTATION SCREEN

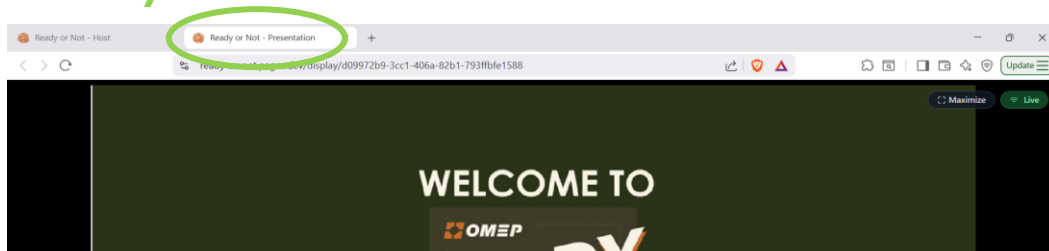
1. Connect your projector/TV to your computer and open System Display Settings
2. Set computer display settings to “Extend These Displays”



3. Set up and start your game
4. Click “Launch Presentation Screen” button

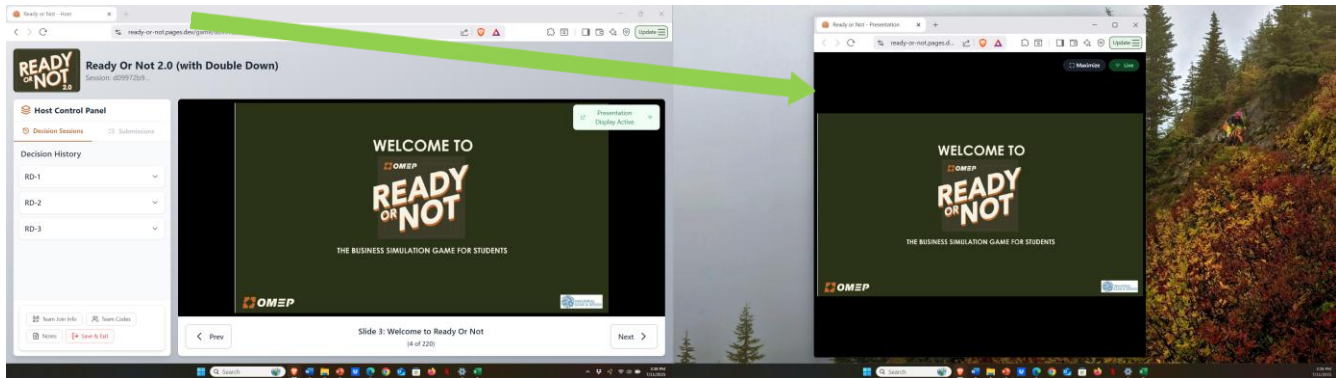


5. You will see a new tab has been created that reads: “Ready or Not – Presentation”



4. SETTING UP YOUR SCREENS

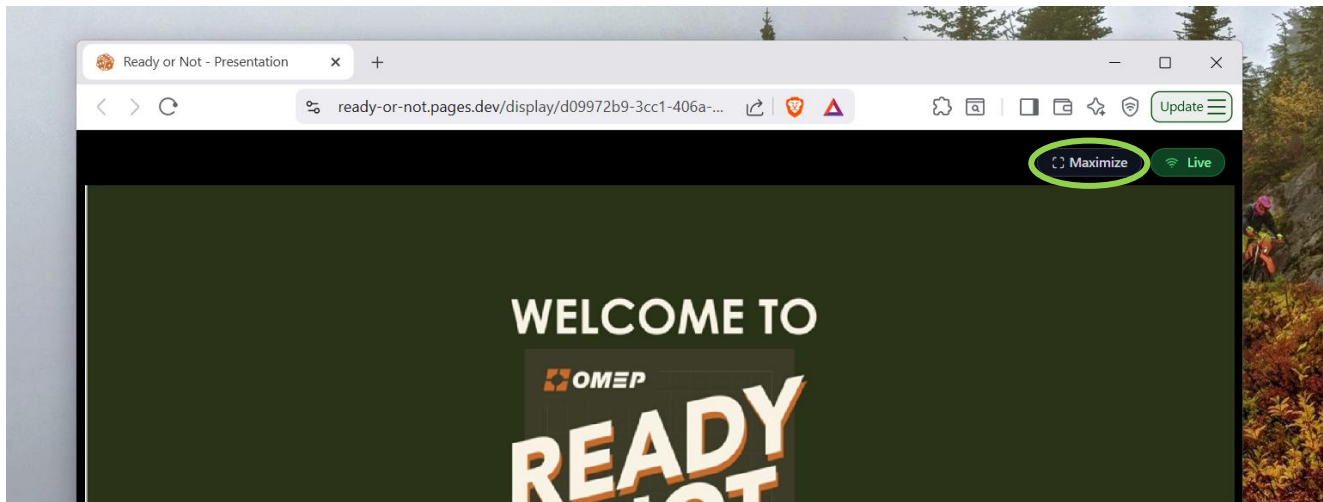
6. Drag that tab over to your Presentation Screen



Game Host Screen

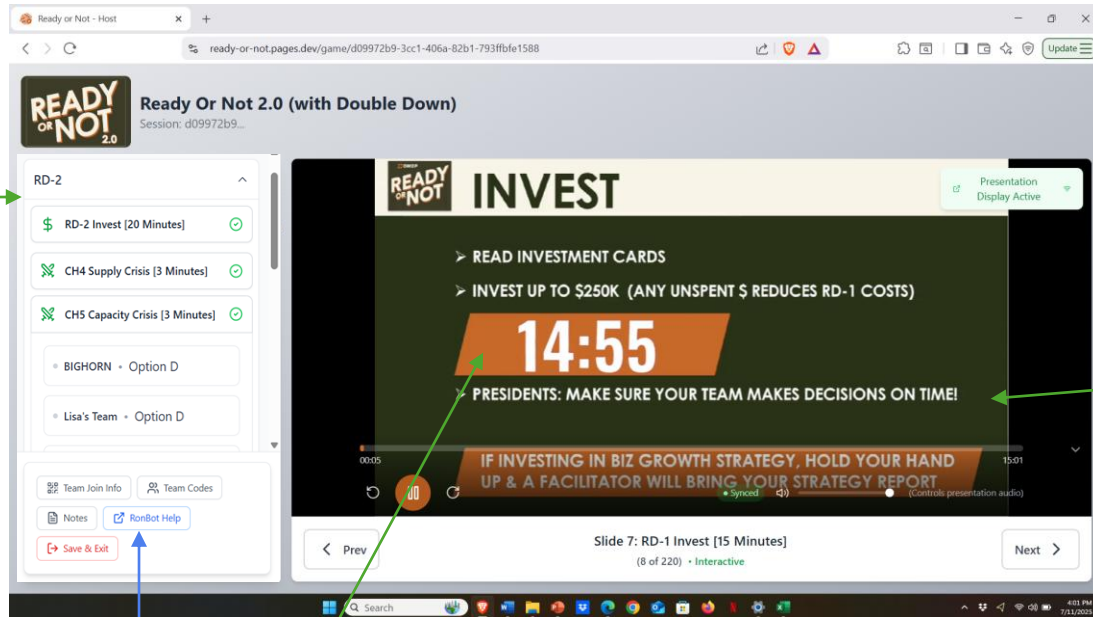
Presentation Screen

7. Click “Maximize” & you’re ready to go!



5. GAME HOST SCREEN & CONTROLS

YOU'LL CONTROL THE GAME FROM THE GAME HOST SCREEN



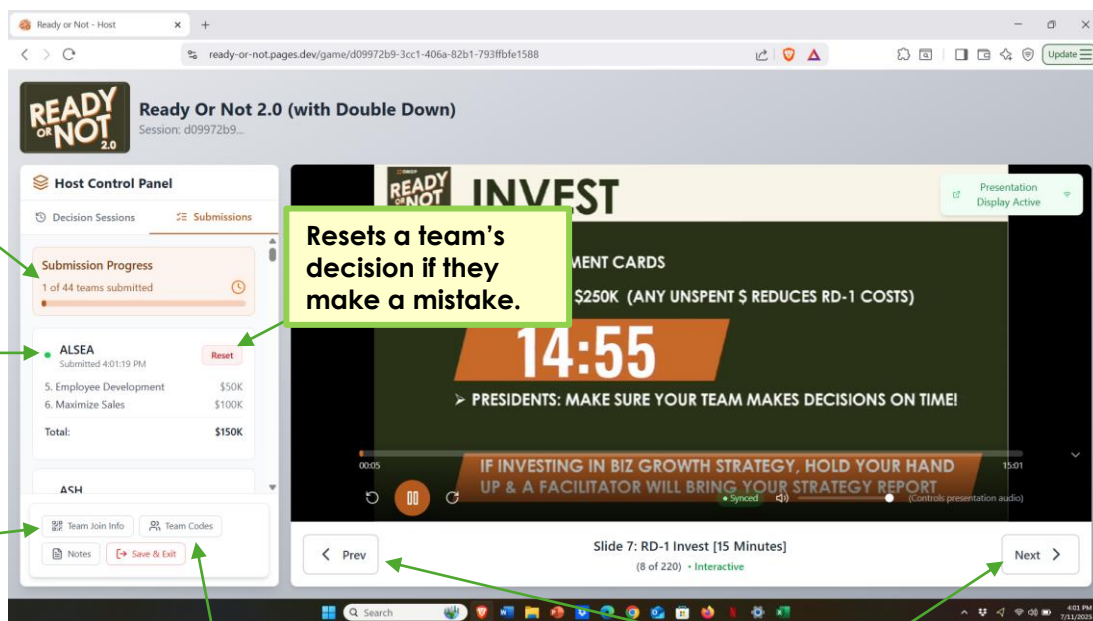
The Decision Session Box automatically updates to let you know when teams have made decisions

When all teams have submitted, you can click "Next"

Presentation Screen view. This mirrors what your players are seeing

RONBOT: Click to get real-time answers to questions

Decision Session Countdown Timer. These start automatically. Even if it runs out, teams can submit decisions until you click "Next"



Tracks how many teams have submitted

Scroll to see all teams & decisions they made

Team Join Link: brings up QR code for Team Phone Guru's to log in

Resets a team's decision if they make a mistake.

Team Login Codes provides passcode for each Team Phone Guru

Game Controls to move on to next or previous slide

6. 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.