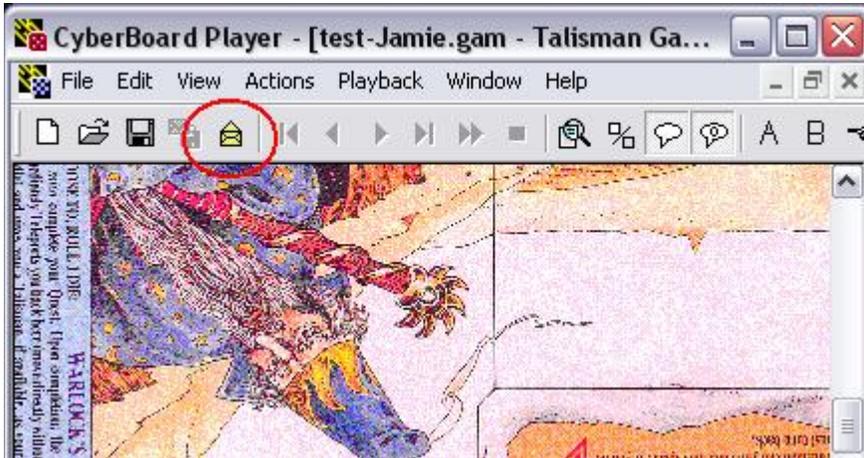
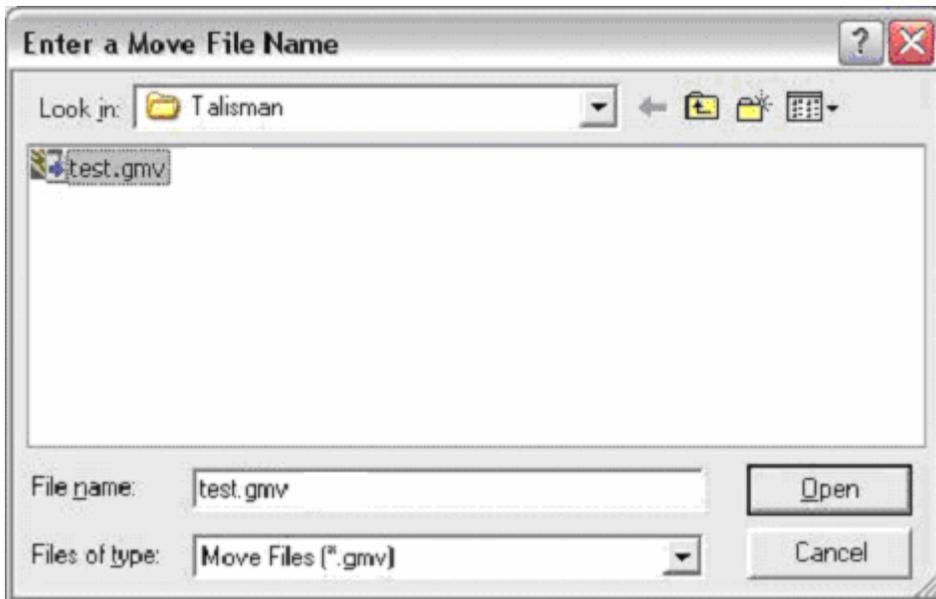


Loading & Ending Turns

You should get a GMV file emailed to you that you would load into your game session with the circled button below.



After you click the button...select the GMV emailed to you.



After you load the file...these two options will be available. The one on the left is the “play one at a time” button and the other is the “play immediately to the end of the turn” button. To get an accurate portrayal of the moves made by the player, use the left one.



After you are done watching the moves, you have to accept the move file. Right click on the game board and select “Accept Move File Playback”.



It will ask you if you are sure. Click YES.



Now...if it is your turn...you may take it. Otherwise, wait for the next player's GMV file and repeat the steps. If it is your turn, take your moves and click on the button below.



This will create a GMV file that you need to email everyone in the game. Select a name like the example below.



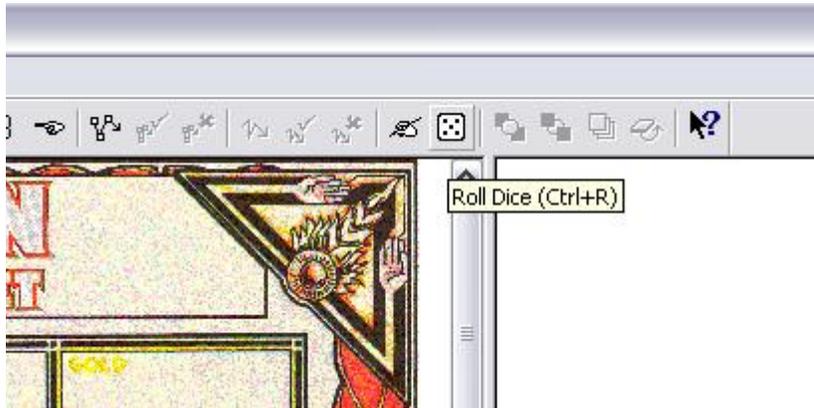
After you save your move file, you may close Cyberboard. It will ask you if you want to save your game...click YES.

Remember:

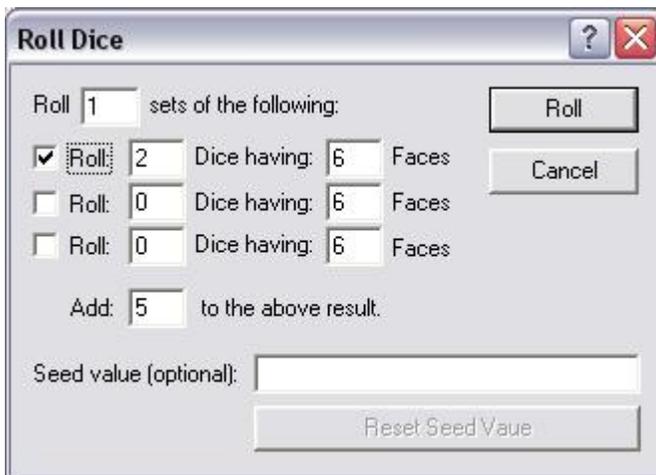
1. Always load all GMV files in the order you get them.
2. Always email your GMV files to EVERYONE in the game.

Rules For Rolling The Dice

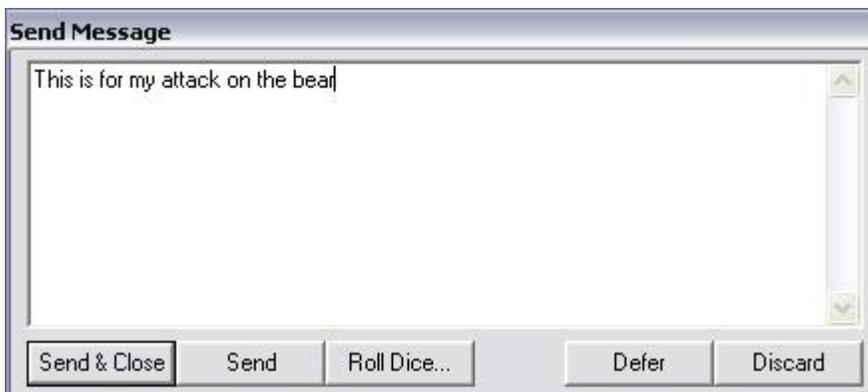
Step 1: Click on the Roll Dice button at the top of the screen.



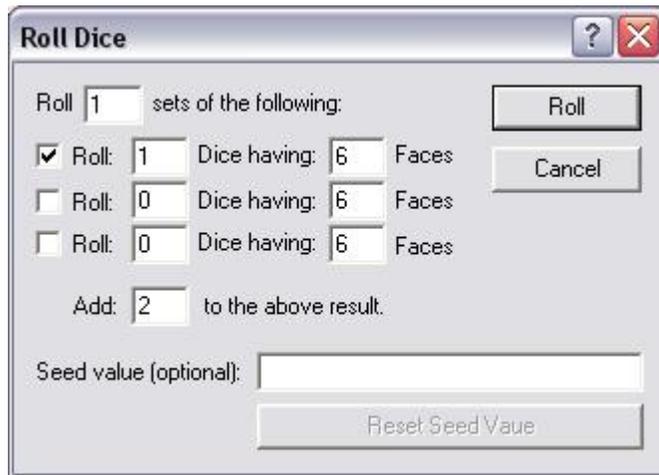
Step 2: Press the CANCEL button.



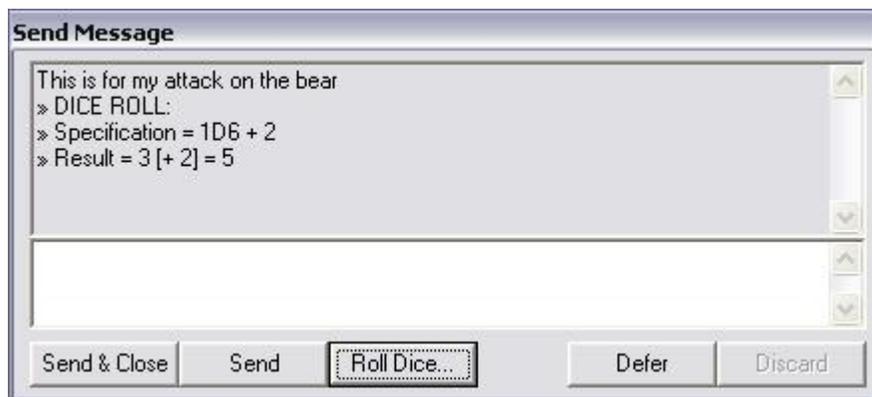
Step 3: Type in a message stating what the roll is for. Then click the ROLL DICE button.



Step 4: If you need to...change the number of dice you are rolling and put any Strength or Craft bonuses into the ADD field at the bottom. Then click on the ROLL button.



Step 5: That's it. Now you may continue rolling for other situations starting from Step 3. When you are done, click the SEND & CLOSE button. If after you do a SEND & CLOSE you find out you need to do another roll...start from STEP 1.

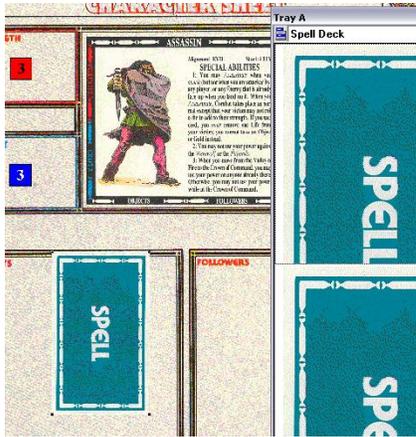


Rules:

1. Specify what creature you are attacking during your roll.
2. Specify what creature is attacking you during a roll.
3. If you have to roll for items, followers, strangers, ect...specify which roll is for which card.
4. When combating another player...first email the player that you are attacking them and ask if they want to perform any special actions that may help them in combat. You will ultimately roll for the other player so specify which roll is for which player. This is also for any spells you cast at someone. If it requires the other player to roll the dice...you will do so for them – specifying what the roll is for.
5. If, during your turn, you have a card that would affect someone else's followers, items, or spells (which require a roll of the dice)...you will perform the roll for each of their cards that are affected. Remember to specify which roll is for which card.
6. Remember to use the ADD field during a roll. You can use this with either a whole number or a negative number. It would be easier if you just use whole numbers. For example...if you have a Strength of 6 and the bear has a Strength of 2 – that would mean that you have a +4 for that combat roll ($6 - 2 = 4$). If you have a Strength of 6 and the giant has a strength of 8 – that would mean the giant has a +2 for that combat roll ($8 - 6 = 2$).

Working With Spell Cards

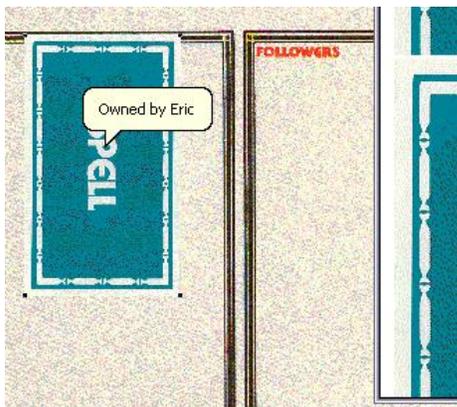
Open the Spell Deck and drag and drop a spell onto the game board (preferably next to your character sheet).



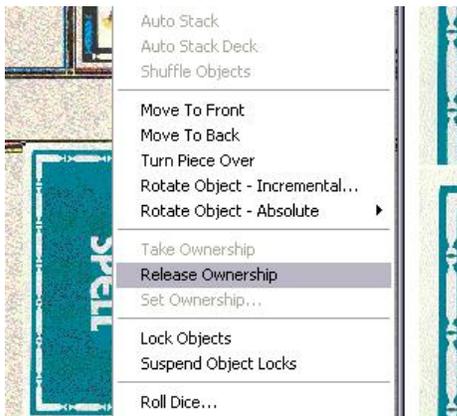
Before turning it over, right click on the card and choose “Take Ownership”



Now when you hover over the card, you will see that you own it (or in this example, Eric owns it).



Now you can flip the card over and keep it face up because everyone else will see the back side of the card no matter what. When you are going to cast it, right click on it and select “Release Ownership”. Then make sure that it is face up (if it is not already) so everyone can see what spell you are casting.



After you are done, discard the spell.

If you lose the spell for some reason and have to put it on the discard pile, just discard it without changing ownership. It will change to “no one” after you put it on the Spell Deck.

If someone gets to take the spell from you to keep, release ownership and slide it next to the player’s character sheet so they may take ownership at their turn. No player is allowed to turn over other player’s spell cards.