STEVE JACKSON GAMES

The Secret Masters' Guide
to
Discord (FnordCon)

Welcome to FnordCon, the Discord server Steve Jackson Games uses for online convention events! Discord is a service that allows users to text and voice chat, with a variety of tools and organizational features available. Here's some information that will make your visit with us that much easier. You'll need to load Discord and have a username before proceeding with these instructions.

To find us on Discord: click on the link provided by SJ Games when the server goes live before a show. (You'll find this on a Daily Illuminator, Facebook post, or other ways we talk to you). The FnordCon server will have a logo as shown to the left. Click on that!

This is an example of what channels FnordCon might have. Channels are simply "rooms" that are set up for people to chat or talk in (or to act as a static source of information), and organized by function. Often, clicking on the pin in the upper right side of the top bar will provide you with information about the function of the room, and commands that you might find useful inside.

#welcome will be your starting point, where we'll say hi, let you know how to get set up, and any other information you need to get started.

#rules and **#schedule** will let you know what you should and shouldn't do while here, and what events we'll be running. Read through this information, and check back if you have questions.

Next, visit **#registration** to check in (and put some gaming flair on your name), and visit the **#help-desk** if you have questions for staff.

CONVENTION FLOOR is where all the magic happens. Hang out in the **#con-suite** in between events to text with other attendees, and if we are running a **#dealers-room** during the show, our vendors will be shown here. (Otherwise, you'll be directed to Warehouse 23 for convention sales.)

#panel-1 and the **Panel-1 voice channel** work together (as does any channel and its similarly-named voice channel). When an event is happening in a room with an associated voice channel, clicking on the voice channel allows you to hear speakers. Than, clicking on the #channel allows you to submit questions and chat with other attendees during the presentation. Type **qqask [text]** to submit a question to the speaker (this adds your question to a queue that the speaker will pull questions from). At the end of the event, click on the [phone with an X] icon next to the voice channel name to be disconnected.

If you're in one of the gaming rooms, you have the ability to roll dice. An example command would be **/r 2d20**, which would roll two 20-sided dice and give you both individual and combined results. Click on the pin at the top or type **/r help** for more commands.

IF YOU GET CONFUSED:

- Check the pin in the channel you are in for basic information
- Ask the staff in the **#help-desk** channel for assistance

Enjoy your stay with us!

FnordCon ∨

∨ ENTRANCE +
welcome
rules
schedule
logging

∨ LOBBY
registration
help-desk

∨ CON OPS
staff-lounge
planning
🔊 Staff Voice

∨ CONVENTION FLOOR
green-room
con-suite
dealers-room
panel-1

∨ VOICE CHANNELS
🔊 Panel 1