

DIGITAL GAMING INSTRUCTIONS

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This kit contains optional materials to simplify digital play of *Cage of Sand*.

If you have a copy of Excel, the easiest option is to download the macro-enabled workbook from Itch: <https://luciellaes.itch.io/cage-of-sand>. All the core rules and tarot cards are included, and you can use the buttons to progress through each stage of the game. If you are playing remotely, you can share screens or even share the document.

If you prefer to use programs like Roll20, I have included a folder with a set of tarot cards, a playmat and some banners that you can use to set up a game. Specifically for Roll20, you will need to create two decks: one for your characters (10 cards) and one for your prompts (68 cards). This is a bit of a slow process as you will need to upload each card individually. I was not able to find options for bulk upload or dynamic decks. I would suggest the following settings for your card decks:

- Tick the first two options. Uncheck “cards are infinite”
- Select “GM & Players Choose: Show Fronts” as the next option.
- Play cards face up.
- Set the card size as 180x316.
- Use a different card back for your character cards and prompt cards. I chose black for prompts and purple for characters.

I have also included a banner you can use for the game image and a playmat for use within the game. The playmat has a traffic light safety tool included (X-Card, N-Card and O-Card – see the TTRPG Safety Toolkit for more details: <http://bit.ly/ttrpgsafetytoolkit>).

The tarot cards included are scans of the original Rider-Waite Smith deck, sourced from Wikipedia and then cleaned up and resized by me. The images are in the public domain to the best of my knowledge (note: I am basing this on my understanding of Australian copyright law which may differ elsewhere) and I do not claim any additional rights to the cards themselves, excluding the card backs and other branded material. Feel free to use the card images for other games, whether for personal or commercial use, though I ask that you not sell the images on their own, whether digital or printed. I retain all rights over *Cage of Sand* and associated branding.

I have investigated options for creating a Roll20 module for *Cage of Sand* and submitted a request for a publisher account, however if this happens at all, I would expect some delay – and, for transparency, it will be a paid product. If you are interested in being notified if a module does become available, please email luciellaes@gmail.com to let me know.

Just a final note: thank you for everyone who has downloaded *Cage of Sand* so far. I hope you’ve enjoyed it and made some memorable stories and experiences. Please make sure to leave a review or comment or share your thoughts!

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