

Playing Online

OVERVIEW

Dream Aflame's rules are presented in a fashion that assumes in-person play. That mode of play, however, is not necessarily the way that your group will play the game. For those groups that will play Dream Aflame online, the following suggestions and instructions may be useful to you.

I recommend using the Roll20 platform for playing Dream Aflame. It will take some set-up, but it is the best method that I have found for sharing your character and setting element decisions easily with your fellow players. Don't feel bound to this suggestion - please experiment with other methods and platforms, if you so desire - but these instructions will move forward assuming the use of Roll20.

The rest of this packet contains a set of image files. These should be everything you need in order to set up your Roll20 instance, except for a simple image used to represent tokens.

SETTING UP

1. Create a new game on Roll20. Do not include any character sheets.
2. Invite the other players. Once they've entered the game, make each of them GMs.
3. In the Journal tab, create 5 Handouts. In each, upload one of the Rules images. Rename the handout appropriately.
4. Upload the Roles, Elements, and Conveyance in the Art Library of your Roll20 game.
5. After you have each chosen the Character Role you will be playing, drag the appropriate Roles from your library onto the page, using the Map & Background layer.
6. Use the drawing tools to circle or underline your choices on the Role sheets, on the Objects & Tokens layer.
7. Drag the Setting Elements from your library to the page, using the Map & Background layer.
8. Use the drawing tools to circle or underline your choices on the Setting Element sheets, on the Objects & Tokens layer.
9. If you'd like, you can use drawing tools on the Map & Background layer to separate the various sheets on the page.
10. Find a token image. (I like to search for the word "stone" in the search bar, and select the circular grey stone token that appears near the top of the results.)
11. Drag a token onto the page. Make multiple copies.
12. Create a new Roll20 page. Drag the Conveyance sheet from your library onto the page, using the Map & Background layer.
13. Use the drawing tools to circle or underline your choices on the Conveyance sheet, on the Objects & Tokens layer.
14. Create one more new Roll20 page. Use this one as your map - draw on it using Roll20's drawing tools. (They are not great, but they should suffice.)

