

INVISIBLE SUN APP

Welcome, Vislae, to the Invisible Sun app. While you spend your days in Satyrine, you have many means to remain in contact with friends. Here in Shadow, however, we have been able to provide you with a free tool to discuss and plan with your group. Read along as we show you the tools.

ARE YOU A GM?

As a GM, you have the opportunity to set up your group and invite your players. Your sequence of steps is as follows:

1. Go to the URL and register. You will need to know the secret code that comes from within the Black Cube.
2. Finish the registration process. Customize your profile picture or personal cover image if you'd like.
3. Set up your group. This includes giving it a name, a description, and also allows you to customize your group's avatar and cover image.
4. Invite your players. You will need to know their email addresses to send the invites. Don't worry, the invite will include the secret code.

See page 2 for additional information.

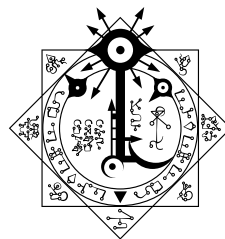
ARE YOU A PLAYER?

You should have received an email invitation from your GM. If you have not received this yet, or your GM has not set up your group, please wait for them to do so.

If your GM is not using the Invisible Sun app and you wish to explore, feel free to do so. You should know that most functions happen within the group area. To get the most out of this, create your own group. This will give you access to the Path of Suns and Face-to-Face functionality. You do not need to invite other members—you can be a group of one.

If you are a member of a group, you should jump to page 5 to see more details on tools within your group.

Note: To get the most out of the app, you will need to belong to a group as either a player or a GM.



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STEP 1: GETTING THERE

Go to the following URL:

<https://app.invisiblesunrpg.com/register>

When registering, you will notice that a secret word must be known (the Invite Code field). This is there to help keep the forces of darkness at bay. You can find this word in a book within your Black Cube—open *The Way* to page 17 and find the first word on the page (not the chapter title in the top-right of the page).

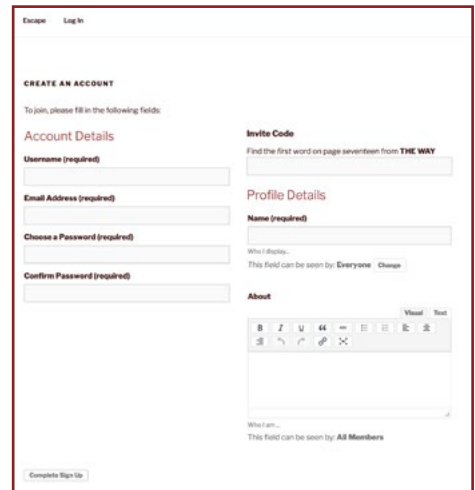
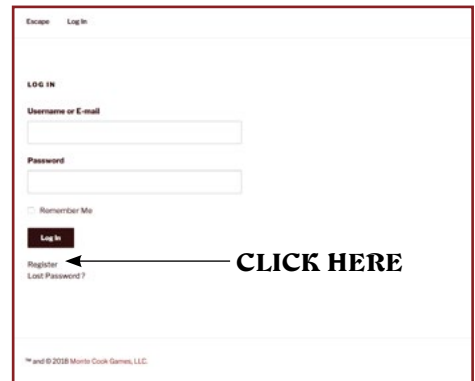
For those you invite, the invitation text will include this word as part of the invitation, as they may not have their own copy of *The Way*.

Once you've registered, you will receive a verification email. Follow the directions in the email to verify your registration. This verification does not make use of the secret word, but rather is generated automatically as part of this authentication step.

STEP 2: PERSONALIZE YOUR PRESENCE

Once verified and logged in, you can customize your profile image, cover photo, and other personal details. These show any time another vislae visits your personal page. (Visiting their page is an easy way to message them directly, should the spelling of their names prove difficult to recall—the Noösphere will not be of aid to you in these instances.)

You can change these details at any time in the future should you wish.



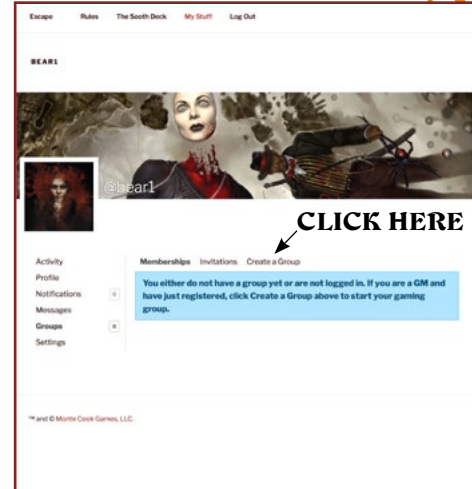
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STEP 3: CREATE A GROUP

Vislae often work best in groups, and this place is no different. In this case, the GM is responsible for creating a group and summoning the PCs into it.

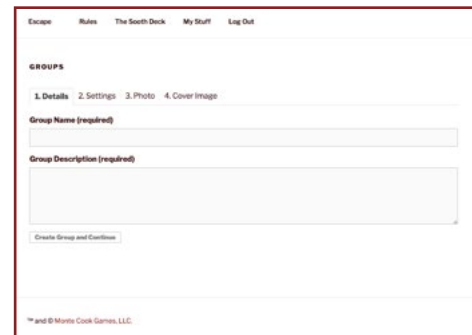
CLICK CREATE A GROUP

This is similar to setting up your profile.



NAME YOUR GROUP

First, under 1. Details, give your group a name and description—this can be changed later. Click Create Group and Continue at the bottom of the page.



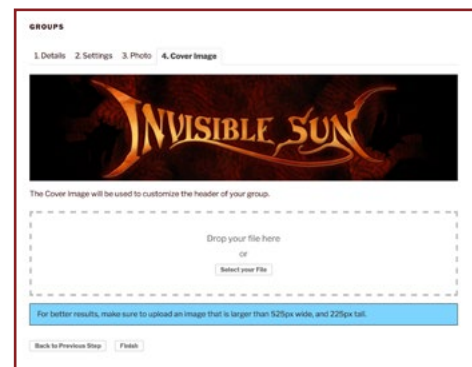
CONFIRM

The second step, 2. Settings, confirms your actions and provides information on sending group invitations. Click Next Step at the bottom of the page.



PERSONALIZED PROFILE PHOTO

Next, under 3. Photo, you can set a personalized profile photo for the group. Should you belong to multiple groups, customizing this will help you distinguish which group you're currently in and help prevent you from getting lost in Shadow. Customize or not, but click Next Step.



PERSONALIZED COVER IMAGE

Finally, in 4. Cover Image, you can also set a personalized cover image for your group. Like above, you are not required to do so—we have you covered should you wish to get on with things—but the option is there for you. This and the profile photo can be changed at a later date. Click Finish to finalize the group creation process.

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STEP 4: INVITE THE VISLAE

You've drawn your circle and carefully traced the sigils around it—now is the time to complete the magical process and summon your fellow vislae.

CLICK SEND INVITES

From the secondary menu select Send Invites. Because lies abound and certainty of action is important, we ask that you verify your intention with one more click. Click **send email invitation(s)**.

INVITATION BY EMAIL

Enter the email addresses in the first field—addresses only.

Should you wish, feel free to customize the text of the invitation. By default, the secret is included in the message—your invitees will need this code if they have not summoned their own Black Cube.

As a reminder to which group you are inviting your fellow vislae, you will see your group name listed under point 4.

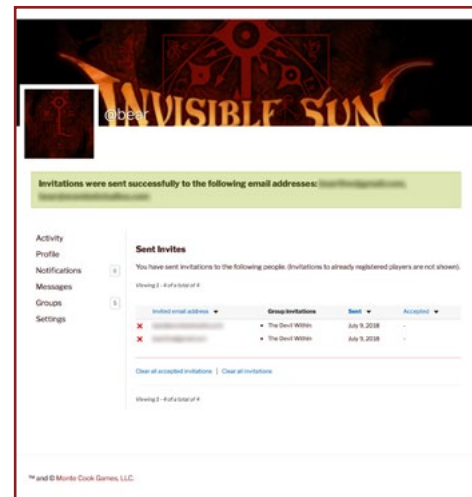
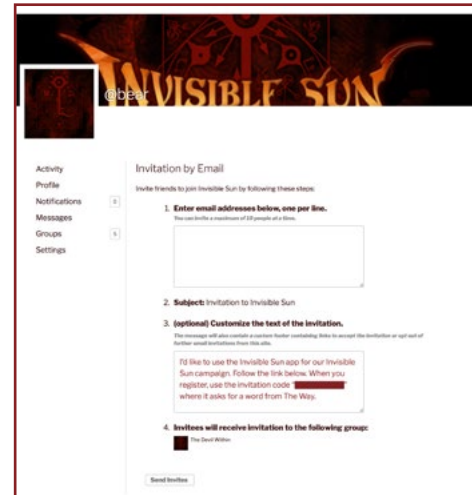
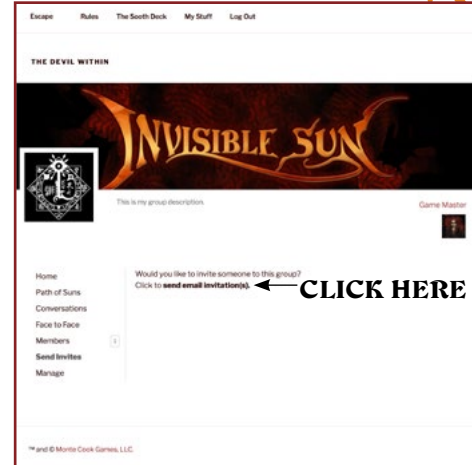
Finally, if you invited vislae that have already made their way to this site, they will receive a notice in both email form as well as within the notifications area of this site. You will not see them listed in the Sent Invites list on this page.

When you have added all of the email addresses for your players, click Send Invites.

YOUR GROUP IS SET UP

At this stage, your group is now set up. You can continue to add more members through the Send Invite functionality, or change your group name, description, or photos through the Manage button.

Of course, there are now plenty of other things you can do.



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START A SIDE SCENE

If you are a player, you can request a development mode side scene with your game master (GM). Clicking on Conversations will take you to your list of conversations as well as give you a button to create a new message to the game master. Fill out the subject line and body of the message, and should you wish to add another vislae to the scene, you can enter their name in the Send To field as well.

You can find member names by going into your group, clicking on Members and then clicking on the individual member's name—this takes you to their profile page, where their name is in the header after the @ symbol.

Note: After sending the message, you are taken out of your group. To get back to your group, click My Stuff from the main menu and then select the group.

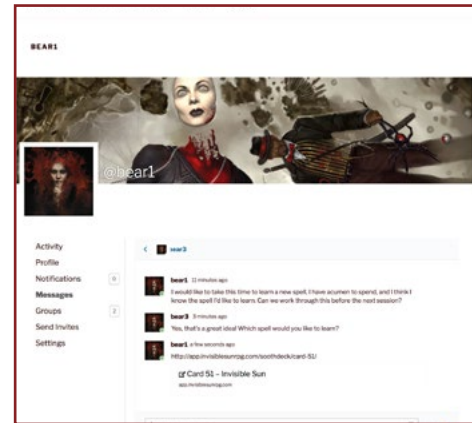
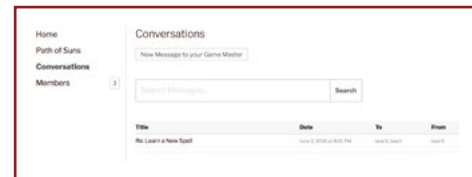
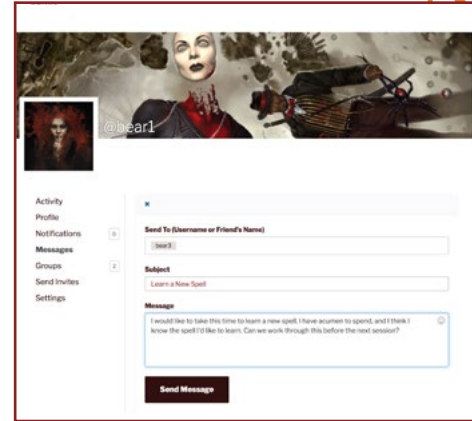
Once the GM responds to your message, this exchange will show up under conversations.

Conversations require a back and forth to show up here, and are filtered down to members of this group. You can message others who have registered here but who are not a part of your group—those exchanges show up under the Messages area of My Stuff.

As part of a conversation, the GM can send a Sooth card. This card provides a link to more information about the card, including its number, family, and more. Click the button below the message area that says Draw a Random Sooth Card—this should place a link to the card right in the message area, ready to send. If it does not, you may be using the wrong browser. If you are on a mobile device, press and hold until a pop-up appears allowing you to copy the URL.

If you do not see the button, you are likely on a mobile device. In that case, click the X in the top right of the window—this chat window can take over the entire window, preventing you from getting access to other features on this page. Clicking on the X should turn the chat off from its maximized form, allowing you to see the button below.

Note: If you click the Draw a Random Sooth Card button after you have typed some stuff into the chat, that text will get replaced. Send the card separately, or click it first before writing anything.



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HAVE A FACE-TO-FACE MEETING

Should you, the GM, and another player find yourselves in person and wish to play out a side scene, you can get to the virtual Sooth Deck under Face-to-Face. Click on the card image to reveal which card you have drawn. Now clicking on this flipped card will take you to more information on that specific Sooth card.

TRAVEL THE PATH OF SUNS

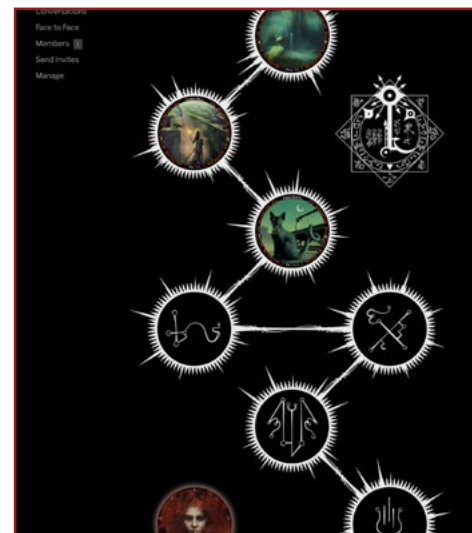
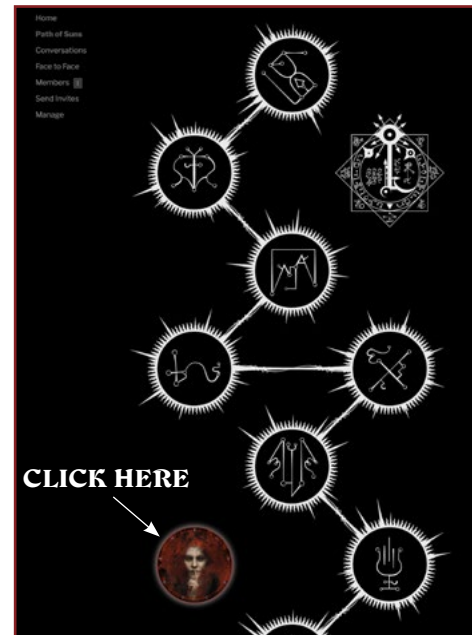
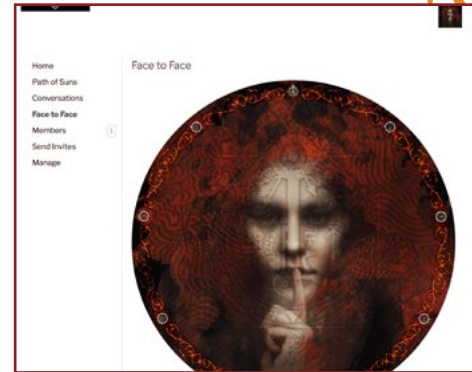
Your Black Cube should have everything you need to play, including the Path of Suns game board. However, there may be times when you have chosen not to bring your Black Cube along with you, or for whatever other reason find yourself without the game board and a strong desire to use it.

The Path of Suns button is your answer.

Here you can draw cards and place them on the Path of Suns. Click the back of the Sooth Deck to draw a random card—this will place itself on the next available sun. Each draw of a card removes that card from the deck and places it on the Path of Suns. You are able to click through sixty times before your deck is used up.

Note: This board is not persistent between sessions. Should you close your window or refresh your view, the progress along the Path of Suns will start anew.

Note: This board is not shared with everyone else within the group. It only functions locally. Should another vislae pull up the Path of Suns on their own device, they will have their own, unique experience.



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RECORD YOUR ACTIVITIES

It is important to take notes and remember your journey. Anyone within the group can add a new entry in the Group Activity area, found by clicking on the secondary menu option Home. This is a shared group activity, and everyone within the group will be able to see this activity.

Note: You as an individual have a personal activity area as well that can be found under My Stuff in the main menu, and then Activity within the secondary menu. Here you can see all of your own activity, but you should know that anything you post here can be seen should others visit your profile. This is not a private, hidden activity area, but instead a personal one. Visitors will not see what you have done in groups, only what you have posted individually.

