# Quick start for players

Join your table's campaign and keep track of your character's money and belongings, in about five minutes.

Read it online, with links: hoardwyn.com/quick-start/player

## 1 Join the campaign

1. Open the invite link your game master sent you.
2. Make an account with your email address and a password, and enter the six-digit code we email you.
3. Choose a display name, then "Join".

> Got a code instead of a link? Choose "Join with a code" on "Your campaigns" and enter it. Players never pay.

## 2 Put it on your home screen

On an iPhone or iPad: open hoardwyn.com in Safari, tap the Share button, then "Add to Home Screen".

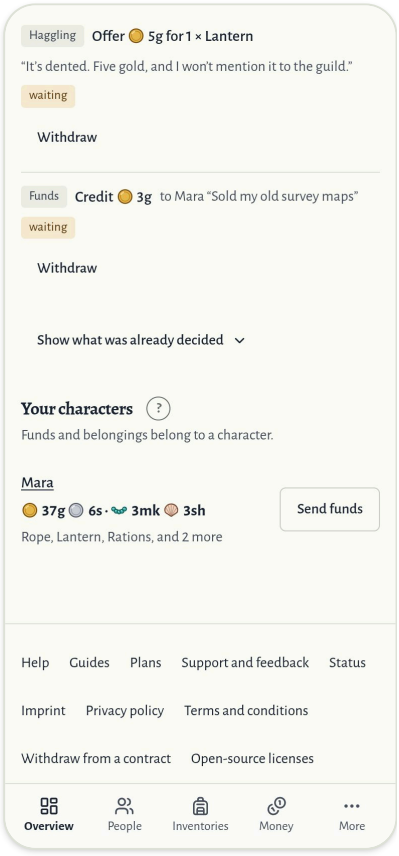
On Android: open hoardwyn.com in Chrome, tap the ⋮ menu, then "Add to home screen" or "Install app".

It then opens full screen with its own icon, and you stay signed in. It needs an internet connection.

## 3 Name your character

The campaign opens on its Overview, which asks you to name your character. Everything you carry and own belongs to it.

A true name is optional, and only you and the game master see it. Another character? People, "New character".



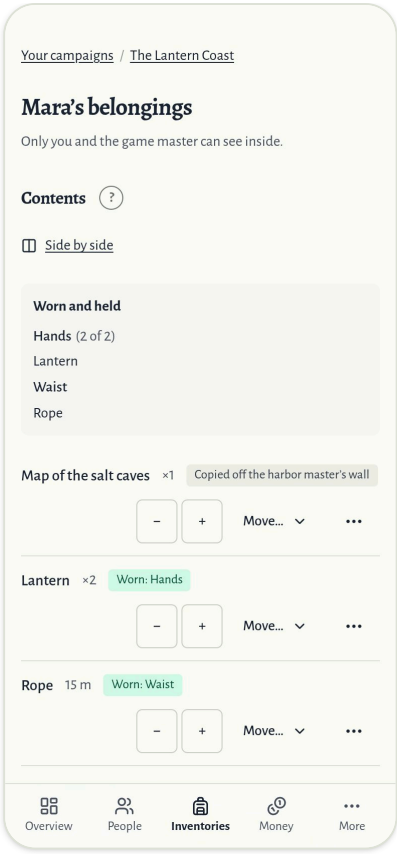

The Overview on a phone: your characters, each at a glance.

## 4 What you carry

Your character's belongings are on its page under People. "Add something" picks from the campaign's catalog, or "Something not listed…" for anything else.

The + and – buttons add or take one.

"Move…" puts a line somewhere else: a shared chest, or another character, who gets it at once.



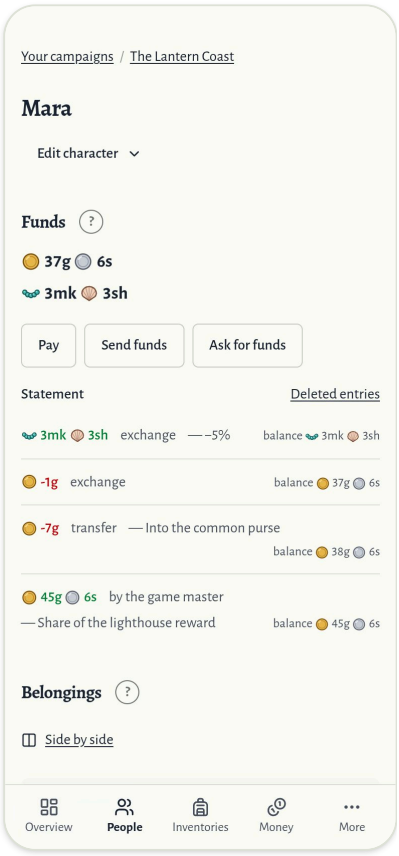

A character's belongings, with how many of each.

## 5 Your money

Funds, on your character's page, show its balance. "Statement" lists every movement.

"Pay" spends money at once. "Send funds" moves it to another character or a shared purse.

Money comes into the campaign through the game master: "Ask for funds" asks them for a reward or a payout.



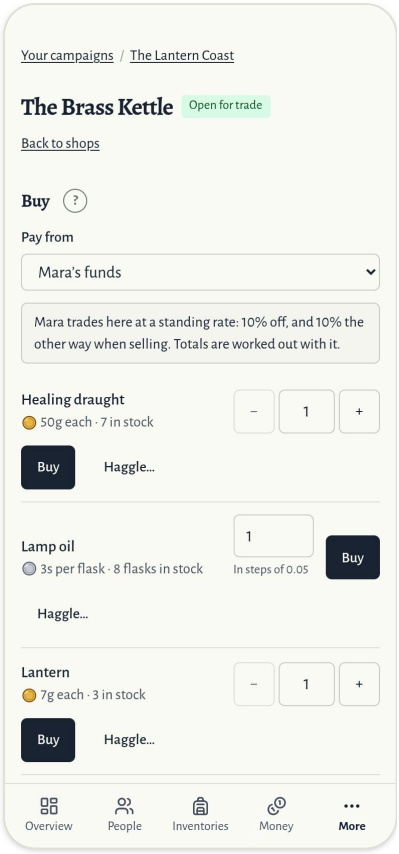

A character's page: its funds, and what it carries.

## 6 Shopping

The Shops tab lists the shops your game master opened. “Buy” pays at once and puts it in your belongings.

“Haggle…” offers your own price instead. Nothing is paid until the game master agrees.

A shop marked “Closed for now” can be looked at but not traded with until the game master opens it.

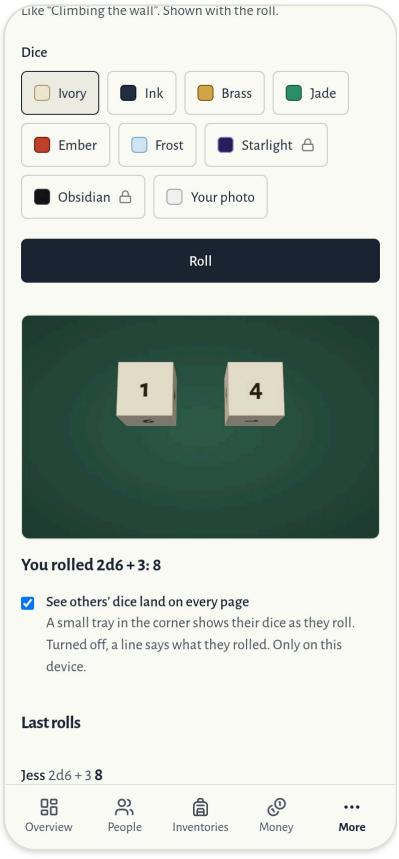



At the counter: prices with a standing discount, and Haggle.

## 7 Rolling dice

The Dice tab rolls for the whole table: write a roll like 2d6+3, or tap the dice, and choose “Roll”.

Everyone sees the result at once, with the dice landing in 3D, and the campaign keeps its last 100 rolls.

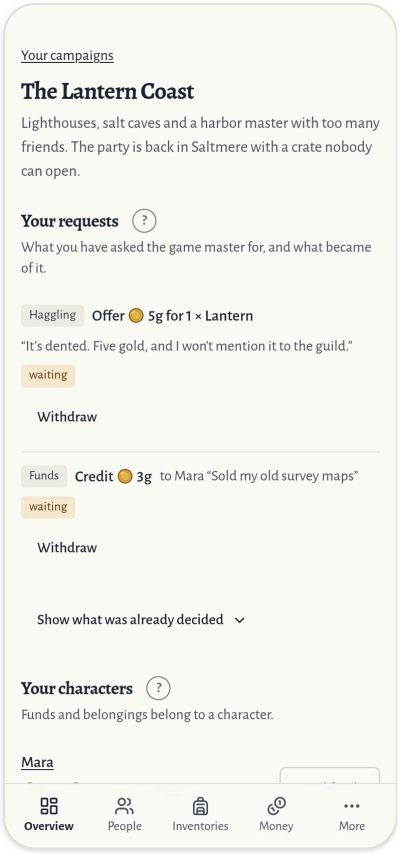



The Dice tab: a roll, its dice, and the table’s last rolls.

## 8 When the game master decides

Asking for money, haggling, and some moves wait for the game master. The Overview shows them under “Your requests”.

While a request waits, “Withdraw” takes it back. Once approved, it has already happened.




Your requests: what you asked for, and what was decided.

## 9 What the others see

What your character carries and owns is private: only you and the game master see it.

On its page, under “What the party may see”, let the party see your belongings, your money, or both. “Hide from the party” keeps one thing out of sight.

## 10 From here

The help covers everything in detail, and “Support and feedback”, at the foot of every page, reaches us.