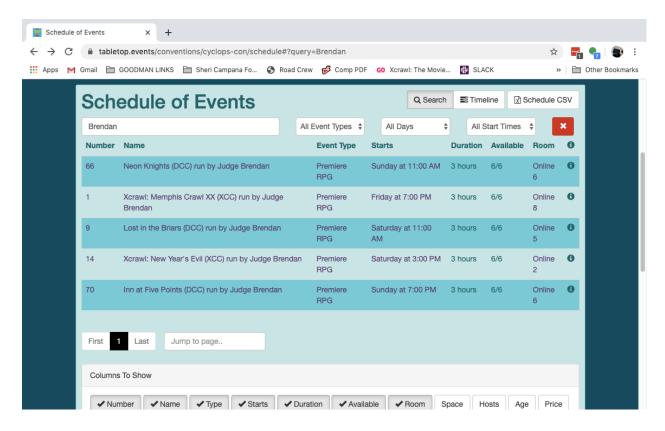
How to Message Your Players Through Tabletop. Events

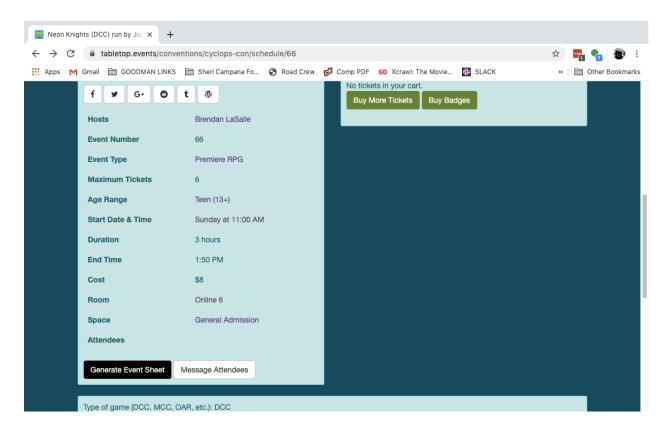
Documentation prepared by Goodman Games in preparation for Cyclops Con

We strongly encourage judges to message their players no later than Wednesday, April 15 with details on their event. Send whatever game materials are needed to play (such as pregenerated characters or handouts), as well as specific details on what online platform will be used and how to log in. Remember that online gaming will be new to many players, so please allow for a learning curve. Encourage your players to download apps, login and complete setup steps **before** your game. You can even offer to set up a "learning session" ahead of the event if you have time, if your players need that to get over the learning curve. The more you can do to facilitate the learning curve before your game session, the more time you'll have to game!

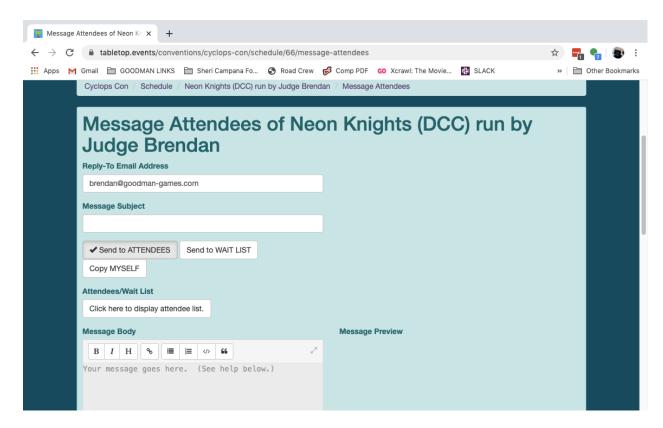
Here is how to message your players. On Tabletop.events, go to "My Schedule" from the Cyclops Con page. It should look like this:



Click on the name of the event whose players you need to contact. This will bring you to a page like this one:



Towards the bottom of the page you will see a button marked Message Attendees. Click on that and it will take you to a page like this:



Fill out the message form. I recommend checking "copy MYSELF" so you know the email went out okay.

It's that easy! Folks will be able to respond directly to you, with replies going to the email you have on file for Tabeletop Events.