

Setting up Trello to play Swords Without Master

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Overview

This is a method for setting up Trello for use with an online game of *Swords Without Master* by Epidiah Ravachol. Each element of the game is included as a separate list. The *Phases* and *Rogues* lists are used to track the flow of the game. The *Motifs* and *Morals & Mysteries* lists are used to record the events of the game.

Rather than displaying all aspects of the game at once, this setup aims to make adding information to the table as simple as possible, and to allow players to focus only on the relevant parts of the game at any one time.

These instructions assume that you are familiar with using Trello to create lists and cards, and adding cards as attachments. It should be used in conjunction with a dice roller and an online chat platform.

Setting Up Your Board

Lists

Start a new board, and create the following lists:

- Phases
- Rogues

- Motifs 1
- Motifs 2
- Motifs 3
- Morals & Mysteries

Labels

Open the labels editors, and create the following labels:

- 1 Green: *Mystery*
- 2 Yellow: *Jovial*
- 3 Orange: *Reincorporated*
- 4 Red: *Moral*
- 5 Purple: *Glum*
- 6 Blue: *Echo*
- 0 Black: *The Bones*
- No Color: *Phase*
- No Color: *Rogue*

You can go ahead and delete the other labels.

Cards

"Phases" List

- Create a card for the Overplayer. Give this the card the *Rogue* label.
- Create a card for each of the phases: *Rogue Phase*, *Perilous Phase*, *Discovery Phase*.
- Assign each of these cards the *Phase* label.
- Make each phase an attachment of the other two phases.

"Rogues" List

Create a rogue template card:

- Create a new card, and call it "Rogue Template"
- Add the *Rogue* label
- Add the following two sections as checklists: *Feats Heroic*, *Tricks*
- Click "Make Template"
- Click "Hide from List"

To create a new Rogue, click the template icon at the bottom of the list, next to "+ Add another card."

In order to setup the automation, all cards with the *Rogue* label, including the *Overplayer*, must be attachments of one another. When you create a new Rogue, make sure to connect it to the other rogues and the overplayer.

Automation

For the automation you will need the "Butler" Power-Up from Trello. Free accounts are allowed to have one Power-Up per board.

Go to "Rules" and create the following three rules:

Set the tone for a phase to "Jovial"

- **Trigger:** (make sure "Advanced" is checked) [Card Changes] "when the yellow "Jovial" label is added to a card with the "Phase" label
- [Add/Remove] remove the purple "Glum" label from the card
- [Move] move the card to the top of the list
- [Cascade] for each card linked in the attachments
- [Add/Remove] remove the yellow "Jovial" label from the card
- [Add/Remove] remove the purple "Glum" label from the card
- [Move] move the card to the bottom of the list

Set the tone for a phase to "Glum"

Repeat the rule for setting the tone of a phase to "Jovial" but switch "Jovial" and "Glum" in the first two lines.

Pass "The Bones" to a player

- **Trigger:** [Card Changes] when the black "The Bones" label is added to a card with the "Rogue" label
- [Move] move the card to the top of the list
- [Cascade] for each card linked in the attachments
- [Add/Remove] remove the black "The Bones" label from the card

Using the Board

Label Hotkeys

This setup works most effectively, when you use hotkeys to assign labels. Each label that has a color is assigned a hotkey from 0-9. If you followed the setup instructions above, these are:

- 1: Mystery (green)
- 2: Jovial (yellow)
- 3: Reincorporated (orange)
- 4: Moral (red)
- 5: Glum (purple)
- 6: Echoed (blue)
- 0: The Bones (black)

Copy these hot keys over to "About this board," under settings, for easy reference.

To assign a label to a card, simply mouse-over that card or navigate to it using the arrow keys, and press the appropriate hotkey. You can also press "L" to open the labels menu.

Starting the Session

- Make sure that all card attachments are setup as described. **Note:** If you copied this board from a previous session, all existing links will refer back to the original board. Remove all the links and setup new ones.
- You will probably want *eidolons* to appear as the cover images on *Rogue* cards. Specify this in the board settings.
- It may be helpful to include some reference information, either on existing cards (such as phases), or on additional cards (such as for *Morals* and *Mysteries*, or for tones).
- Depending on your screen resolution, you can zoom out in your browser windows, in order to see all the lists concurrently.

Starting a Phase or Changing the Overtone

To start a new phase, simply assign it the *Glum* or *Jovial* tone. The *That* card will be moved to the top of the **Phases** list, and the tone will be cleared from the other phases (there might be a processing delay while this happens).

Passing the Bones

Add the *The Bones* label to one of the rogues or the overplayer. The label will be cleared from the other cards.

The *Glum* and *Jovial* labels can be added to *Rogues*, to indicate their individual tones.

Threads

To add threads to the board, simply add a new card to the bottom of the appropriate list. If a motif item echoes an item from a previous motif, link the cards together, and add the "Echoed" label to the echoed card. Add the *Moral* and *Mystery* labels as appropriate.