FG CON

REGISTERING ON FG-CON.COM



To register for FG Con you need to first create a WordPress login on this site. Click the **Login link** at the top of the page and follow the **Register Link** just below the Login box. You will need to enter the following information:

- Username (must be unique on this site)
- Email Address
- First Name
- Last Name
- Answer the simple math question
- And press Register.

You will be sent a verification email. You should get this straight away. If you haven't received it within 5mins return to the Login page and choose the **Lost your password** link. Some spam filters seem to block the first email and not the second.



Once you verify your Email address you will be sent your temporary password.



If you've registered for a previous FG Con you can re-use your previous login. You can recover your password from the Login menu if you have forgotten it.



Once logged in you should **change your password** and you will need to **set your TimeZone** if you want to see the game session times displayed correctly for you. This is a global convention with players from North and South America, Europe, Asia and the Pacific. If you don't tell us what time zone you are in we cant tell you what time each game session is on. Save your changes by clicking **Update Profile**.

New Password	fyou would like to change the password type a new one. Other
Repeat New Password	
	Strong Hint: The password should be at least seven characters long. To make it stronger, use upper and low
User Registration Aide Ad	ditional Fields
Extra profile information	Set your TimeZone straight away - its a pretty comprehensive list so scroll down until you find your TimeZone.
Select your timezone:	UTC/GRT +10:00 - Australia/Sydney Please select your time zone from the drop down list - make sure this is your time zone during the convention (May 8th - 11th).
Current Timezone (read only)	
	This value cannot be changed, it is a read-only system reference. To change your time zone please select from the Select your timezone list above.
Timezone UTC offset on May	
out (read only)	This value cannot be changed, it is a read-only sysem reference. To change your time zone please select from the Select your timezone list above.
Update Profile Click he	re to save your changes.



REGISTERING FOR A GAME

FG Con – Virtual Convention

All dates and times have been adjusted to time-zone America/Denver

Saturday, April 17, 2021

Date/Time	Event (Ruleset, Session, GM)	Spaces	g
08:00 - 12:30	FG Type (Classic or Unity): Unity Ruleset: Savage Worlds Savage Pathfinder (Not Pathfinder for Savage Worlds) Games Master: Savage_Doswelk [book]	Min/Max Players: 4/8 Booked/Pending: 0/0 Available: 8)

Savage Pathfinder (Not Pathfinder for Savage Worlds)

Date: Saturday, April 17 2021 Time: 08:00 - 12:30 (America/Denver) FG Type (Classic or Unity): Unity

Ruleset: Savage Worlds Games Master: Savage Doswelk Minimum Players: 4 Maximum Players: 8 Booked: 0 Pending: 0 Available: 8 Attendees Confirmed Pending

Join me for probably the last time to play Savage Pathfinder before the Official Pathfinder for Savage Worlds arrives.

Play one of the Iconic 1st Edition characters or one 2nd Edition (Goblin Alchemist) in a Fast and Furious Fun Fantasy adventure.

Bookings

Spaces	1 🕶			
Comment				
Looking forward to it!				
Submit book	ing			

Use the Top menu and click on **Events -> Events**

Once in Events you should see a complete list of games that have been scheduled for FG Con. If you have logged in and set your TimeZone correctly you will see the games displayed with the correct times for /011.

Click on the Event name for more information including registration.

> This page will show you more information about the game, the minimum number of players required for the game to proceed and allow you to book one ticket. Each player must book their own slot – which allows them to can easily access their schedule at any time.

> Make a note of the FG Type – most games will run using Unity, but some GMs may use the older "Classic" version.

> You will receive an initial confirmation on screen that the system has received your booking. You should also receive an email notification.

Bookings

Booking successful, pending confirmation (confirmed).

Your participation in the game session is not confirmed until the Games Master approves your booking. This can take several days as we allow the Games Master to manage their own approvals and sometimes real life might cause a delay in approving your booking.

If your booking does get declined for some reason don't panic and don't get upset. The GM may have received more bookings than he has space for or may have had to alter the event or some other issue may have arisen. With so many games on offer you should be able to find another suitable session.

You can manage your bookings – including cancelling your booking for a particular event by clicking **Events -> My Bookings**.

Please ensure that you have the following before FG Con starts.

- Install and Update Fantasy Grounds Unity
- If a session you have signed up for is being ran with FG Classic install from here: Fantasy Grounds Classic
- Purchase a headset and mic (this is really important)
- Install and test your **Discord** client and connect to the SmiteWorks . server - details here: Fantasy Grounds Discord Server. There will be voice game channels created specifically for the FG Con sessions closer to the convention start date.