



RoundCon 2011

Game Master Information

These are official guidelines approved by RoundCon management that are to be met by all persons running games during RoundCon. They are final and any questions or concerns should be addressed with management. See below for contact information.

General Guidelines

- 1) If you turn in an application for running a game and it is approved, you have committed both to attend the convention and run the game you have applied to run. We understand that plans change, but if you need to reschedule or cancel, we need you to notify us immediately.
- 2) If you wish to run a game sanctioned by its publisher, you're the one who must make the arrangements. Sanctioned games mean rules and regulations and funny official stuff, but if you really want to, um, sure. Go ahead. Mention it to us so we can put it in the con book. We also need verification from the publisher of the game that they have officially sanctioned the game event.
- 3) No additional fees may be charged for the role-playing games without prior approval, other than select LARPs. There are no gaming fees. GMs caught charging additional fees for their game will have their faces eaten and removed from the con.

Game Master Guidelines and Expectations

To qualify for a GM Membership, you must be willing to work and run one or more approved game events, expected to last about four hours apiece. We understand it can be difficult to judge exactly, as it depends so much on how the players react, but please try to aim for it. RoundCon would prefer a GM to run at least two separate adventures and not just the same scenario thrice...unless it is an official RoundCon Tournament Module or an RPGA Module. GMs who run 3 sessions will get a free basic membership to the convention. There is no discount for GMs who run only 1 or 2 sessions.

We require that all non-living modules have pre-generated characters for the players that include the character's statistics, personality and background. It also helps to include a brief description of how the character knows the other characters in the group. If running a War Game you are expected to have counters or miniatures and unit statistic sheets provided for all players who play.

The RoundCon Gaming Coordinator has final say over which games get approved. Sometimes it may be necessary to disallow proposed games based on what other GMs have already proposed or how unpopular a game is.

RoundCon has limited table space to run the role-playing games. We require GMs to begin and end their session on time so that the next group can get ready to play. It is okay if the players do not finish the module. GMs and Players who consistently refuse to clear the tables may be removed from the convention. You are required to play at the table you are assigned to. If you wish to move the game to a private room you need consent from ALL the players involved and the consent of the Conventions Gaming Coordinator. If you are allowed to move the game you must also notify the Registration desk.

If for some reason a game does not run we need you to inform the staff at the Registration Desk immediately. It may be asked of you to play in a game so it makes, or to help out with other areas of the convention. Failure to do so will revoke your badge and to participate further in the con you will be required to purchase a membership.

During the convention if there are problems, questions, issues, that you can't resolve on your own, please go to the Registration Desk and ask for the Gaming Coordinator, or if need be the Convention Director.

We need a brief description of the game(s) you'd like to run, times you will be at the convention, along with when you prefer to run (there are absolutely no guarantees that you will get the time slot you prefer), and an estimate of how many players you'd like/can take. The convention standard is between 3 and 8 players. (If a game only gets 3 players then you MUST run with them). There should be no reason for more than 8. The only exception to this is LARP games. Games that have the minimum number of players must run, no exceptions. If for some reason you have to cancel, please let us know as soon as possible. Also if there's something you'd especially like to PLAY, drop us a note...certainly can't promise anything, but we'll make an effort.

All of this information can be filled out using RoundCon's online game event registration system located at www.roundcon.com.

If you have questions or would like to run some games for RoundCon please contact us by the following information below:

Sean Martinez
Convention Director
E-mail: sean@roundcon.com
Phone: (803) 309-0295

Convention Signature Events

RoundCon has been running for 25 years now, and as such has a number of signature table-top game events that we love seeing and always need volunteers to run. In some cases the modules are pre-written, such as with the RPGA and Shadowrun Missions. In most other cases, it is up to the Game Master to write the modules.

RPGA Events

If you are passingly familiar with D&D 4th edition, you can easily run RPGA events for RoundCon. RPGA differs from our normal game sessions since the players bring their own characters. RoundCon will provide GMs with an electronic copy of the module and printed copies of the player hand-outs. In the past GMs who ran RPGA events often ran the same module several times. However, there have been GMs who ran a different module each session. RoundCon always needs volunteers to run RPGA events.

Shadowrun Missions

Missions is the Shadowrun equivalent of RPGA, and as such the players will bring their characters to the table. RoundCon makes the exception of having pre-generated characters available for new players. RoundCon will provide GMs with an electronic copy of the module and printed copies of the player hand-outs.

Board Gaming Extravaganza

RoundCon hosts a very unique board game event called the extravaganza. Essentially, as a volunteer you sign up to run a block of board gamers during a set number of hours. Your job is both to bring a variety of board games and to play host to any stragglers looking for something to do.

D&D 4e Blood and Sands Tournament

New to RoundCon, is the Carolina 4th Edition D&D Tournament. We are looking for individuals to act as judges for a fairly unique D&D tournament system that emphasizes the strength of the 4th edition system. They must be know the latest errata and have good organizational skills.

The tournament will occur at three different conventions during 2011, starting with RoundCon. It's a brave new world!

Kids Track Events

Children under the age of 13 are becoming more common at conventions, since we as a demographic are getting married. Naturally our kids want to participate in the same type of events that their parents do, but unfortunately not all gamers want to game with children. RoundCon's solution is a dedicated children's track!

Game Masters running events on the kids track will need to simplify the game mechanics of the system in most cases. We would recommend using any custom system, D&D 4e, Toon or the Little Fears system.

Some kids might have trouble reading, so extra care should be taken with the layout of the character sheet if you are making a custom one. Also keep in mind that you will have a table of up to eight children ranging from the ages of 8 up to 12.

Reverse Dungeon

Players rarely get the opportunity to play the bad guys in a

standard game. Reverse Dungeon scenario allows them to do just that!

A Reverse Dungeon module consists of 3 to 4 encounters using the D&D 4e system. You can use any system, but in all honesty D&D 4e is more suited to this style of play. For each encounter, the players are given the appropriate XP budget to purchase monsters and traps. Optionally, the GM can just create the encounters and let the players divide up the monsters in each encounter as they see fit. There should be a hard encounter, two standard encounters and an easy encounter.

Ideally, the Game Master should give the players the option of choosing from a number of preselected dungeon layouts. Even better would be to give the team a set of dungeon tiles and let them craft a dungeon.

When the game runs, the Game Master takes on the role of the invading heroes. There should be four to six heroes. Between each encounter, the heroes will take a short rest.

Warhammer 40K Tournament

RoundCon will be looking for several judges for the Warhammer 40K Tournament. They must know the rules and have access to all the codexes. The role of the judge is to arbitrate rules disputes, check army legalities and to score the matches in accordance to our guidelines.

Roundcon will allow judges to participate in the tournament with the following guidelines. They may not arbitrate disputes within their own game. In addition they must pay the convention membership fee to be allowed to enter.