



Melbourne's Easter Games Convention Writer & GM Information Kit

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Welcome Message:

Thinking about running an event at Conquest? Thank you! As a volunteer run convention, it is the efforts of yourself and people like you that make this convention possible. Our goal is to have Conquest be a place where gamers of all types can come and enjoy the long weekend each year and have an awesome experience.

Types of Events:

The different types of events that have been run at Conquest in the past have come in many different forms, and these are just some examples of events that have run:

- **Tabletop Roleplaying** – This typically consists of the writer or game-master sitting down at a table with between 4-6 players running a roleplaying game. Traditionally this has been done in private rooms, however we prefer roleplaying to occur in the main hall, which also allows for new entrants to the convention to see things that are going on and potentially join in future sessions. Private room space may be limited going into the future, and availability will be assessed on a needs basis.
- **Organised Play Tabletop Roleplaying** – This is a variant of the above, and encompasses pre-written modules that have ongoing characters, typically in a worldwide campaign. Examples of this include Pathfinder Society. These events will be run in the main hall.
- **Freeform Roleplay** – Also sometimes known as LARP or Parlour LARP, this consists of roleplaying that occurs in a larger room, and typically has anywhere from 10 players to up to 30 in the same room and interacting with each other. Oftentimes, these are run without specific rules or mechanics for play, but can be written to have some mechanics for resolution of conflicts. Each player is typically issued a sheet telling them about their character and backstory, and providing goals for them to accomplish with regards to other players. Space for these events will be allocated per the size requirements of the game. We will let you know if the space required for your game would not be available. Please note that due to current site restrictions, Conquest does not currently support the variety of LARP known as ‘Boffer LARP’, which includes contact fighting with weapons. If your freeform requires combat, this must be resolved with non-physical methods.
- **Miniature Games** – Conquest has a long history of miniature gaming, especially with wargames. This includes tournaments for X-Wing, Flames of War, Bloodbowl and other miniature games. These events will occur within the main hall, and require specific scheduling to reduce clash with other miniature events. Conquest also has access to a large number of tabletop surfaces suitable for miniature wargaming.
- **Board Games** – Conquest has a board game library on-site, where attendees can borrow a board game to play for a number of hours. As an event, you could run a board game tournament, or specific scenarios to be played through by players.

- **Console/PC Gaming** – As it sounds in the description, this pertains to running console games or PC games as part of a tournament, or making them available for free play. As the person coordinating the event, it is important that you secure any permissions required by the creators for running these events in a public venue, preferably in written form. Conquest reserves the right to cancel your event without notice if permission is not obtained. Our venues have typically had power points available, but Conquest will not provide any of the hardware required for the event to run. Due to site restrictions, all electric and electronic equipment must be safety tested and tagged by an electrician prior to use. Please let us know if you require assistance with this as we may be able to assist with in this regard.

Things to take into consideration when planning an Event.

Running a game at Conquest is a bit different to running a game at home. Some things that you need to take into consideration are:

- **You will often be running this for strangers** – Make sure that what is being presented is polished and clear.
- **Keep in mind your audience** – All games need to be rated (see section below on submitting a game). Ensure that your games are kept within the rating you have advised, and ensure that players at the start of your games are reminded of the ratings. It is also your responsibility as the person running an event to try and keep the players within that boundary.
- **Time** – You need to know roughly how long your event runs for. Conquest uses this information for scheduling space and allocating times. Your players will also need to know this so that they can plan around their time for the rest of the convention. When running your event, keep the time that has been agreed to in mind so that you can finish in the appropriate time frame. Delays in your game may mean that some of your players miss their next game, or you impact when the group that has your space next may be able to begin play. Typical time allocated for roleplaying is around 3 hours. This can be longer or shorter as necessary.
- **Scope** – When writing for roleplaying games, keep in mind that generally your players will be there for just the allocated session time, and should be able to have a full experience with this. Don't assume that your players will know anything about the background of the world in which you are running the game. If you require specific rules or setting knowledge, make sure that this is explicit in the blurb.

- **Number of Sessions** – If you are running a tabletop roleplaying game, you should plan on running more than one session of the same game. In order to give players that might be interested from your blurb the best possible chance to participate, Conquest will only accept Tabletop roleplaying games submitted to run in more than one session. On the other side of the coin, we strongly recommend that you do not submit your same game to run every session over the entire convention. We can tell you from experience that this can cause a bit of burnout, as you do the same thing over and over for hours over the course of 4 days. It also splits the interested players up into different times over the weekend. The most that would be suggested would be 8 x 3 hour sessions over the weekend.

Ratings:

All games submitted to Conquest must be given a Classification rating, self assessed in a similar manner to television shows under the Australian Classification system.

We do this so that attendees can have a good grasp of what they are getting into with your event, and what they can expect.

The following is taken from www.classification.gov.au

- **General (G)** – The content is very mild in impact.
The G classification is suitable for everyone. G products may contain classifiable elements such as language and themes that are very mild in impact.
- **Parental Guidance (PG)** – The content is mild in impact.
The impact of PG (Parental Guidance) classified films and computer games should be no higher than mild, but they may contain content that children find confusing or upsetting and may require the guidance of parents and guardians. They may, for example, contain classifiable elements such as language and themes that are mild in impact.
- **Mature (M)** – The content is moderate in impact.
Films and computer games classified M (Mature) contain content of a moderate impact and are recommended for teenagers aged 15 years and over.
Children under 15 may legally access this material because it is an advisory category. However, M classified films and computer games may include classifiable elements such as violence and nudity of moderate impact that are not recommended for children under 15 years.
- **Mature Accompanied (MA 15+)** – The content is strong in impact.
MA 15+ classified material contains strong content and is legally restricted to persons 15 years and over. It may contain classifiable elements such as sex scenes and drug use that are strong in impact.

Conquest does not support ratings higher than MA15+ at this time for our events.

In addition to the ratings, you should also include any of the additional warnings for your game if they include themes that may disturb, such as drug use or swearing. We use the ratings above as a guideline, as most people will generally have an idea of what comes under the classifications above.

We expect that at the start of each session, the writer or GM remind their players of the rating that the game is being played at and remind them to keep the game at that level. Especially considering that Conquest now has some younger players participating in games, it is important to ensure that play is kept at the levels that you have advertised your game as. This also helps ensure consistency of play with your players and no one is dragging the game into a realm beyond which people may be comfortable.

Convention Pre-Registration and volunteer benefits.

At Conquest, we try to ensure that our volunteers receive recognition for the time invested in to the convention. In advance of the convention, you will be advised as to the level of benefit you receive for running events at Conquest. As a guideline, you can expect the following:

- Running 1 session's worth of time up to about 50% of your time at the convention – \$5 off per day.
- Approximately 50% of your time used running things or assisting with the convention – Free entry
- Greater than this – Free Entry and you may also receive additional swag from the convention (Be sure to pay attention to your limits and leave yourself some time to enjoy the rest of Conquest!).

Exactly where your proposed event sits on that scale will be categorised before the convention begins. Please ensure you also advise us of your planned attendance at the convention and you will be advised via email as to which category will apply to you.

Participation at the Convention

Yours will be one of many fantastic games to play and events to experience at Conquest. Be sure to take some time to check out the other games on offer, there will be plenty to see and do, and lots of other enthusiastic gamers to get to know.

Enjoy yourself, and thanks for helping make Conquest the best convention it can be!