Melbourne's Easter Games Convention Game Presenter & GM Information Kit

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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.

What is a Game Presenter?

To keep things clear, here's what we mean when we use terms to refer to those involved in running games and events at Conquest.

***Writer*:** Someone who was involved in the creation of the material required to run an event. If your name is in the published documents or you're running something you've come up with yourself, you're the/a writer.

Game Presenter: The person who offered the game or event to be run at Conquest. They might be the person who wrote the system or module, or they may be offering to run something already established. This will usually be the person who submitted the event to Conquest, and will always be the the person our Games Coordinator will have listed as the main contact for the event.

GM/Game Master: Someone involved in running one or more games at Conquest on the day, whether they were the one who originally submitted the game or not. An event will often have more than one GM if lots of sessions are being run over the weekend, or if there's going to be more than one table happening at the same time. Also includes assistant GMs helping the Game Presenter to run larger games.

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 GM sitting down at a table with 4 to 6 players running a roleplaying game. Beyond that basic format, the variations are endless.

- ***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 and D&D Adventurer's League.

- ***Freeform Roleplaying:*** Also sometimes known as Live Action Role Play (LARP) or Social/Parlour LARP, this consists of roleplaying in a larger space, and typically has anywhere from 10 players to up to 40 or more, all interacting with each other.
  These are often run with minimal rules or mechanics for play but can be written to have some mechanics for resolution of conflicts. Each player may be provided with information about their character, backstory, what they know of other characters in the game, and potentially goals to accomplish via interaction with the other players.
  Space for these events will be allocated per the size requirements of the game. Please note that due to current site and insurance restrictions Conquest does not currently support games that include contact fighting with weapons, LARP safe or otherwise (Boffer LARP). If your freeform requires combat, this must be resolved with non-physical methods.

- ***Miniatures Games:*** Conquest has a long history of miniatures gaming, especially with wargames. This includes tournaments and game demonstrations for X-Wing, Marvel Crisis Protocol, Bloodbowl, Bolt Action, etc. Multi-table tournaments require specific scheduling to reduce clash with other miniatures events. Conquest also has access to a large number of tabletop surfaces suitable for miniature wargaming.

- ***Board and Card Games:*** As an event, this could involve game tournaments, specific scenarios to be played through over the session, demonstrations of a writer's own developed board game or similar. The lines can blur on what counts as a board or card game vs tabletop RPG, but we leave it up to Game Presenters to decide where their event properly sits.

- ***Console/PC Gaming:*** 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.

- **Other Events:** While none have been submitted in recent years, Conquest will certainly consider submissions of events that are not specifically the running of one game for the session. These could include things like trivia events, workshops, or informational panels. We are unlikely to accept events that do not involve attendee participation in some manner, but beyond that please do reach out with any ideas!

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. Even if you're running a demo, make sure you have a complete experience prepared.

- ***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 are reminded of the ratings at the start of your games. It is also your responsibility as the person running an event to try and keep the players within that boundary. A short start of session introduction detailing any content warnings and how players can indicate if they have issues during play can greatly enhance your game. (eg: the X card safety tool, details available here: http://tinyurl.com/x-card-rpg.)

- ***Playtesting:*** You can never really know how a game is going to go until players have had a chance to break it. We all know the saying. If at all possible we strongly recommend games be playtested before they are brought along to the convention.

- ***Time:*** You need to know roughly how long your event runs for. Conquest uses this information for scheduling space and when appropriate, allocating session 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 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:*** With the exception of large Freeform games and tournaments, plan on yourself and/or your assistant GMs running more than one session of the same game. This gives interested players the best possible chance to participate. From 2026, all events must offer enough sessions for at least 11 players to participate – so a 6 player tabletop game must be offered for at least two sessions.
  On the other side of the coin, we strongly recommend that you do not attempt to personally run every session over the entire convention as this can cause fatigue and burnout. If you are available over the whole convention, leaving a few sessions free gives you a chance to play some of the other games on offer. There is always the option to open up new sessions if there's enough player interest.

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 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 these classifications.

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 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 Volunteer benefits

We appreciate all the effort Game Presenters and GMs put into preparing their events and running them at Conquest for the community. As valued volunteers, we try to ensure everyone receives recognition for the time they have invested. Volunteer benefits may change slightly over the years, but as a guideline you can expect:

- Spruiking of yourself and your game on social media in the lead up to the convention. This could include linking to your own work if appropriate.
- Discounted or free entry to the convention depending on the number of sessions run or volunteered (volunteer 50 percent of your time, free entry!).
- A piece of Conquest merch as a thank you gift to the main game presenter.

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!