

**Egyptian Campaign 2009
Game Convention
Campus of Southern Illinois
University at Carbondale
March 20th, 21st, 22nd 2009**



Judge's Packet

Egyptian Campaign 2009
c/o SIUC Strategic Games Society
Office of Student Development
Carbondale, IL
62901-4425

Guidelines for Judging at Egyptian Campaign 2009

I. Introduction

- A. The following details what the Egyptian Campaign wants and expects from you, the Judge or Game Master. Most of this information is common sense, but please read through all the points listed below.
- B. This information will be given to all judges running at the con regardless of competency to emphasize our desire for high quality events. Events that follow the guidelines below are the standard of the Egyptian Campaign. Please read this carefully, and apply the points as they pertain to your game system.

II. Event Length

- A. Remember that each slot is only four hours long and you will need to design your event so it can be completed in those four hours.
- B. It is your responsibility to ensure that your event runs for most of the four hours. Please remember that your players have paid to be in your event. Try to make sure your event run at least three hours.
- C. All Egyptian Campaign events will have prizes for at least first place; therefore, leave time at the end of your event to decide a winner. Voting forms for role playing events will be available at the front desk of the convention.

III. Organization of Event

A. Role Playing Events

- 1. During a role playing event it is important to monitor the time while the adventure runs. Try to have an idea of how far long the players should be in your adventure by the end of each hour. If the players are proceeding too rapidly, you should have an optional encounter ready or add details to make certain they play for the majority of the game slot. Conversely, if they are falling behind, you should work on accelerating the encounters or possibly omitting a nonessential one. By monitoring the time during the event you can make sure that your adventure has a clear beginning, middle, and end within the four hour period.
- 2. Important: all characters should be pre-generated and known well by you, the Game Master, and be interdependent with balanced equipment and roles.
- 3. Please playtest your event. The best way to ensure your game is well organized and will fit well in a four hour time slot is to playtest it before the convention. Run your event with your local game group to see if there are any problems with the flow of the encounters or length.

B. Board, Miniature, and Card Games

- 1. The above suggestions work better with role playing games, but can be applied to board, miniature, and card games as well. Use clearly stated optional rules and home rules, such as limited time for each move or turn. Prompt players through their turns to keep the game running at a fast pace. Also, miniatures battle and board games with specific scenarios should have objectives that can be completed within the time limit.

2. Important: all miniature and board game armies should be pre-generated and known well by you, the Judge, so game balance and fair play can be maintained. If your game includes a point system to balance armies, please use it to verify the fairness of your scenario. Also, if your game favors one side or has options to make one side stronger than the other, adjust your scenario objectives to give the weaker side a break and challenge the favored side. All players should have an equal chance of winning the scenario.
3. Please use only fully painted figures in your miniatures events.
4. Please playtest your event. The best way to ensure your game is well organized and will fit well in a four hour time slot is to playtest it before the convention. Run your event with your local game group to see if there are any problems with the flow of the encounters or length.

IV. Players

- A. You will most likely have at least one first time player, younger player, or a player that is unfamiliar with the game system in your game. Be prepared to answer their questions in a clear and precise manner without substantially slowing down the game. You may even wish to have a more straightforward character or unit (in a miniatures game) for these players. No matter what the level of your game, its basic complexity, or the "mature players preferred" note in the program, nothing will prevent these new players from being in your game. In fact, many of them are drawn to the more complex and adult games. Remember, all games at the Egyptian Campaign are open to all players.
- B. You should have all necessary reference sheets and short or abbreviated game rules available for your players. Please bring extra dice, pencils, paper, and game manuals, in case one of your players does not have their own supplies.
- C. It is your responsibility to try to make your event as enjoyable as possible to all of your players. Remember that all of your players have paid to attend your event. Try not to let one troublesome player undo your or your players' good time, but try to guide and integrate these people into your game.
- D. As a Judge, you do have the authority to request that excessively obnoxious or offensive players leave your game. Please make a note of the player's name and situation, just in case the convention staff is required to investigate.

V. Mortality

- A. It is acceptable that some characters may be killed during an event and in some board games this is unavoidable (and the point). Please take care to place the more lethal encounters toward the end of your event. Also, show some leeway in the punishment of stupidity at the beginning of the game, clarifying any points of confusion in the encounter or in the game rules. Later, say two or three hours into the game, if you find certain players too abrasive or disruptive to live, fine. Just remember that they have paid to have fun and let them experience the majority of the run.
- B. In many games, if a player dies or is removed from play there are options or ways to work them otherwise into the game. If your event allows for this opportunity, please have additional characters or reinforcements ready that they can play with to keep them in the game and to promote game balance.

VI. Etiquette

- A. Be Prompt. Please make sure that you are at your event site, set up, and ready to run before the actual start of your event. Ideally, you should be there 15 minutes to an hour (for miniature and board games) before the event begins.
- B. Please treat all convention attendees as guests and show them respect and courtesy.
- C. You will be held responsible for damages to any of the convention property for your table and occurring during your game slot, unless you check in with the staff at the ACR table at the end of your game. No exceptions.

VII. Conclusion

- 1. You, as a Judge or Game Master, are representing both the Egyptian Campaign and the gaming hobby. The continuing success of our convention is dependent on the impressions you give your players. Following the above guidelines above will not only guarantee the enjoyment of your players, but your enjoyment of the convention as well. Thank you.

What Every Judge Should Know...

This is what every judge needs to know about running game at the Egyptian Campaign game convention.

1. **CANCELLATIONS.** Due to the rising number of cancellations without sufficient notice, the Egyptian Campaign has decided we no longer have a completely open volunteer system for accepting game slots from our judges. We keep records of judges who schedule games in the pre-registration packet and then who either does not show up at all or does not give sufficient time for players to arrive at their table before leaving a game. Please note: "Not showing up" includes not fulfilling the Egyptian Campaign's traditional policy concerning cancellations. If a judge does not show for his/her preregistered game, the prizes are redistributed back into the pool (or allocated to a pickup game happening in the same time slot).

Some games do not attract enough players to have a good game. The vast majority does have enough players; they may simply be running a bit late. If game has few players signed up, go to your table, set up, and wait at least 10 minutes for players. If you do not have enough by then, go to the front desk and request that they try to find you some players. Wait another another 10 minutes once you get back to your table. If you still do not have enough players after that, pack up your stuff, notify the ACR table that you're abandoning the game for lack of players, and jump into a new game, shop the dealer's area, play a demo, or paint a figure. Warning: Not notifying the ACR table when abandoning the game can result in you being labeled as a "no-show".

Those judges who have not provided sufficient notice to the Egyptian Campaign Committee to provide a "substitute" judge or game in their slot will be allowed to schedule ONLY one slot of games through the pre-registration packet in the following year. They will receive a \$5 discount to their pre-registration that any other person running one slot receives; and, they may, of course, run additional "pick up" games on a first come, first served basis for table space after they have formally checked in at the convention, but the convention committee makes no guarantee of table space or further recompense for that convention. If the judge proves reliable, in subsequent years the committee may review his/her status and restore the judge's full discount privileges.

It saddens those of us running the convention that we must make this policy, but when judges prove unreliable, the whole Convention suffers.

2. **NO GHOSTS.** Only players with colored name badges can play in games, participate in contests or the auction, or play in a demo. Check to see that all of your players have a valid name badge at the beginning of each of your games. The white name badges denote Visitors, and all they can do is walk around and view things, kind of like a ghost. If a visitor would like to participate in the convention, send them to the Front Desk and upgrade their Visitors Pass to a Player's Pass. The money that they already laid out for the Visitors Pass will be counted towards the cost of the Player's Pass.
3. **PRIZES!!** All events at the Egyptian Campaign have prizes for at least first place that will be brought to you about 60 minutes into the slot, often in a manila envelope. Some events will have trophies or ribbons. You will need to determine winners about 15 minutes before the slot ends and pass out the prizes.

In some games the winner is obvious; in others it isn't as easy. Miniature games need to have some way of determining a winner, like victory points. If the best way to determine a winner is by voting (this is the best method for Role Playing and Live Action games) then pick up an RPG Scoring Packet at the front desk. It contains instructions, ballots, and a scoring grid to make voting simple. We recommend that if you have multiple items in your prize pack that you spread the prizes to many players, with the 1st place winner getting his pick of the prize options. Do not keep the prizes for yourself.

4. **BIG BOARDS.** Players sign up for events themselves at the Egyptian Campaign. They do this at the Big Boards in Ballroom A, across from the Front Desk. To find out who your players are, check the Big Boards before your event starts. You may wish to write down the names of the players that have signed up. Many Judges are comfortable simply asking the players that show to the table if they have signed up for the event, and sending those that haven't to the Boards to sign up. Most players are honest, and will check the Boards, signing up if there is a space or coming back and letting the Judge know what is going on. If there is a conflict, check the Boards yourself and let the players that signed up first play
5. **SPECIAL EVENTS.** The Egyptian Campaign features several special events for players to participate in. They include Painting Contests, an Art Contest, Costume Contest, and Game Auction. The Costume Contest is being judged during Slot 4 on Saturday Afternoon. It may cause a few players to be a couple of minutes late. Similarly, the game auction is on Saturday during the Dinner Break. Some players may wish to leave your game early to get a good seat. We will not be opening Ballroom B until 15 minutes before the auction starts, so ask them to please wait until then before leaving the game. Some players may also be a couple of minutes late getting to your game in Slot 5. In these circumstances, please be patient with the players.
6. **THE ENVIRONMENT.** We cannot control the general noise level of the convention or how hot/cold the rooms are. The University has a primitive heating and cooling system that is only adjusted seasonally. Most often, the buildings are the wrong temperature. If there are specific convention related problems (a particular table is really noisy), we will be glad to resolve them as best we can for you.

Egyptian Campaign 2009

The 22th Annual Egyptian Campaign Game Convention is hosted again this year by the SIUC Strategic Games Society. Our hosts have arranged for the convention to be held in the Student Center Ballrooms on the campus of Southern Illinois University at Carbondale on March 20th, 21st, 22nd.

Planning for the Egyptian Campaign is off to an early and enthusiastic start this year. The deadline for registering as a Judge or Staff is November 17, 2008, so that we can get Pre-Registration Packets out before Christmas Break. Volunteer Now, Get a Groovy Discount!

To make the convention a success, the Egyptian Campaign needs quality gaming events run by volunteer Judges and friendly Staff persons to greet and take care of our guests. We understand that Judging and Staffing can be a lot of fun, but it's a lot of work, too. To show our appreciation, we offer discounts to anyone willing to work at the Egyptian Campaign:

Work 3 or more Slots	Free Weekend Pass
Work 2 Slots	\$10 credit to any pass
Work 1 Slot	\$5 credit to any pass

In order to receive the discounts above, we need to know your commitment to the convention before November 8, 2008. You can let us know what you are planning to do and get your discount by filling out the Convention Judge & Staff Form in the center of this booklet. Please return this form to:

Egyptian Campaign 2009
c/o SIUC Strategic Games Society
Office of Student Development
Carbondale, IL
62901-4425

Please make sure you are able to attend before you commit to running events. If you have any questions, email Joseph Lenox at: egyptiancampaign@gmail.com

Additional information is available at our web site: <http://www.egyptiancampaign.com>

Egyptian Campaign 2009 Hotel Information

The following is presented as a guide and does not represent recommendations of the Egyptian Campaign gaming convention. The prices listed were current at the time of printing and represent the approximate lowest rate available with tax for one night, subject to change without notice. Many offer discounts that will lower the listed cost further. Remember to book rooms early to ensure availability. There are other activities at the university and locally planned for the same weekend as the convention.

America's Best Value Inn Murphysboro, IL 618-687-2244 http://www.americasbestvalueinn.com	Apple Tree Inn Murphysboro, IL 618-687-2345 800-626-4356 http://www.1appletree.com	Best Inns of America Carbondale, IL 618-529-4801 800-BEST-INN http://www.bestinn.com
Days Inn Carbondale, IL 618-457-3347 800-DAYS-INN http://www.daysinn.com	Hampton Inn Carbondale, IL 618-549-6900 800-426-7866 http://www.hampton.com	Heritage Motel Carbondale, IL 618-457-4142
Holiday Inn Carbondale, IL 618-549-2600	Horizon Inn & Conference Ctr Carbondale, IL 618-529-1100	Motel 6 Carbondale, IL 618-457-5566 800-4MOTEL6 http://www.motel6.com
Quality Inn Carbondale, IL 618-549-4344 800-221-2222 http://www.choicehotel.com	Ramada Limited Carbondale, IL 618-351-6611 800-2RAMADA http://www.ramada.com	Royal Plaza Inn Carbondale, IL 618-529-2424 866-529-2424
Super 8 Motel Carbondale, IL 618-457-8822 800-800-8000 http://www.super8.com		

Egyptian Campaign 2009
March 20th, 21st, 22nd

For office use only: VIP# Recieved: Discount: Confirmed: Shirt:
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To judge games or work staff slots at the Egyptian Campaign Game Convention, please fill out this form completely and return it. You will get credit for the games you run. If you return this form to the address below by November 6th, 2008, you will receive a discount on the convention general admission price. **Run/Staff three slots and get in for free!**

This form can be return to any Egyptian Campaign Committee member, or at any Strategic Games Society meeting, or mailed to the address below. You can also download an electronic version of this form online at <http://www.egyptiancampaign.com>. Tables are allotted on a first-come, first-serve basis.

If you have any questions, please e-mail us at egyptiancampaign@gmail.com or visit our website at <http://www.egyptiancampaign.com> or call Donald Bixler at (618) 627-2995 or Joseph Lenox at (815) 566-9086.

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General Information:

Name: _____ **SGS Member (Circle One): Yes No**

Address: _____

City: _____ **State:** _____ **Zip Code:** _____

Phone: (____) _____ **Email:** _____

Conventions you have judged at: _____

Total number of year you have attended Egyptian Campaign: _____

Shirts Ordered:

Small _____ Medium _____ Large _____ X-Large _____ XX-Large _____ XXX Large _____
\$20 \$20 \$20 \$25 \$25 \$25

Date	Event Time		Staff Schedule	
Friday, March 20 th	Judges' Meeting 11:00am		Setup: 9:00am – 1:00pm	
	Slot 1	2:00pm – 6:00pm	Slot A	11:30am – 6:30pm
Saturday, March 21 st	Slot 2	7:00pm – 11:00pm	Slot B	6:30pm – 11:30pm
	Slot 3	9:00am – 1:00pm	Slot C	7:30am – 1:30pm
	Slot 4	2:00pm – 6:00pm	Slot D	1:30pm – 7:00pm
Sunday, March 22 nd	Slot 5	8:00pm – 12:00am	Slot E	7:00pm – 12:30am
	Slot 6	9:00am – 1:00pm	Slot F	7:30am – 7:00pm
	Slot 7	2:00pm – 6:00pm	Slot G	1:30pm – 7:00pm
			Slot H	7:00pm – 11:30pm

Events:

Game System: _____ **Title:** _____

Description: _____

Number of Players: _____ Number of Rounds: _____ Preferred Slot #: _____

Special Notes and/or Table Requirements: _____

Game System: _____ **Title:** _____

Description: _____

Number of Players: _____ Number of Rounds: _____ Preferred Slot #: _____

Special Notes and/or Table Requirements: _____

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