

Take a Deep Breath, and READ this

Getting the Most out of DunDraCon

1. Read the information provided. It will tell you how to register for Official Adventures and Tournaments, where to find Seminars, what films are playing and when, and where open gaming is to be found.
2. Follow the rules. They are the fairest way to provide everyone with a good time.
3. Fill out the feedback forms so we can plan an even better convention next year. If you don't tell us what you like and don't like, we won't know.
4. Get enough rest. Even with 24 hour distractions your body needs some rest.
5. Get enough to eat. The human body does not function well on a steady diet of soda pop and potato chips. Remember that coffee shops, grocery stores, and restaurants may not be open at 2:00 a.m., so prepare. Note that hotel air tends to be dry so drink plenty of fluids.
6. Let people know where you are. Tell your hotel room number to anyone (friends, parents, gaming buddies, insurance salesmen) who might need to get hold of you. Show up where and when you've promised to meet people. Check the hotel desk and the DunDraCon message Board for messages. (This saves members of the committee from dealing with requests for "Johnny, who is 5'3" tall, blond, and playing something with dragons").
7. Pace yourself. If you start your third adventure of the day at 2:00 a.m., how can you possibly be in any shape to triumph in the official adventure you registered for at 8:00 a.m.?
8. Safety first! Don't run in the halls, slide down banisters, or otherwise endanger yourself or others. You can't play Adventure Games as well in traction.
9. Be polite and considerate, or at least, patient. If you're stuck in a long line or don't get your first choice official adventure or whatever, it isn't because the committee is a bunch of meanies. With a thousand or so attendees it's just not always possible to be perfect.

WHAT NOT TO DO AT THE CONVENTION

ALCOHOL - Alcoholic beverages may not be consumed in any public place except the bar. A "public place" means the Dealers Room, the Film Room, Open Gaming Areas, Seminar Rooms, and Official Gaming Rooms. Those ignoring this rule will be asked to leave and may not be permitted to return.

SMOKING - Smoking is not permitted in the Dealers Room, the Seminar Rooms, or the Film Room. Smoking in the Official Adventures Rooms is only as posted.

WEAPONS AND MASKS - Due to a number of problems at other conventions we are banning the carrying or wearing of any weapon, whether real or simulated. There will be NO exceptions. Also, we must request that those of you in costume NOT wear masks. Costumes are fine, masks are not.

TRASH - There will be a number of large trash containers about at strategic intervals. Please use them.

TOURNAMENTS

GRAND AD&D TOURNAMENT

David Cowgill and Mark Kramer have come up from Los Angeles to run a 60 (Yes, SIXTY) person AD&D tournament. Membership in this tournament is handled through the regular Games Registration desk in the Oakland Lobby. The first rounds take place Friday night and Saturday morning and early afternoon in the Atherton Room.

ILLUMINATI

David Ladyman, representing all those Texas Game Companies you know and love will be running an Illuminati tournament for EVERYONE who shows up at the Atherton Room at 6:00 PM Saturday night. No pre-registration necessary.

CAR WARS ROLE-PLAYING

David Ladyman returns to the Atherton Room Sunday at 8:00 PM to introduce Steve Jackson Games' role-playing adaptation of their popular destruction derby with demolitions game. EVERYONE is invited, once again for a prefor-all autoduel run by the editor of Auto-Duel Quarterly.

CRADLE OF CIVILIZATION

Charles Gieslen, author of the game, will hold a tournament in the Atherton Room, open to all. Watch for posted announcements in the Oakland lobby and the Atherton Room, to find out time and day.

RAIDERS AND TRADERS

John Deeley will take over the CHAOSIUM room on Monday to run a tournament of Don Dupont's classic boardgame of Achaean Greece. Found a dynasty, build an empire, placate the gods. Everyone welcome. Starts at 10:00 AM Monday.

SEMINARS

We are running two seminar rooms this year with a variety of attractions. Seminars are all scheduled in the Berkeley and Richmond rooms. Any last minute changes will be posted on the doors of those rooms. Seminars will normally run for an hour or so.

Friday, 18 February, 1983

7:00 p.m. - Berkeley - Video Tapes
Owen and Eclare Hanifen will show a variety of wild and wonderful video tapes from their collection. Check the schedule posted in the Berkeley room for titles and times.

Saturday, 19 February, 1983

10:00 a.m. - Richmond - Running A Campaign
Deanna Sue White, George MacDonald, and Ken Rolston will talk about the tactics and strategy of running campaigns in fantasy, superhero, and science fiction settings.

11:00 a.m. - Berkeley - Law or Chaos, King or God
George Cole will talk about Law or Chaos, King or God, just which side does a legal system favor. This talk will include descriptions of legal systems deriveable from assumptions in any gaming environment or society and descriptions of what use a GM can make of their such structures to form adventures for players.

12:00 noon - Richmond - Comics to Champions
Glenn Thain will discuss how to convert your favorite superheros to Champions characters. Glenn is the authority on this subject.

1:00 p.m. - Berkeley - World Building
Dave Hargrave will present an exhaustive analysis of world building with special emphasis on Arduin.

2:00 p.m. - Richmond - City Building
Anders and Barbara Swenson will talk about the construction of cities for fantasy role playing.

3:00 p.m. - Berkeley - Basic Role Playing
Steve Perrin and Sandy Peterson will discuss all aspects of the Chaosium Basic Role Playing rules and their applications in such game systems as Call of Cthulhu, Worlds of Wonder, and Stormbringer.

4:00 p.m. - Richmond - Basic Figure Painting
Gordon Monson and Gigi Henderson will talk about the painting of miniature figures for use in role playing games, with special emphasis on beginning techniques.

7:00 p.m. - Berkeley - Video Tapes
Once again the Hanifens will bring us a selection of tapes from their huge collection. See the schedule in the Berkeley room for details.

Sunday, 20 February, 1983

10:00 a.m. - Berkeley - Game Design for Sale
Greg Stafford and Lynn Willis of the Chaosium will talk about game design for sale to a professional game company. Come and listen and then design and sell one.

10:00 a.m. - Richmond - Champions and Champions II
George MacDonald and Steve Peterson will answer all your questions about Champions, the number one superhero role playing game.

12:00 noon - Berkeley - Finding and Fixing Holes in Rules
Bill Keyse will discuss how to find and fix holes in various role playing games.

12:00 noon - Richmond - Computers and Role Playing
Charles Merrium will discuss computers and their use as aides in role playing games and computer gaming.

2:00 p.m. - Berkeley - Morality in Role Playing
Steve Peterson, Deanna Sue White, and Greg Stafford will cover a wide range of topics involving morality in role playing games. This should be a real winner of a seminar.

SEMINARS continued

- 2:00 p.m. - Richmond - Espionage
George MacDonald of Hero Games will describe the Hero Games new role playing system Espionage. This system can be used with Champions or by itself.
- 4:00 p.m. - Berkeley - Thieves, Assassins, and Ninja
Christopher Graby will discuss real techniques of exotic weapons, spying, stealth, and assassination that may be used in role playing games. The techniques are based on Togakure Ryu Nin-po Ninjutsu, the feudal Japanese art of espionage and assassination.
- 4:00 p.m. - Richmond - Advanced Figure Painting
Gordon Monson and Gigi Henderson will talk about advanced figure painting techniques, judging of painting contests, and how to win them.
- 7:00 p.m. - Berkeley - Video Tapes
Once again the Hanifens will be bringing us still more tapes from their collection. See the schedule in the room for details.

Monday, 21 February, 1983

- 10:00 a.m. - Richmond - Monster Ecology
Sandy Peterson, designer of Trollpak and Call of Cthulhu, will talk about the ecology of monsters. What does a medusa eat anyhow?
- 12:00 noon - Richmond - Pendragon
Greg Stafford will talk about the new King Arthur role playing game from the Chaosium, Pendragon.

FLEA MARKET

There will be a Flea Market on Sunday, in the San Lorenzo Room, from 7:00 to 9:00 p.m. Register between 12:00 noon Saturday and 2:00 p.m. Sunday at the registration desk in the Oakland lobby. There are limited spaces available and registration is on a first-come, first-serve basis, so hurry if you want to be able to sell off your old games and figures.

MINATURES PAINTING CONTEST

There are two classes: Novice (16 and under) and Open. Both classes will have three categories.

Category 1: Player Characters. A single figure representing someone or something you role play.

Category 2: Monsters. A single casting of almost anything; an intelligent vehicle, a dragon, a trap, etc.

Category 3: Vignette. A diorama or group featuring no more than six castings on a single base. It may be characters, monsters, or a combination.

Entry fee is \$1.00 per entry. A diorama counts as one entry. We will be accepting entries from 10:00 a.m. to 2:00 p.m. on Saturday in the Dealers Room. No entry should exceed 6x6x6 inches. If it does we may not be able to display it.

All entries will be judged by a panel of expert painters and the results displayed by a show of ribbons on Sunday. In addition to the ribbons awarded, each first-place winner will receive a \$15.00 cash prize.

The display will be manned for pickup of your entries from noon to 2:00 p.m. on Sunday and Monday. We will NOT be responsible for entries which are not picked up unless special arrangements have been made in advance. See Gordon Monson for details.

COSTUME CONTEST

Anyone may enter by coming to the Registration Area (Oakland Rooms lobby) by noon on Sunday. The judging panel will consider the costumes on design and quality of workmanship, but will give more weight to the appropriateness of the costume to the character you are portraying. Prizes will be awarded.

Weapons must be sheathed and peace-tied except during your (SHORT) presentation, if necessary. This will help to avoid accidents and will keep the hotel staff and guests from getting nervous.

Come in character as well as costume, and be prepared to answer questions about your character as well as your costume. Remember, this is a role-playing convention, so relax and enjoy yourself.

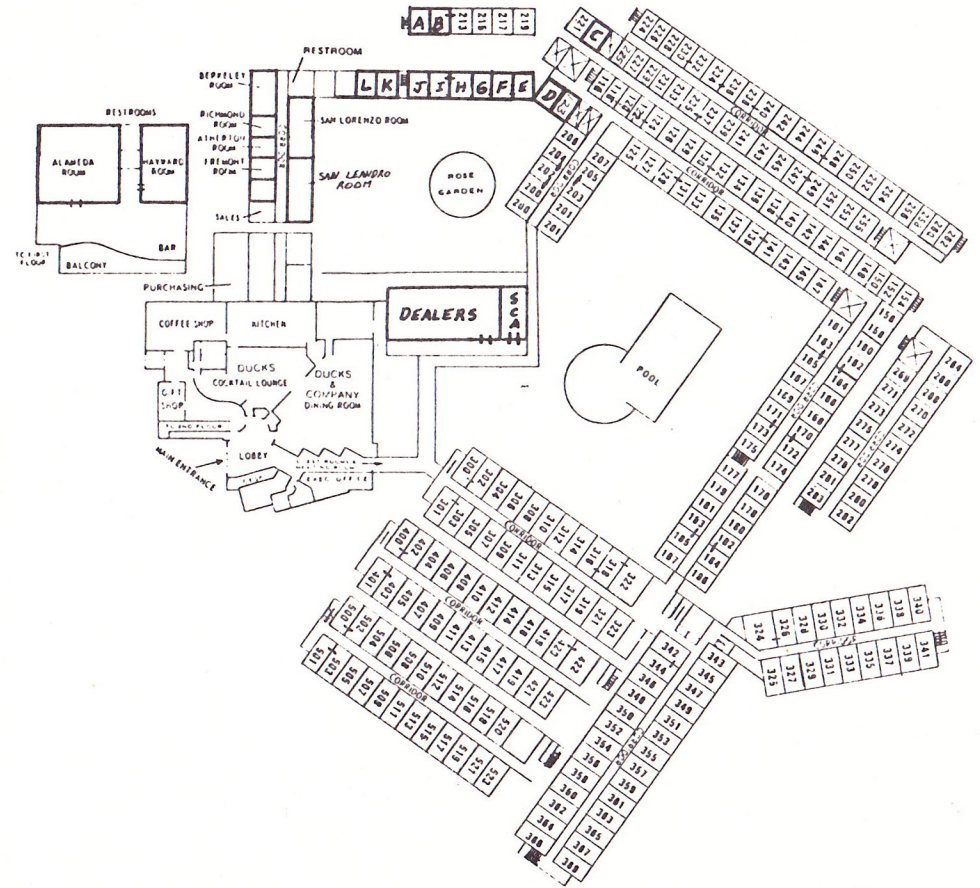
Chaosium Room

Just like last year, the Chaosium is sponsoring its own room full of games, though you must sign up for them through the regular games registration procedure. However, this time the Chaosium is offering DunDraCon attendees the opportunity to help playtest upcoming Chaosium offerings like HeroQuest, Futureworld Spaceships, RuneQuest ship rules, Pendragon, new Superworld, new Cthulhu scenarios, and Welcome to the City of Pavis. If you want to see what the Chaosium is doing, sign up to playtest the scenarios and game before they hit the shops.

Room Use During the Convention

The following rooms will be available for open gaming during the convention:

- Alameda - Second Floor above Hotel lobby
Open Gaming from Friday 6:00 p.m. thru Sunday NOON.
- Hayward - Second Floor above Hotel Lobby
Films Friday through Sunday (see film schedule).
- Oakland Lobby
Game Registration throughout the Convention. Convention registration from Saturday Noon through Monday.
- Oakland - Room A
Continual Society for Creative Anachronism programs during the day.
- Oakland - Rooms B, C, and D
Game dealers on Saturday, Sunday, and Monday.
- San Leandro Room
Video Arcade Games for the duration of the convention.
- San Lorenzo Room
Convention registration Friday night and Saturday morning. Open Gaming from Saturday noon thru Monday.
- Fremont Room
Miniatures battles and Convention sponsored games.
- Atherton Room
Tournaments during the day and Convention sponsored games at night.
- Richmond Room
Seminars during the day and Convention sponsored games at night.
- Berkeley Room
Seminars during the day Saturday and Sunday. The Hani-fen Video Tape Show Friday, Saturday, and Sunday nights. Open Gaming on Monday.
- Room 123
Open Gaming Friday night through Monday.
- Rooms A - J
Convention sponsored games in many different Fantasy, Superhero, and Science Fiction role playing systems.



Room K
CHAOSIUM Room. Sign up for games thru Game Registration.

Room L
HERO GAMES Room. Sign up for games thru games registration.