

Arcanacon XXIII : The Writers Guidelines

Hi. Thanks for deciding to write for Arcanacon XXIII. While we don't expressly believe that writing for us should be formulaic, we do think it goes easier for everyone if we're all on the same page.

So what exactly have you committed yourself to?

- Running your tabletop event for at least 7 sessions for about 10 teams.
- Follow blurb content guidelines, which also means writing a game that matches the blurb that was advertised.
- Play-testing the game more than 3 days before the con. This one is important.
- Actually writing the game down. Having the notes in your head is nice, but getting them out for someone else to run is messy and involves an ice-cream scoop.
- Having a back-up GM who is familiar with the scenario – just in case. Store them in a cool, dark place. Break glass in case of emergency.
- Showing up at the Con with game in hand and ready to run, or warning us ahead of time when you aren't. Just to clarify, by 'ahead of time' we don't mean 'at the convention'.

Of course, we as organisers are here to make it is easier to fulfil your commitment so we will:

- Do our best to present your game in the booklet the way you want it.
- Try to do prizes the way you want them (including not having them).
- Cover printing costs for your event (within reason and with receipts).
- Offer free registration to the convention as well as free tea and coffee for you and your full-time GMs.
- Inform you of any changes that may effect your event and not pretend to only speak Spanish when you contact us for help.
- Try to make getting rooms, finding players as simple as possible.
- Help provide extra GMs, advice on blurbs, playtesters and other assistance if you want it.

Blurb Guidelines

It's advertising for your game. Try to make sure the blurb is an accurate representation of what your want to run. Reading a previous Arcanacon booklet or looking on the website is a good place to look at to get the feel of the blurb. Or contact us. The theme this year is Conspiracies.

Arcanacon uses a system of ratings to give people an idea as to whether an event is appropriate for them to play. They are rated from 0 (meaning 'not required') to 5 ('absolutely necessary'). The categories are **Seriousness**, **Rules** or **Genre Knowledge** and **Characterisation**. We also like to give an idea as to **Adult Content** and for this we have shamefacedly stolen the popular G/PG/M/MA/R/X system. We are ashamed. Place this information on your blurb and send it to us either through the website submission form at <http://www.arcanacon.org/2005/wrangling/>, through email at arc-wrangler@arcanacon.org or if you don't have access to the Internet, ring Alex on (03) 9510 8589 to arrange other means.

Do this before the **30th of September 2004**.

Trophies

If you want trophies for your event, we can provide them. But first, you need to provide a couple of things for us. They will have a face-plate with the following:

Arcanacon XXIII	-	This year's convention
[Name of Event]	-	Your Event Name
[Name of Prize]	-	What the trophy is for (Best Player, Best Farcical Award Ceremony etc)

You will get one for each maximum player per session (five player game gets five) for a tabletop. Freeforms get two (2) per session run. Special events are subject to negotiation. Just provide us with what the trophy is for (if we don't get any answer, we put 'Best Team' for Tabletops and 'GM's Choice' and 'Player's Choice' for Freeforms). Keep it short - 25 characters per line is the maximum.

Do this before the **30th of November 2004**.

A checklist of things to remember

Here is a list of the little things that need to be done before the con and/or before you submit your blurb. Have you:

- Provided a name for your game? Put your name on the blurb? Made it clear whether your game is a tabletop, freeform or special event?
- Listed the number of players? Listed the number of sessions?
- Called your mother in a while? She worries.
- Told the organisers when you can and can't run your game? Arcanacon runs sessions A and B on Thursday; C,D,E,F on Friday; G,H,I,J on Saturday; and finally K,L,M on Sunday. The session times are 9am, 1pm, 4pm and 8pm each day (session A starts at 4pm). **Thursday and Friday are not public holidays.**
- Told the organisers about any special room allocation needs you have?
- Given your trophy requirements? Given ratings for the 4 categories? Given contact information to us? Given a system (if applicable)?

Done it all? We love you. See you at Arcanacon XXIII, January 20th-23rd 2005