



Welcome to ShireCon 2018!

First and foremost, thank you for attending the inaugural RPG and board game convention in the Northwest Corner of Connecticut! We are glad you chose to attend our “little” game day in the country!

ShireCon Facility

The event today is being held in the Falls Village Children’s Theater, an historic building in the small hamlet of Falls Village. Some important notes about the event facility:

Facility Notes	
What	Where
Exits	Front of building by the registration desk OR rear exit used for disabled access and vendor loading
Bathrooms	Near the front of the building – separate men’s and women’s bathrooms
Vendors	Rear of the building on the raised platform
Food	Some snacks and drinks at the registration desk, but most food found outside the convention area (attendee responsibility)
Prize Drawing	At 1:45 pm near the registration desk
Wi-Fi	None. This is an old school event in an old building

Start and End Times

The convention has game time slots (for ticketed games). The first group starts at 9am and runs through 1pm. The second group begins at 2pm and runs through 6pm. Doors open at 8am for early registration. The facility will close its doors by 8pm (for clean up).

Vendor Access

Vendors may begin loading their designated areas at 7:30am the day of the convention. They can use the rear entrance and ramp to load and unload.

Attendee Access

Registered attendees and walk-ups can begin to enter the facility at 8am. The registration desk is just inside the front entrance. The rear entrance is used only for vendors or attendees that require disabled access (no stairs).

Parking

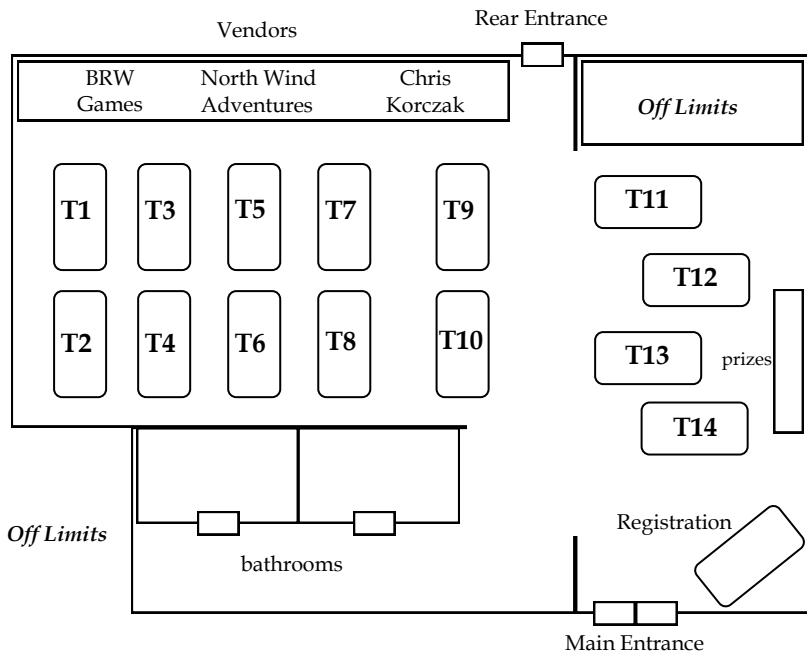
Attendees are welcome to park on Main Street in front of and near the facility. Parking for vendors and those requiring disabled access may be found in the small parking lot behind the facility, designated by the sign found on the street.

Gas

The only gas station in town has recently stopped selling gas. The nearest gas stations to the con are within 15-20 minutes away. For directions and options, please check with the con organizer (Thom) or one of the volunteers.

Facility Map

The map below details the facility areas for vendors, gaming tables, registration, bathrooms, and entrances. Sizes and distances shown below are approximated and for reference only.



Game Map

Time Slot	Table	Game
9am – 1pm	1	Paranoia RPG Game – R. Goodenough (<i>FULL</i>)
9am – 1pm	2	MCC: Seekers of Skybreak! - T. Callahan
9am – 1pm	3	Legends of Vagari Terram – J. Brown
9am – 1pm	4	SWL: Beneath the Battered Dwarf Tavern – E. Stiene
9am – 1pm	5	AS&SH: The Caves of the Spiders – J. Talanian (<i>FULL</i>)
9am – 1pm	6	Far Trek: Empty Quiver – J. Lawrence
10am – 1pm	7	Dungeon World: The Forge Lighters – R. Booth
9am – 1pm	8	OPEN GAME CHOICE – D. Yanotchko
2pm – 6pm	1	B/X: The Weird that Befell Drigbolton – A. Markham (<i>FULL</i>)
2pm – 6pm	2	White Hack – A. Lissenberg
2pm – 6pm	3	Secret Playtest for Silver Bulette – I. McGarty (<i>FULL</i>)
2pm – 6pm	4	Starfinder: The Void Walker – I. Eller (<i>FULL</i>)
2pm – 6pm	5	AS&SH: A Charnel Crypt of the Sightless Serpent – J. Cammarata
2pm – 6pm	6	Classic Traveller: Zugzwang – J. Lawrence
2pm – 6pm	7	LotR/Hobbit Strategy Battle Game – A. Dubois
2pm – 6pm	8	Circus Maximus – D. Yanotchko

Convention Sponsors

Please help us thank the six sponsors who helped make this day happen.



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Open Tables

Tables 9 through 14 are open tables, used for pickup games of 1-2 hours in length. These tables are the perfect places to play a card game, board game, or short RPG adventure. They may only be reserved in 1-2 hour slots, and only once per person per table.

Prize Drawing Instructions

Each attendee will receive a single white ticket in their registration bag for the drawing held at 1:45pm near the registration desk. There will be between 4 and 6 possible drawing prize bundles to choose from—attendees should place their ticket in one of the jars for the corresponding prize bundle of their choice. Note that attendees cannot win prize bundles outside their chosen option. No additional tickets may be purchased for the drawing. Prizes have been donated by attendees and game companies.



FROG GOD
GAMES

Where you can be the frog, not the flies!



Old Lingolf House

Mill Comics & Games, 40 Main St.,
Suite 218, Biddeford, Maine 04005

Our many thanks to the folks at these companies, and hearty thanks to **Lloyd Metcalf**, who generously donated two separate logos for us to use for this convention!

Notable Guests

Jeff Talanian

Well-known author and creator of *Astonishing Swordsman & Sorcerers of Hyperborea*, Jeff Talanian will be traveling down from New Hampshire to set up a vendor booth for his latest hardcover as well as running a game of *AS&SH*. Don't let his mild demeanor fool you—his Hyperborean games are deadly. <http://www.hyperborea.tv>

Erik Steine

Erik 'Tenkar' Stiene is a podcaster, blogger, and Kickstarter watchdog who lives in the NYC area. His daily podcasts and blogs on old school gaming and opinions on Kickstarter projects are heard and read by thousands of devoted fans. Erik and his wife, Rachel, will be in attendance at the con, likely running a game of *Swords & Wizardry Light* in the morning slot and spending time talking with attendees in the afternoon. <http://www.tenkarstavern.com>

Vendors

Three vendor tables in the back of the main room will be selling gaming products throughout the day.

Chris Korczak

Chris specializes in old and new RPGs. Stop by his booth for great deals on old TSR items (among other things)!

BRW Games

Joseph will be selling products from his Adventures Dark and Deep line, and Castle of the Archmage products.

North Wind Adventures

Jeff will have his latest Kickstarter books available at this booth. Stop by for some Hyperborean goodness!

ThrowiGames

Although Thom will be running the registration desk (busy with keeping the convention going all day), he should have a few items for sale. Stop by to ask about his Back to Basix and upcoming Kickstarter projects.

A few other attendees may be selling items at their gaming tables too!

Nearby Places to Get Food

With an hour break between gaming slots, attendees have time to socialize and eat lunch. Although there are two places to eat within walking distance (Toymakers Café and the Falls Village Inn), there are several places within a 10-15 minute drive.

Places to Eat	
Place	Distance
Falls Village Inn	Walk
Toymakers Café	Walk
Mountainside Café 251 Rt 7 South 06031	5 minutes
Mizza's Pizza	Delivery
Great Wall Kitchen 97 Church St. 06018	10 minutes
Subway 101 Church St. 06018	10 minutes
McDonalds 18 E. Main St. 06018	10 minutes

Note that attendees that have arranged for the special boxed lunch prior to the convention will have theirs delivered at 1pm.

