

ArcaneCon In-Person Registration FAQ

Missed out on getting in a game you wanted during early registration? No problem! Each game had a limited amount of available seats put aside for early sign-ups. That way, games will still have open seats to sign up for in person at the event.

- *For example:* if a person hosting a game set a maximum of six players, I had four seats available for early sign-ups and put aside two for in-person sign-ups.

Why? Based on last year, a majority of games were fully booked but I had a lot of last minute schedule changes leading up to the event and during the event where people cancelled. While that is expected, I want to minimise having empty seats at games, so the goal is:

- To allow walk-ins a chance to play games and to help manage last minute cancellations better. This way, if anyone cancels or doesn't show up, their seat will now be open to a new player!
- To allow those who missed out on the early-registration to have a chance to still sign up.

What games have availability? On the following pages is the list of available seats for in-person sign-ups organized by session, table, and game. Each session has its own page, along with the number of open slots per game and a maximum number of available game slots in total for the session. Please note, "WL" refers to "Wait List only" for those games.

- [Session One](#), Friday Afternoon
- [Session Two](#), Friday Evening
- [Session Three](#), Saturday Morning
- [Session Four](#), Saturday Afternoon
- [Session Five](#), Saturday Evening

How do I sign up in-person? There will be a sign-up station at the registration table. This area you can do the following:

- Sign-up for an open slot at a table
- Be added to a waitlist for a game if it's full
- Report if you'd like to switch or cancel a game session to open a slot for someone else
- Check in to see if any seats opened up over the course of the day

When Can I Sign up? To spread out signs up for games, they will be restricted to the session before the game starts. Why? To

1. Prevent spending 5 minutes to sign up for multiple games at once causing a line-up
2. Prioritize people who are currently at the convention as opposed to people who sign up for whatever then bail or forget they signed up
3. Book keeping efficiency.

The following is the breakdown of time windows to sign up for different sessions

Time Frame	Sessions available to sign up for
1:00pm Friday to game start	Session 1 and Session 2

6:00PM- 10:00PM Friday & 8:00AM - 9:00AM Saturday	Session 3
8:00AM - 1:00PM Saturday	Session 4
1:00PM - 6:00PM Saturday	Session 5

This will be first-come, first serve: You can only sign up the day of the game. Meaning, you cannot sign up for a Saturday game on Friday. This was essentially what I was doing last year at the registration table, but I want to provide the structure of how it will work, to help inform attendees of their choices. My goal is to get people into the games they want and to provide a system that allows them a chance to do so.

In-Person only Games: Some games will only allow for in-person registration only which have been added to the schedule after early registration opened, which are indicated on the updated schedule on the website.

Session 1; Friday 1:30pm - 5:00pm

Table	Game	Seats available
1-4	Magic The Gathering '93-'94 Tournament	4
5	DC Heroes RPG	6
6	Troika	2
7	Mausritter	1
8	Steel, Silk, Shadow, Sword, Scroll, and Sorcery	1
9	Forbidden Lands	2
10	Classic Traveller	WL
11	Dragonbane	1
12	His Majesty The Worm	5
13	Terra	3
WR1	Heretic	WL
WR2	Shadow Over Europe	4
WR3	Wiz War 6th Edition	8
WR4	Flames of Orion: Emperor of Sands	3
Total		40

Session 2; Friday 6:00pm - 9:30pm

Table	Game	Seats available
1-4	Magic The Gathering '93-'94 Tournament	“ “
5	Mythic Bastionland	3
6	Swyvers	6
7	Shadowdark	WL
8	Cairn 2e: The Envoy Must Die	WL
9	Inheritors	2
10	Shadowdarl: Grizzembok's Challenge	1
11	OSE: Bugbear Hunt!	WL
12	His Majesty The Worm	WL
13	Cairn 2e (18+): Prison of the Hated Pretender	5
WR2	OPEN	?
WR3	Splatter Knights	4
Total		27

Session 3; Saturday 9:00am - 12:30pm

Table	Game	Seats available
1	Questlandia	2
2	Shadowdark: Into the Shadows	WL
3	Burn 2D6	2
4	Troupe: Doomsday	2
5	Escape from Wonderland	1
6	Wilderlands	1
7	Cairn: Perilous Path of the Cursed Camel	2
8	ALT NYC 88	2
9	Top Secret: NWO	1
10	Cairn: Wildendrem; The Saintly Hollows	WL
11	Dungeon Crawl Classics	WL
12	Xcrawl	2
13	Mutant Crawl Classics	10
WR1	Turnip 28	2
WR2	Necromunda	1
WR3	Wanted! Reward: CC10,000	WL
WR4	Flames of Orion: A Green Hell	6
Total		34

Session 4; Saturday 1:30pm - 5:00pm

Table	Game	Seats available
1	Open	??
2	Burn 2D6 Zero Punk	3
3	Barrow & Borderlands	1
4	Weird Heroes of Public Access	WL
5	Heroes of Ribhus	2
6	Cairn 2e*	WL
7	Shadowdark: Ravenloft	WL
8	Cy_borg	2
9	Critical Core	3
10	Cairn 2e: The Destiny of kings	WL
11	Traveller '77	WL
12	The Fall of Magic	4
13	Basic Fantasy RPG: Castle of the Wolf Queen	2
WR1	Space Gits	5+ (open table)
WR2	Gaslands	2+ (open table)
WR3-4	Big Battletech	3
Total:		27+

Session 5, Saturday 6:00pm - 9:30pm

Table	Game	Seats available
1	Don't Tell Mom & Dad	5
2	Cairn 2e	4
3	Delta Green	WL
4	Shadowdark	1
5	Hunter 5th edition	2
6	Rapscallion	5
7	Cairn 2e (18+)	1
8	Lich' Plot	6 (multi-sessions)
9	Cave Evil	1
10	Golem Parade	2
11	PUNKX	2
12	Forbidden Lands: A Simple Plan	1
13	Dolmenwood	5
WR1	Sun Rot	WL
WR2	Inhumane Harvest	WL
WR3	Bleeding Sin	3
WR4	Wiz War 6th Edition	6
Total:		44+