

Con on the River 2004

Event Descriptions



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and then put in alphabetical order.

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ROLE-PLAYING GAMES

Event Title: Conan

Game System: Conan D20

Type of Event: Roleplaying

G.M.: Latham Luempke

of players: 5-7

Time: Saturday 10:00 PM – 1:00 AM

Room: Table 1

Description: Contact me ahead of time to create a character, otherwise use a pregen.

Event Title: Cyberpunk: Please Let Them Die

Game System: Cyberpunk

Type of Event: Role-playing

G.M.: Justin LeVasseur

of players: 2-8

Time: Saturday 5:30 PM – 11:00 PM

Room: Table 5

Description: This is part of the CoC / Cyberpunk Campaign. New players are welcome. Rules have been altered to incorporate some CoC rules.

Event Title: Dungeon of Terror

Game System: D&D 3.5 Kingdoms of Kalamar

Type of Event: Roleplaying

G.M.: Scott Hanson

of players: 3-6

Time: Saturday 7:00 PM – 1:00 AM

Room: Table 6

Description: Just an old-fashioned dungeon crawl. Your party has heard the rumors of great riches and terrible evils in the Dungeon of Terror, designed by a mad lich centuries ago. Can you brave the terrors to win the treasure? Pregens provided, others with GM approval. 7th-10th level.

Event Title: The Great Airship Race

Game System: Final Fantasy (Ironclaw rules system)

Type of Event: Role-Playing

G.M.: Richard Schreiber

of players: 4+

Time: Sunday 12:00 PM – 5:00 PM

Room: Room F

Description: Every year at Sevenmoom, the Imperial City of Jallis holds its world-renowned Grand Tournament. Every sort of competition takes place, and fantastic prizes await the winners. Your team has registered to participate in the grandest contest of all – the Great Airship Race. The Grand Prize for winning the race is always kept secret, but the Emperor's generosity to the winning team has never failed to disappoint.

Knowledge of the Final Fantasy video games helpful, but not necessary. Character generation before game starts, bring your own character, or play a pre-gen.

Event Title: Let My People Go!

Game System: Matrix Fallout

Type of Event: Role-Playing

G.M.: Tom Breid

of players: 2-8

Time: Sunday 2:30 PM – 7:30 PM

Room: Table 3

Description: Set after nuclear war. In this world a faction is using humans as batteries, and put these people in multiple matrixes. Players will be with a different faction, trying to free the "batteries". No Experience needed, will do Character generation.

Event Title: My Kingdom For A Crown

Game System: D&D 3.5 ed.

Type of Event: Role-Playing

G.M.: Kent King

of players: 6

Time: Saturday 1:30 PM – 5:30 PM

Room: Room F

Description: The Prince has an urgent mission. He is to wed and be crowned in a week. The Great Waldo has stolen the Ceremonial Crown! Falsettos encouraged, role-playing inevitable. 5th level chars provided.

Event Title: My Mother, My Wife!

Game System: D&D 3.5 ed.

Type of Event: Role-Playing

G.M.: Kent King

of players: 6

Time: Saturday 6:00 PM – 10:30 PM

Room: Room F

Description: You've helped the Prince reach his wedding feast. A scream from the Queen's rooms and you're bailing the Prince again. Falsettos encouraged, role-playing inevitable. 5th level chars provided.

Event Title: Oh, The Poor Prince!

Game System: D&D 3.5 ed.

Type of Event: Role-Playing

G.M.: Kent King

of players: 6

Time: Saturday 9:00 AM – 1:00 PM

Room: Table 9

Description: Life is dull until a well-dressed elf arrives. His royal student is missing. Your company is perfectly shaped to find him. Falsettos encouraged, role-playing inevitable. 5th level chars provided.

Event Title: Over Tumbayne Falls

Game System: World Tree: A Roleplaying Game of Civilization and Species

Type of Event: Role-playing

G.M.: Bjørn Arnesen

of players: 4-6

Time: Saturday 9:00 AM – 1:00 AM

Room:

Description: CANCELED

Event Title: Red Rising (with the Author)

Game System: Savage Worlds

Type of Event: Role-playing

G.M.: Joseph Unger

of players: 6-8

Time: Saturday 11:00 AM – 1:00 PM
5:30 PM – 7:30 PM
8:00 PM – 10:00 PM

Sunday 10:00 AM – 12:00 PM

Room: Table 3

Description: Join the revolution and fight the 'Savage' cold war. Red Rising is the Pinnacle/Great White Games, Savage World's setting that will take you into the stars and into the heart of the Soviet Empire of 2017. Laden with espionage, gangsters and psychic assassins, Red Rising promises a game you'll never forget. No experience needed, pre-gens provided. Play it with the Author, Joseph Unger! (Red Rising is set to release in late October 2004)

Event Title: Spy Craft

Game System: Spy Craft

Type of Event: Roleplaying

G.M.: Mike Spartz

of players: 3-5

Time: Saturday 3:30 PM – 7:30 PM

Room: Table 4

Description: Intelligence has discovered that some one is developing advanced laser based weaponry. Your task, if you choose to accept it, is to find out WHO this is and stop them. No experience needed, generate a character or bring one with GM approval.

Event Title: What Makes a Hero?

Game System: Brave New World

Type of Event: Role-Playing

G.M.: Mike Spartz

of players: 3-5

Time: Saturday 11:00 AM – 3:00 PM

Room: Table 4

Description: Want to be a Super Hero? Well here's your chance. All you have to worry about is the entire U.S. Government. No experience needed, generate a character or bring one with GM approval.

Event Title: SHL03-01 - The Lonely Tower

Game System: D&D 3.5 ed.

Type of Event: RPGA Living Greyhawk

G.M.: To be determined

of players: 4-6 per table

Time: Saturday 9:00 AM – 1:00 PM

Room: Room E

Description: You have been ordered to relieve the Pathfinders garrisoned at a small border outpost near Torkeep. The ruined tower once belonged to a Shield Mage named Orand Hastironn. Orand's remains were found in the highest level of the tower by Pathfinders during the Battle of Torkeep. You arrive at the outpost to find that something is definitely wrong at Orand's Tomb. APL 4-12

Event Title: SHL03-02 - The Patron of Bright Sentry

Game System: D&D 3.5 ed.

Type of Event: RPGA Living Greyhawk

G.M.: To be determined

of players: 4-6 per table

Time: Sunday 2:30 PM – 6:30 PM

Room: Minne 110

Description: Lord Natan Enerick's decision to make Pholtus the Patron deity of Bright Sentry may cause more trouble than expected. Can you discover who is behind a plot to ruin the celebration, and put an end to it in time? APL 2-8



Event Title: SHL03-03 - The Moonlight Arrives

Game System: D&D 3.5 ed.

Type of Event: RPGA Living Greyhawk

G.M.: To be determined

of players: 4-6 per table

Time: Saturday 6:00 PM – 10:00 PM

Room: Minne 111

Description: The mysterious Markuth returns with a dire warning. It is up to the Pathfinders to decipher its meaning... APL 2-12

Event Title: SHL03-04 - A Light in the Dark

Game System: D&D 3.5 ed.

Type of Event: RPGA Living Greyhawk

G.M.: To be determined

of players: 4-6 per table

Time: Saturday 10:00 PM – 2:00 AM

Room: Room F

Description: The mystery of a missing noble leads to the dangerous shores of the Nyr Dyv. APL 6-12

Event Title: SHL03-05 - Blood Alliances

Game System: D&D 3.5 ed.

Type of Event: RPGA Living Greyhawk

G.M.: To be determined

of players: 4-6 per table

Time: Saturday 1:30 PM – 5:30 PM

Room: Minne 111

Description: There is a spy in Critwall who knows vital secrets concerning the Shield Lands, and he's been caught. But who has him? The Pathfinders are asked to discover who has him, and soon, before the spy spills everything he knows to those who have him. APL 2-12

Event Title: SHL03-06 - A Chink in the Armor

Game System: D&D 3.5 ed.

Type of Event: RPGA Living Greyhawk

G.M.: To be determined

of players: 4-6

Time: Saturday 1:30 PM – 5:30 PM

Room: Minne 110

Description: The opportunity to scout Southkeep has presented itself. Will the mission be compromised from within? This is an adventure for heroes of levels 1 through 14 willing to travel undercover to the enemy, itself! APL 2-12



Event Title: SHL03-07 - Noble Intentions

Game System: D&D 3.5 ed.

Type of Event: RPGA Living Greyhawk

G.M.: To be determined

of players: 4-6 per table

Time: Saturday 6:00 PM – 10:00 PM

Room: Minne 110

Description: You have been ordered to capture an officer in luz's army and return him to the Shield Lands for questioning. When complications arise even before you leave Critwall, how will you choose which way leads to success and which to failure and dishonor? APL 2-12

Event Title: SHL03-08 - In a Cold Grave

Game System: D&D 3.5 ed.

Type of Event: RPGA Living Greyhawk

G.M.: To be determined

of players: 4-6 per table

Time: Sunday 11:00 AM – 2:00 PM

Room: Minne 110

Description: It is late in the month of Sunsebb and once again you find yourself stationed at "Orand's Tomb" to the west of Torkeep on the banks of the Ritensa River. Just as last year's winter blasted the normally temperate Shield Lands with freezing rain, deep snow and harsh north winds, this winter seems to be shaping up much the same. A mysterious visitor in the night beckons you to follow him into the growing storm. Do you dare follow? APL 2-12

Event Title: SHL4-1 The Good Oerth

Game System: D&D 3.5 ed.

Type of Event: RPGA Living Greyhawk

G.M.: To be determined

of players: 4-6 per table

Time: Sunday 11:00 AM – 2:00 PM

Room: Minne 111

Description: The PCs must journey to a legendary place to avenge the death of a comrade and prevent the forces of the Old One from gaining an unexplained but valuable weapon. Untested allies spread their wings and strange bedfellows are made. By the adventure's end, lives may be traded for answers in the unraveling of the mystery of pure earth. APL 6-12

Event Title: SHL04-2 In the Service of the Lady

Game System: D&D 3.5 ed.

Type of Event: RPGA Living Greyhawk

G.M.: To be determined

of players: 4-6 per table

Time: Saturday 9:00 AM – 1:00 PM

Room: Room F

Description: The lands near Gensal will be repopulated with settlers. This will require additional troops to be stationed at the village to protect the settlers. Lady Katarina will be traveling with the new troops and settlers to see them safely installed. She has asked for pathfinders to accompany her on her journey. An adventure for brave adventurers levels 2 to 14. APL 2-12

Event Title: SHL04-05 If the Towers Should Fall

Game System: D&D 3.5 ed.

Type of Event: RPGA Living Greyhawk

G.M.: To be determined

of players: 4-6 per table

Time: To be determined

Room: To be determined

Description: APL 6-14

Event Title: SHL04-06 The Banners of Torkeep

Game System: D&D 3.5 ed.

Type of Event: RPGA Living Greyhawk

G.M.: To be determined

of players: 4-6 per table

Time: Saturday 6:00 PM – 10:00 PM

Room: Minne 104

Description: APL 2-12

COLLECTABLE CARD GAMES

Event Title: Spycraft CCG tournament

Game System: Spycraft CCG

Type of Event: CCG

G.M.: Clifford J. Niesl

of players: up to 16

Time: Saturday 2:00 PM – 5:00 PM

Sunday 4:00 PM – 8:00 PM

Room: Table 7

Description: OP163101 & OP163102

Event Title: Spycraft CCG Demo

Game System: Spycraft CCG

Type of Event: CCG

G.M.: Clifford J. Niesl

of players: open

Time: Saturday 9:00 AM – 6:00 PM

Sunday 10:00 AM – 1:00 PM

Room: Tables 6 & 7

Description: Spycraft is a set of games set in a world of dark secrets and high espionage, where players become larger-than-life super spies poised to take on threats of global scale — power-mad dictators, eccentric billionaire industrialists, and criminal masterminds obsessed with global domination. In this innovative new world, you join a team of highly trained professionals outfitted with the latest cutting-edge gadgets and a worldwide information network, then shoot, seduce, or speed your way through the deadliest missions ever devised! Ongoing throughout the day, stop by and find out how to play!

Event Title: Warlord CCG tournament

Game System: Warlord CCG

Type of Event: CCG

G.M.: Clifford J. Niesl

of players: up to 16

Time: Saturday 6:00 PM – 9:00 PM

Sunday 1:00 PM – 4:00 PM

Room: Table 7

Description:

Event Title: Warlord CCG Demos

Game System: Warlord CCG

Type of Event: CCG

G.M.: Clifford J. Niesl

of players: open

Time: Saturday 9:00 AM – 6:00 PM

Sunday 10:00 AM – 1:00 PM

Room: Tables 6 & 7

Description: Heroic characters and Warlords represent the most commonly used cards, and it is their actions in battle that determine the course of the great war that wracks the kingdoms of the World of Accord. Game-play is fast and furious, but is also packed with a great deal of strategy. Ongoing throughout the day, stop by and find out how to play!

Event Title: WWE Raw Deal Tournaments

Game System: WWE Raw Deal CCG

Type of Event: CCG

G.M.: Ezra Kazee

of players: As many as come

Time: Saturday 12:00 PM – 2:00 PM

Sunday 12:30 PM – 2:30 PM

Room: Table 5

Description: Come and lay the ultimate Smackdown on your friends and beat them absolutely Raw in this wrestling card game. This game features favorite WWE wrestlers from the past 4 years including some who are not even with the company. Think your better than the Brahma Bull? Think that you can be more extreme than Mr. Monday (Thursday) Night? Think you can manipulate better than the Billion Dollar Princess? Well here is your chance. Saturday's Tournament will be Smackdown. Sunday's Tournament will be some different format, either 7 Stages of Hell or some sort of sealed deck depending on product. If you need more information, please contact me at either e_kazee@yahoo.com.



Event Title: Yu-Gi-Oh!**Game System:** Yu-Gi-Oh! CCG**Type of Event:** CCG**G.M.:** The Game Room**# of players:** 2+**Time:** Saturday 2:00 PM – 5:00 PM**Room:** Table 9**Description:** Bring your constructed deck to play, No "God" cards, No Japanese cards, This tournament will not be using the UDE banned cards list, All normal restrictions apply. No Additional Cost.**Event Title:** VS – 4 Pack Sealed Deck Tournament**Game System:** VS CCG**Type of Event:** CCG**G.M.:** The Game Room**# of players:** 6+**Time:** Saturday 5:00 PM – 7:00 PM**Room:** Table 9**Description:** Purchase 4 tournament sealed packs, construct a deck with a minimum of 30 cards. Cost \$20

COLLECTABLE MINIATURES GAMES

Event Title: Combat Assault Vehicle (C.A.V.) miniatures game demo**Game System:** Reaper CAV miniatures game**Type of Event:** Collectable Miniatures**G.M.:** Jeffrey Stenzel**# of players:** up to 8**Time:** Saturday 10:30 AM – 12:30 PM

Sunday 10:30 AM – 12:30 PM

Room: Table 2**Description:** C.A.V. is a game of scifi military combat. Some rich human hired our mercenary group to steal a prototype weapon intact. We really don't care for humans, so at least tow some wrecks to the cratered base so I can tell him we tried, if you know what I mean.**Event Title:** Heroclix – 3 Pack Sealed Tournament**Game System:** Heroclix Collectable Minatures**Type of Event:** Collectable Miniatures**G.M.:** The Game Room**# of players:** 2+**Time:** Sunday 11:00 AM – 2:00 PM**Room:** Table 9**Description:** Purchase 3 tournament sealed packs, construct a 300 point army. You will need to bring two D6, maps will be provided. Cost \$20**Event Title:** Mage Knight – 3 Pack Sealed Tournament**Game System:** Mage Knight Minatures**Type of Event:** Collectable Miniatures**G.M.:** The Game Room**# of players:** 2+**Time:** Saturday 7:00 PM – 11:00 PM**Room:** Table 9**Description:** Purchase 3 tournament sealed packs, construct a 300 point army. You will need to bring two D6, rulers and terrain will be provided. Cost \$20**Event Title:** Mechwarrior – 3 Pack Sealed Tournament**Game System:** Mechwarrior Minatures**Type of Event:** Collectable Miniatures**G.M.:** The Game Room**# of players:** 2+**Time:** Saturday 7:00 PM – 11:00 PM**Room:** Table 9**Description:** Purchase 3 tournament sealed packs, construct a 450 point army. You will need to bring three D6 two of one color and one of another color, rulers and terrain will be provided. Cost \$25**Event Title:** Pirates of the Spanish Main Demonstration**Game System:** Pirates of the Spanish Main Constructible Strategy Game**Type of Event:** Constructible Strategy Game**G.M.:** The Game Room**# of players:** Open**Time:** Sunday 2:00 PM – 4:00 PM**Room:** Table 9**Description:** Packaged like a collectible card game, the styrene cards can be punched apart to construct highly detailed 3-D sailing ships. In this fun, fast-paced game, players navigate stealthy pirate ships, majestic Spanish galleons, and speedy British schooners through the treacherous waters of the Spanish Main collecting as much gold as possible while fending off enemy attacks.**Event Title:** Warlord Miniatures Game demo**Game System:** Reaper Warlord Miniatures game**Type of Event:** Miniature War Game**G.M.:** Jeffrey Stenzel**# of players:** up to 8**Time:** Saturday 3:00 PM – 5:00 PM

Sunday 1:00 PM – 3:00 PM

Room: Table 2**Description:** Varaug the Great leads his bull orc marauders to a local village to "replenish supplies". Upon his arrival, he finds the neighboring vampire already pillaging and killing at will. Dude, he just stole your thunder, are you going to take that?

BOARD AND NON-CCG CARD GAMES

Event Title: Advanced Civilization

Game System: Avalon Hill's Dawn of History Game

Type of Event: Board Game

G.M.: Rebecca Duncanson

of players: 3 to 8

Time: Sunday 11:00 AM – 8:00 PM

Room: Table 1

Description: You start at the Dawn of History ... at the point where agriculture has just been discovered and lead your society through the mists of time to the age of civilized state – 8000 B.C. to 250 B.C. Object of the game is to gain a level of overall advancement to which cultural, economic, and political factors are important. The winner is the player who maintains the best balance between activities of nomads, farmers, citizens, merchants and adventurers.

Event Title: Cities and Knights of Catan Tournament

Game System: Settlers of Catan expansion

Type of Event: Board Game

G.M.: Charles Sanders

of players: 2 tables of 3-6 players each

Time: Saturday 9:00 AM – 11:00 AM

11:30 AM – 1:30 PM

3:30 PM – 5:30 PM

7:30 PM – 9:30 PM Finals

Room: Table 1

Description: Dark clouds gather over the once peaceful landscape. Wild barbarians, lured by Catan's wealth and power, maneuver to attack. Their massive warships loom against the orange horizon. You must be strong! Barbarians attack the weakest targets, and the victim of their onslaught will be the player who contributes the least to the defense of Catan. Don't take any chances! Field your knights!

There will be a total of 7 rounds. The winners of each round earn a seat at the finals table. There must be 3 players at each table for game to start. Players who have played and not won can sign up for other rounds, but players who have not played yet have preference. The same set up will be used each time with only the numbers being changed. Beware, volcanoes will be used.

Event Title: Gangsters, Gun Molls, and G-Men

Game System: Gangsters, Gun Molls, and G-Men

Type of Event: Card Game

G.M.: Erik J Olsrud

of players: 5

Time: Saturday 1:00 PM – 2:00 PM

Sunday 12:00 PM – 1:00 PM

Room: Table 6

Description: Beer and Pretzel style card game, novices welcome. 40 historical 1930s Midwest bank robbing gangsters grab the cash and dodge cops, reporters, and the FBI. Rob a bank and hit the road!

Event Title: Middle East Combat

Game System: Axis and Allies

Type of Event: Board Game

G.M.: Erik J Olsrud

of players: 5

Time: Saturday 3:00 PM – 7:00 PM

Sunday 1:30 PM – 5:30 PM

Room: Table 6

Description: Crush your enemies, take the oil. Play with Axis & Allies pieces on an original Middle East mapboard with modern weapons technology and political events. Must know how to play Axis & Allies.

Event Title: Puerto Rico

Game System: Puerto Rico

Type of Event: Board Game

G.M.: Mike Backstrom

of players: 5

Time: Saturday 5:30 PM – 7:30 PM

Room: Table 1

Sunday 12:30 PM – 2:30 PM

Room: Table 4

Description: Should I be Captain, Mayor, Trader, Settler, Builder, Craftsman, or Prospector? This is the question you will ask yourself each round in this quick and exciting game.

Event Title: Seafarers of Catan

Game System: Settlers of Catan expansion

Type of Event: Board Game

G.M.: Charles Sanders

of players: 2 tables of 3-6 players each

Time: Sunday 10:00 AM – 12:00 PM

3:00 PM – 5:00 PM

Room: Table 4

Description: You control a group of seafaring settlers exploring and taming the uncharted Isles of Catan. Embark on a quest to settle the islands, build ships, and chart the nearby waters. Guide your seafarers to victory with clever trading, cunning development, and by establishing the most productive sea lanes. Acquire your resources through card play and the luck of the dice. The best strategy and a dash of luck decides who will be the undisputed ruler of Catan! Man's Epic Struggle – you must strive to spread your people over the whole world. In order to expand your branch of humanity you must develop certain talents: advances food, hunting, clothing, and transportation. There are many paths that you may follow to victory.

Event Title: Stoneage of Catan

Game System: Stone Age of Catan

Type of Event: Board Game

G.M.: Charles Sanders

of players: 2 tables of 3-6 players each

Time: Sunday 3:00 PM – 5:00 PM

Room: Table 4

Description: Man's Epic Struggle – you must strive to spread your people over the whole world. In order to expand your branch of humanity you must develop certain talents: advances food, hunting, clothing, and transportation. There are many paths that you may follow to victory.

DISCUSSIONS / CONTESTS / OTHER

Event Title: Beginners Painting Clinic

Game System:

Type of Event: Clinic

G.M.: Jeffrey Stenzel

of players: up to 8

Time: Saturday 5:30 PM – 7:30 PM

Room: Table 2

Description: Ever seen some painted miniatures, wanted to give it a shot, but weren't sure where to begin? Already have some painting experience, and want to know what that "NMM" thing is about? This painting clinic will help get you started or improve your technique, whatever your experience level.

Event Title: Book Signing

Game System: Various

Type of Event: Book Signing

G.M.: Joseph Unger

of players: open

Time: Saturday 3:30 – 4:30

Room: Table 3

Description: Joseph Unger has written on the Spy Craft, Shadowforce Archer, Weird Wars and Savage Worlds lines. Look for him in 'The Horrors of Weird War 2', 'The Hand of Glory' and the Savage Setting 'Red Rising', among others. Bring your books and get them signed!

Event Title: Costume Contest

Game System:

Type of Event: Costume Contest

G.M.: Con Committee

of players: Unlimited

Time: Saturday 4:30

Room: Room E

Description: Come dressed as your favorite character or persona. Costumes will be judged on creativity and realism (according to the costume). Please keep in mind that NO WEAPONS of any kind are allowed on the premises.



Event Title: Miniature Painting Contest

Game System:

Type of Event: Miniature Painting Contest

G.M.:

of players: Unlimited

Time: Saturday Voting after 3:00 PM

Room: Front Desk area or near Vendors

Description: Submit your painted metal or plastic mini figs to be judged by your peers. TO REGISTER: Stop at the registration desk to fill out a tag and drop off your work. Entries must be submitted by 3:00 p.m. Saturday, but will be on display through Sunday Noon, Awards posted by Sunday 10:00 a.m.

Event Title: Q & A, Ask the Author

Game System: Savage Worlds

Type of Event: Discussion

G.M.: Joseph Unger

of players: 50

Time: Saturday 1:30 PM – 3:30 PM

Room: Room E

Description: Ask someone who's been there. Joseph Unger has written on the Spy Craft, Shadowforce Archer, Weird Wars and Savage Worlds lines. He has worked with Pinnacle/Great White Games, Alderac Entertainment, Decipher, Blizzard and much more. He has been involved on all sides of the industry from retail and reviews to production and authoring, CCGs and minis to RPGs and art. Tap into the industry and while you're there get an inside look at his latest setting "Red Rising" for Savage Worlds.

Con on the River 2004

We hope you enjoyed your stay
at Con on the River 2004!

Be looking for information on Con on the River
2005 or contact us via mail or e-mail in January
for 2005 dates.

For more information, e-mail us at:
gaming_knight@yahoo.com

Thank You!

The Con Committee would like to thank the
vendors, our artist Latham Luepke, the
volunteers, everyone who ran games, and
most important of all – everyone who attended
Con on the River 2004.

2005 Game-A-Thon

Please join us at our premiere charity event!!

Join Us the Weekend after Easter for 24 straight hours of fun and games! Proceeds will go to our chosen charity, Early Childhood & Family Education (ECFE).

Please check the RPSIG Website for changes of date, time & location.

Website: studentclubs.winona.edu/rpsig/

Conduct

- We want everyone at Con on the River 2004 to have a fun and enjoyable time. To meet this end please observe the following rules of conduct:
- We expect all participants of Con on the River 2004 to be respectful and courteous to others. Should other players find your language or behavior offensive, please refrain from continuing such actions.
- All people playing games must have their badge in a visible location and only those people with legitimate Con on the River 2004 badges may play games. Visitor badges are only good for 1 hour, after which the visitor must either leave or pay the registration fee.
- We reserve the right to remove any person who is behaving inappropriately, is not wearing their badge or is otherwise causing a nuisance. If we should have to ask you to leave, there will be NO REFUND!



Emergencies

In the case of fire,
please leave via the closest exit.

Emergency Personnel can be summoned by dialing 9-911 from the red courtesy phones.
Or by using a pay phone or cell phone.

For More Information:

Postal Address:

RPSIG
C.O. Student Senate Office
Winona State University
Winona, MN 55987

E-Mail for RPSIG:

WinonaRPSIG_news@yahoo.com

RPSIG has regular gaming sessions from 12 noon to 12 midnight on the 1st and 3rd (and 5th when they exist) Saturdays of the Month. Except when the school is on break. Non-students are welcome and encouraged to attend.

We would like to give a special thanks to these companies that have provided prizes and/or Convention support to Con on the River 2004:

A.E.G.

Jimmy Jams in Winona & Rochester, MN
Reaper Miniatures
River City Hobbies in La Crosse, WI
The Game Room in Goodview, MN
Woodman's Food Market in Onalaska, WI