What is it like to run games at Ropecon?

Just as any other role-playing game convention, Ropecon provides a unique environment for running tabletop role-playing games. This should be kept in mind when designing games for convention play. Here are some recommendations:

⊕ Use completely or partially pre-made characters. Unless a new player can understand and complete the character creation process in less than 10 minutes, it is more efficient use of your time to use pre-made characters. If possible, leave time for players to customise their characters to their liking.

⊕ Write a good, catchy description of your game. You want to stand out and catch potential players' attention. A good description is also more likely to attract the types of players that you are looking for. If you are testing out a new game or a scenario that is still in development, it should be mentioned in the description.

⊕ Consider the duration of your game. A typical convention game takes between 2 to 6 hours, with 4 hours being the most common. We encourage GMs to run shorter games. At Ropecon, time is a precious resource for players, so many of them appreciate shorter games that run from 1 to 3 hours. Stick to your schedule as it is very likely that another game will be starting at the same table after yours, and your players might also have other programme to attend to. Please note that it can easily take the first 30 minutes of your game time just to get things started.

⊕ Consider the convention as a game environment. Game areas at Ropecon are often open spaces and can be very noisy with people traveling through them. This can be a challenge, especially when trying to run games with a certain ambiance. We aim to also provide calmer spaces and single rooms for games that need them, but space is limited and ideal circumstances can be hard to come by. If your game needs a calmer environment, please provide a short justification for this in the Comments section of the sign-up form.

⊕ Consider how many players your game can accommodate. It is easier to avoid issues and surprises regarding the number of players if your game is flexible and can, for example, accommodate 3 to 5 players instead of an absolute requirement of 4 players. Set the minimum number of players as low as possible, since the player sign-up system will automatically transfer players to another game of their choice if your game does not reach its minimum number of players.

⊕ Running beginner-friendly games is very much encouraged! Could a first-time player also join in your game, or is prior experience about tabletop role-playing games absolutely necessary? Including new players is essential for the growth and viability of role-playing games as a hobby. In time, these new players will become new GMs and organisers of Ropecon.

⊕ All kinds of players attend Ropecon. It is important to treat all players equally and with respect, regardless of their prior experience, gender, social skills, personal attributes, etc.