

## TGD Tour of Gaming Destinations

The Tour program—while on hiatus for a bit—has deep roots as TGD’s teaching program. This year, we’re going to try a few things differently by letting attendees set the agenda.

### **Tourists**

Have you been hearing people talk about a title and just never had a chance to play it? Are you looking for new acquaintances to game with? Is this your first con experience and it’s all just a little overwhelming? Maybe you’d just prefer a scheduled game with a guaranteed seat at the table. If so, the TGD TGD might be right up your alley.

Just head over to the [SignUpGenius](#) starting Oct 14 and peruse the Tour offerings. That’s when the sign ups will switch modes from Tour Guides (teachers) to Tourists (learners/players). Then during TGD, Tourists simply have to show up and play! But if you are more than 5 minutes late, a substitute will be allowed to take your place. If a session is already full, then show up anyway and see if you can be a substitute.

There are no extrinsic rewards for being a tourist. But you will get taught a game by someone passionate about that title. And the titles won’t necessarily be limited to the cult of the new. How is this a tour? Sign up for a few sessions with similar themes, mechanics, designers or Guides.

During the game, your Tour Guide will snap a photo for potential publishing on our website. If you would prefer not to have your soul stolen by their infernal contraption, simply ask them to frame you out of the pic or take that moment to stretch your legs.

Any questions? Ping our Volunteer Coordinator, Sam Frey, [marvelquy@gmail.com](mailto:marvelquy@gmail.com).

### **Tour Guides**

Read the Tourist section first.

Do you love a game and want others to discover just how awesome it is? Would you like to introduce a classic title to a new generation of potential fans? Become a Tour Guide and take home a little loot for your trouble. You pick the game. You pick a 2-hour session on the [SignUpGenius](#) and be sure to include the game title and maximum number of players in the comment.

During the games, remember to be friendly! Also, snap a photo of your games being played (for potential publication on our website) and e-mail it to [russ@russrupe.com](mailto:russ@russrupe.com). Then come to the Librarian to collect your \$25 gift card to Game Point (reduced to \$10 if your session is a bust due to lack of interest...we appreciate a good faith attempt.)

For your 2-hour slot, you can choose to teach a few short games or a single ~90 minute game or even a 4-hour game if you sign up for two consecutive slots. But BEWARE: teaching sessions will go long. Every. Single. Time.

Tour Guide sign ups are available [now](#) and will generally close Oct 13 so we can begin Tourist sign ups. After that, you can still claim any empty session, and we will add that slot back into the SUG. Simply reach out to our Volunteer Coordinator, Sam Frey, at [marvelguy@gmail.com](mailto:marvelguy@gmail.com).

Guides are expected to teach (not play) two tables of the same title simultaneously. You must source both copies of the game. If the TGD library has a copy, you're halfway there (just be sure to check it out several hours early). If you need to source a second copy, head over to the TGD [Discord](#) and ask your fellow gamers if you can borrow one.

Both copies of the game must be set up and ready for players at the scheduled session time. If your players are not in their seats on time, quickly recruit extra players if possible and start the game no later than six minutes after the published session time.

You can sign up for multiple Tour Guide slots, but we ask that you leave at least two hours between your sessions. Trust us, Tour games go long and you'll need time to set up your next session. To that point, check the SUG to see if there is a game after your session, and if so, finish your game on time.

TGD Volunteers can sign up as Tour Guides, but Tour Guides are not required to be TGD Volunteers. These programs are completely separate.