

TGD Tour of Gaming Destinations

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 a few weeks before TGD 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, marvelguy@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 following info in the comment: the title of the tour and names of the games (if more than 1 game) and maximum number of players that your smallest game supports.

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. Then come to the Librarian to collect your \$20 gift card to Game Point (reduced to \$5 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.

We will run Guide sign ups for a little while then switch to Tourist sign ups. Guides can still claim any empty session. Simply reach out to our Volunteer Coordinator, Sam Frey, at marvelguy@gmail.com to let him know to add slots for your Tourists.

Guides are expected to teach (not play) two tables of the same title simultaneously. You may expand to three tables if you like. You must source all copies of the game. If the TGD library has a copy, you can check it out several hours early to ensure you have it for your tour. If you need to source another copy, head over to the TGD [Discord](#) and ask your fellow gamers if you can borrow one.

All 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.