

# CON SEASON

## CON SEASON OPEN

BY Bill ROCK

It is time once again! It is that time when gamers from around the world come together for what can be called the SUMMER CONVENTION SEASON. Thousands of gamers, comic fans, anime fans, and many more come together in one place to share their vested interests and celebrate their hobbies. If you are a fan of any comic, anime, star wars or gaming in general a convention is something you don't want to miss, and the season opens with WIZARD WORLD EAST.

From a personal standpoint Wizard World East was the first convention I ever intended and in all honesty it was overwhelming at time.

There is so much to do that boredom is not an option. At anytime you can visit your favorite gaming line and participate in large tournaments that are designed to test the skills and to have a great time. If you are not a gamer go up to the exhibition hall and see all the great exhibitors and peruse their wears. Next door to them is artist alley and a chance to see some of your favorite artists and the models that are their inspiration.



The convention as a whole is so big there is no way you will be able to do everything in one day. It is important when you go to the convention that you schedule what you want to do and also plan out meeting spots with friends as it is easily to get lost or caught up in something. Often it is so crowded it is hard to hear a cell phone, so knowing where to meet each other is very important. I would suggest meeting next to one of the escalators or near one of the larger exhibits (Last Year TNA had a HUGE can't miss booth). If you think you want to do some gaming look at the gaming schedule and see what games might irk your interest. Though be aware about how much time some games take. Many



games can take anywhere from one hour to six hours and can take up an entire day at a convention. Make sure to get to the gaming early as many games have a cap on how many people can actually participate. While some take time to fill up others fill up VERY fast and it is important to be on time. Be sure to communicate with the organizers of the game as well. They will let you know how long you have between rounds and how long a tournament might take.

## **GET THE SCHEDULE!!**

Find a schedule for the convention and see what events you want to attend. There is always a guest of honor at the cons and many people you can meet. (Hey you can't miss a visit with Lou Ferigno and Virgil). There are also always autograph signings. Be aware when these start and when they end, as the lines for these can be VERY long and the people signing may put a limit on how many autographs they will sign or how long they will be there. This can be a very time consuming endeavor, but often for some fans this is worth the con in itself. Be aware if the autograph cost money as well. Some celebrities cover a cost for the litho or a picture with them so be sure to find out beforehand so you are not caught with the statement of "now that will be twenty bucks." Often in the evening there is always something special going on whether it be gaming or a special sneak peak. These events sometimes have limited seating, so get in early to get your seat. Schedule your day as much as possible, but be ready for disruptions to the day as there can always be unexpected activities you may want to do.



## **GO WITH A BUDGET**

It is easy to drop a ton of money at conventions, as there are so many different exclusives and great deals to be found. If you see something you REALLY want and feel it won't be there later pick it up right away (for me last year it was finding a few copies of Mutant X I did not have and finding a Superman doll for my daughter-This year the goal is a Spider-man or Spider-girl doll). If it is something you don't need at the moment don't worry about it. Remember, if your hotel is not right next door you have to walk around with whatever you buy ALL day and with a 10-hour convention day that can be a LONG time. From personal experience I do a walk through once and don't snoop too much. I peak my head in at every booth and see what they have and make mental notes of places I want to get back. Of course there are always a few exhibitors I HAVE to stop by and see as it looks like they might have something I want. Be aware that some con exclusives may require to be entered in a lottery or raffle to get the item as they want to be fair to everyone who wants the item. Get into the lines early and pay attention when it is time to buy, as they may not wait for you until the end of the convention.

Be sure to get your ticket before the convention so you are not standing in line just waiting for a ticket. The convention usually opens at 9am, so try and be there by 8am or early to start waiting in line. Before 9am only exhibitors and press agents are allowed into the convention hall, but it will have you in as fast as possible as the convention opens their doors right on time and will let you start your day right.

At Wizard World East in Philadelphia you will be sure to see Critical Hit magazine. We will be taking pictures and checking out all the games. Who knows, maybe you will be in the next issue of Critical Hit and maybe you will get to play against me in a game of your choice. Hope to see you there!!



## Wizards of the Coast

### Feature Tournament Area:

**Friday** 1 pm: Magic: The Gathering Time Spiral Block Tournament. Constructed tournament, maximum of 40 players.

**Saturday** 11 am: Star Wars Miniatures Alliance and Empire Limited Tournament. 100-point Sealed tournament (each player receives 2 boosters of Alliance and Empire), maximum of 40 players.



**Sunday** 12 pm: D&D Miniatures Unhallowed Limited Tournament. 200-point Sealed tournament (each player receives 2 boosters of Unhallowed), maximum of 40 players.

**Casual Play/Side Event Area (open until midnight):**

**All weekend:** Magic: The Gathering Convention League (constructed). Bring your Standard deck and play all weekend along! Prizes for top players.

**All weekend:** D&D Miniatures Convention League. Receive 2 boosters of Unhallowed and build a 200-point warband. Play all weekend long! Prizes for top players.

**All weekend:** Star Wars Miniatures Convention League. Receive 2 boosters of Alliance and Empire and build a 100-point squad. Play all weekend long! Prizes for top players.



**All weekend:** D&D Dungeon Delve. Fight your way through a 20-minute dungeon crawl that changes every time you play! Characters provided, prizes will be awarded. Free!

**All weekend:** Three-Dragon Ante Open Play. Sit down and play your way through this great card game. Rules will be taught as you play! Free!

**Friday 7 pm:** Super Friday Night Magic: Time Spiral Limited. Each player receives 1 Time Spiral Tournament Pack, 1 Planar Chaos booster, and 1 Future Sight booster to build a deck with a minimum of 40 cards. Players each receive a June FNM promo card and a FNM backpack for participating! 1st place wins 8 FNM promo cards, 2nd place wins 4 FNM promo cards, 3rd/4th each win 3 FNM promo cards. Maximum of 40 players.

**Saturday 7 pm:** Three-Dragon Ante Tournament. Show you're the best of the best as you match wits with other players to win a stack of D&D stuff! Maximum 18 players.



*Welcome to WizKids® gaming at Wizard World Philadelphia 2007!*

**FRIDAY**

**Noon** HeroClix® Invitational, Day 1 (Sealed, 64 max players)



**2:00 p.m.** HorrorClix™: Freakshow Event (Sealed, 32 max players)

## SATURDAY

**10:00 a.m.** HeroClix Invitational, Day 2  
(Sealed, 64–128 max players)

**11:00 a.m.** MechWarrior® Storyline Event  
(Constructed, 32 max players)

**Noon** HeroClix “Battle for Fin Fang Foom™” Event Sealed, 64 max players)



**1:00 p.m.** Star Wars™ PocketModel™  
“Opening Weekend Matinee” Event (Sealed, 128 max players)

**4:00 p.m.** HorrorClix “New-Guy Night” Event

## SUNDAY

**11:00 a.m.** HeroClix Invitational, Final  
(Constructed, 32 max players)

**11:00 a.m.** HeroClix Unrestricted Event  
(Constructed, 64 max players)

**Noon** Pirates at Ocean’s Edge™ “On the Rocks” Event(Sealed, 32 max players)

In addition to the events listed above, HeroClix, HorrorClix, and Star Wars PocketModel Battle Royale events will take place each hour: noon–4:00 p.m. (Friday), 10:00 a.m.–4:00 p.m. (Saturday), and 11:00 a.m.–3:00 p.m. (Sunday).

As time and space allow, we will also be hosting pick-up games, so even if you can’t attend one of the events above, drop by our tournament area and ask. Signup for all events begins at least one hour prior to the event’s start time on the day of the event. Signup for an event ends as soon as the maximum player cap for the event is reached. All times listed here are the times the events will begin.



## Sabertooth Games Event Schedule

### Friday 12 pm

UFS Talisman Event: Standard UFS tournament as per the tournament rules found on [www.sabertoothgames.com](http://www.sabertoothgames.com) <http://www.sabertoothgames.com/> . Everyone who enters will receive a preview copy of the Asset card Talisman, not available in stores until July. The winner will receive a play set of Talisman cards and various promo cards will be passed out to participants.



### Saturday 10 am

UFS Individual US Nationals: Standard constructed UFS tournament as per the tournament rules found on [www.sabertoothgames.com](http://www.sabertoothgames.com) <http://www.sabertoothgames.com/> . The top 8 players will move on to the Finals Sunday. Prizes include various promo cards for participation and winning.

### Saturday 1 pm

**UFS 6x10 Event:** Standard constructed UFS tournament as per the tournament rules found on [www.sabertoothgames.com](http://www.sabertoothgames.com) <http://www.sabertoothgames.com/> . Special rules: Deck must be constructed with 10 cards with a 1 control check, 10 with a 2 control check, 10 with a 3 cc, 10 with a 4 cc, 10 with a 5 cc, and 10 with a 6 cc. Prizes include various promo cards for participation and winning.

### Sunday 10 am

UFS Individual US Nationals Championship: Standard constructed UFS tournament as per the tournament rules found on [www.sabertoothgames.com](http://www.sabertoothgames.com). The champion will become immortalized by winning a tournament legal character card depicting their self! Other prizes include plaques, product, and various promo cards.

## Sunday 1 pm

UFS Common Ground Event: Standard constructed UFS tournament as per the tournament rules found on [www.sabertoothgames.com](http://www.sabertoothgames.com) <<http://www.sabertoothgames.com/>> . Special rules: Deck may only have common or uncommon cards, the only exception being your starting character card. Prizes include various foiled common and uncommon cards as well as promo cards.



### King's Games Event Schedule:

#### Saturday, 11am

Game: YuGiOh

Format: Constructed (Advanced)

Entry fee: \$10

Prize: Sony Playstation 3 60gb Console.  
Top 8 will receive YuGiOh t-shirts and special promo cards.

#### Saturday, 12 noon

Game: World of Warcraft TCG

Entry fee: \$5

Prize: Through the Dark Portal booster box. All participants will receive special promo cards.

#### Saturday, 12 noon

Game: Bleach – Regional Championship

Entry fee: \$20

Saturday, 1pm

**Game: Vs System**

**Format: Constructed (Golden Age)**

Entry fee: \$5

Prize: All participants will receive promo cards + special promos will be awarded to top finishers



**Saturday, 2pm**

Game: YuGiOh  
Format: Constructed (Traditional)  
Prize: Box of Force of the Breaker packs  
Entry fee: \$5

**Sunday, 12pm**

**Game: YuGiOh**

Format: Constructed (Traditional)  
Prize: Win 3 boxes of YuGiOh (split among top 8)  
Entry fee: \$10

**Sunday, 1pm**

**Game: World of Warcraft**

Format: Lazy Peon Constructed  
(common & uncommon cards only)  
Entry fee: \$5  
Prize: Special promo cards

**Sunday, 1pm**

**Game: Vs System**

Format: Constructed (Silver Age)  
Entry fee: \$5  
Prize: All participants will receive promo cards + special promos will be awarded to top finishers

