



Please let us know if you will be running a game at Kapcon XV by sending the following details to us (by post or email) before December 1st, 2005.

Title: .....  
 System: .....  
 Genre: ..... # of Players : .....  
 Style: ..... Scored ? ☐  
 Energy / Volume: .....  
 Age / Maturity: .....  
 Censor's Classification (circle one)  
 GA PG PG13+ M R

**System Knowledge** (circle one)  
 Preferred Useful Not Needed  
**RPG Experience** (circle one)  
 Preferred Useful Not Needed  
**Description:** .....



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 Age / Maturity: .....  
 Censor's Classification (circle one)  
 GA PG PG13+ M R  
**System Knowledge** (circle one)  
 Preferred Useful Not Needed  
**RPG Experience** (circle one)  
 Preferred Useful Not Needed  
**Description:** .....

Remember, GMs get cheaper entry into Kapcon, win the respect and adoration of their players, and may even win prizes!



Kapcon XV is once again being held at

**Wellington High School**  
**Taranaki Street**  
**Wellington**



Enter the school through the main gate (Gate One) opposite Bidwell St.

### T-SHIRTS

T-shirts featuring this design will be available to order before the convention, and there will be some available on the day (though be quick, we tend to sell out on the Saturday). Keep an eye on the web site for information on pre-orders and prices. For more information on Kapcon please see our website

[www.kapcon.rpg.net.nz](http://www.kapcon.rpg.net.nz)

Or contact :

[kapcon@gmail.com](mailto:kapcon@gmail.com)



Kapcon is a non-profit event run by unpaid volunteers.  
 Kapcon is a non-smoking event.



**JANUARY 20<sup>th</sup> to 21<sup>st</sup> 2007**

# Kapcon XVI

## The Flight of the Hindenburg



## Wellington's Annual Roleplaying Convention



**Kapcon is a not-for profit role-playing game convention**, held annually in Wellington, NZ, over Wellington Anniversary Weekend. Over 100 people get together for a weekend of tabletop roleplaying, in a diverse range of styles and systems. More than 30 individual games, each run by volunteers between between one and six times over the weekend. There are six game sessions, each lasting 3 hours. Between rounds there's time to chat, meet or catch up with people, and get some much needed snack food. There's usually some snack food available on-site, and there's always the dairy and fish-and-chip shop nearby.

If you have a favourite game that you want to play in, you can let us know in advance and we'll try to find someone to run it - if you love Paranoia, Call of Cthulhu, D&D 3.5, or any other system, send us an email and we'll see what we can do.

On the Saturday, there is a LARP (Live Action Role Play) - where you wear a costume, and stay in character at all times. The normal Kapcon LARP style doesn't use foam weapons or complicated mechanics - it's all about being in character, finding out what's going on, achieving your goals and having fun. In recent years the Saturday night LARP usually has around 60 players. This year's LARP is 1930's adventure extravaganza with pilots, politicians, tomb robbers, gangsters and Nazis, all on a zeppelin!

## TIMETABLE

|               |              |                  |
|---------------|--------------|------------------|
| Friday 20 Jan | Party At Syn | 7.00pm till late |
|---------------|--------------|------------------|

| Saturday 21 Jan | Main Stream  | RPGA Stream  |
|-----------------|--------------|--------------|
| Session 1       | 9:00 – 12:00 | 9:00 - 12:00 |
| Session 2       | 1:00 - 4:00  | 1:30 - 5:30  |
| Session 3       | 5:00 - 8:00  | 6:00 - 10:00 |
| Live Game       | 8.30 – 11:30 |              |
| Sunday 22 Jan   |              |              |
| Session 4       | 10:00 - 1:00 | 9:00 – 1:00  |
| Session 5       | 2:00 - 5:00  | 2:00 - 6:00  |
| Prize-giving    | 6:00 - 6.30  |              |
| Session 6       | 6:30 onward  |              |



The Scenario Design Competition encourages the writers of roleplaying scenarios by offering a prize recognizing quality. Whether you're attending Kapcon or not, you're invited to write and submit a scenario or adventure to be judged, and maybe run by someone else at Kapcon (with your permission). The competition rules are available at :

[www.kapcon.rpg.net.nz/competition.html](http://www.kapcon.rpg.net.nz/competition.html).

If you have no web access and wish to get a copy of the rules send a self addressed stamped envelope to the address below, asking for the SDC rules. Send all entries or questions to:

**Kapcon Scenario Design Competition**  
**P O Box 24155**  
**Wellington, New Zealand**

## PAYMENT OPTIONS

1. Post a cheque (send SASE if you want a receipt ), along with a filled out copy of the form to the right to:

**Kapcon Registration**  
**PO Box 24155**  
**Wellington, New Zealand**

2. Make an electronic payment to  
**Kapcon New Zealand**  
**National Bank,**  
**06 0507 0007009 00**

(please email us immediately at [Kapcon@gmail.com](mailto:Kapcon@gmail.com) to confirm the date and amount of your payment and your details, plus any identifying details that are attached to the payment such as a name or number)

## PREREGISTRATION

If you send us your details and payment before the end of December, 2005, you will receive discounted entry to Kapcon! You'll also be able to tell us your preference for a first round game - many first round games fill up with players who pre-registered.



Name : .....

Address : .....

Email : .....

## WHAT DOES IT COST?

Select registration Type:

☐ Pay on Day Full Registration \$25.00  
 Single Day \$15.00  
 Facilitator (GM): \$15.00

☐ Pre-registered Player \$20.00

☐ Pre-registered Facilitator (GM): \$10.00

☐ Live Game only \$5.00

## First round game preference :

- ☐ *I Know, Right?* - Zak Clarke (Jenni Sands).  
☐ *The Good Guys* - Sean Broadley.  
☐ *Code V* - Dillon Burke.  
☐ *Put On our Red Shoes...* Susan Harper  
☐ *Not the Ends of the Earth* – Alisdair Sinclair  
☐ *Apes on a M@\$% Shuttle* – Andrew McLeod  
☐ *The Station Agent* – Michael Foster  
☐ *Firebird* – Grant Robinson  
☐ *Indie Sampler* – Steven Hickey (Hix)  
☐ RPGA Game 1 ☐ RPGA Game 2

Put 1 in the box next to your 1<sup>st</sup> choice, 2 in the 2<sup>nd</sup> etc

☐ Attend Live Game?

Character ? .....