



Welcome to TOPCON!

Whether you're participating in all TOPCON! has to offer or just joining us for a session, I'm thrilled that you're attending this virtual event. In this packet, you'll find a color-coded schedule indicating when each session (games and workshops) will begin. (All times are in Eastern Standard Time.) It's a busy day, but there will be breaks following games 1, 3, and 4.

The packet also includes the player sheets and everything you'll need to play all the games. Every player will need their own player sheet for each game. The Zoom link for the whole conference is the same and can be found on the TOPCON! Facebook page.

TOPCON! 2020 SCHEDULE

Please note that ALL times are listed in Eastern Standard Time. Games are coded in **blue** and learning opportunities are in **red**.

10:00 AM—Welcome to TOPCON!

10:30 AM—Workshop A: **Among Us 101** (Jason Brian Santos)

11:00 AM—Game 1: **Welcome To Your New Home** (player sheet 1)

1:00 PM—Plenary: **Sabbath, Play, & The Imago Dei** (JBS)

2:00 PM—Game 2: **Rolling Ranch** (player sheet 2)

3:00 PM—Workshop B: **Board Gaming and Mental Health in Seniors** (Bill Lane)

4:00 PM—Game 3: **Rail Road Ink** (player sheet 3)

5:30 PM—Workshop C: **Hosting an Online Game Night** (JBS)

6:30 PM—Conversation with **Phil Walker-Harding**

7:30 PM—Game 4: **Silver & Gold** (player sheet 4)

9:00 PM—Game 5: **Harvest Dice** (player sheet 5)

10:00 PM—Game 6: **Bloom** (player sheet 6)

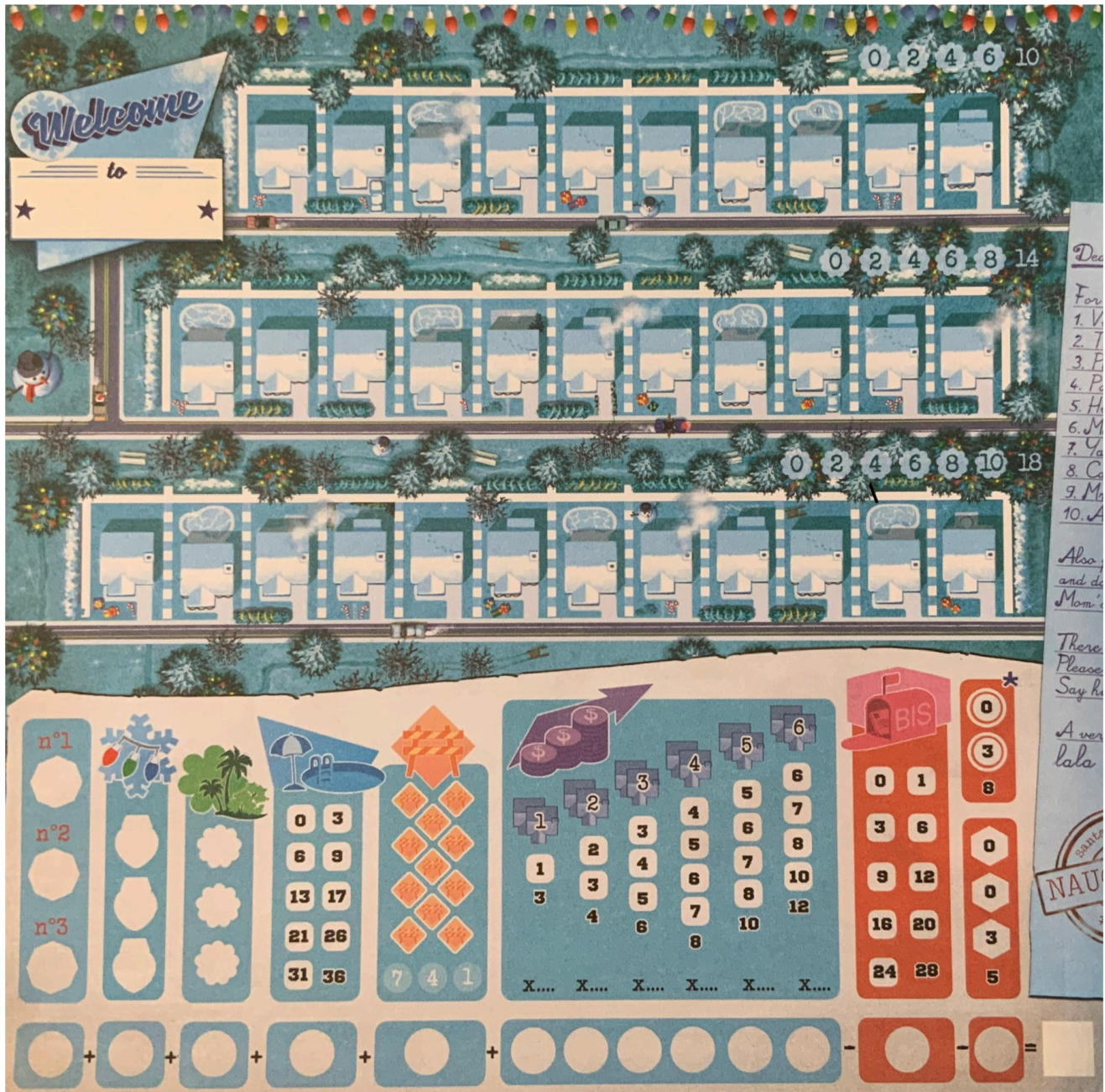




Game 1: Welcome To...

Designer: Benoit Turpin

Notes: At TOPCON!, we'll play the Winter Wonderland version of Welcome To... This is a great game for lots of people and there are several special versions available. The learning curve isn't steep, but most players will need one practice game to really get the hang of it.

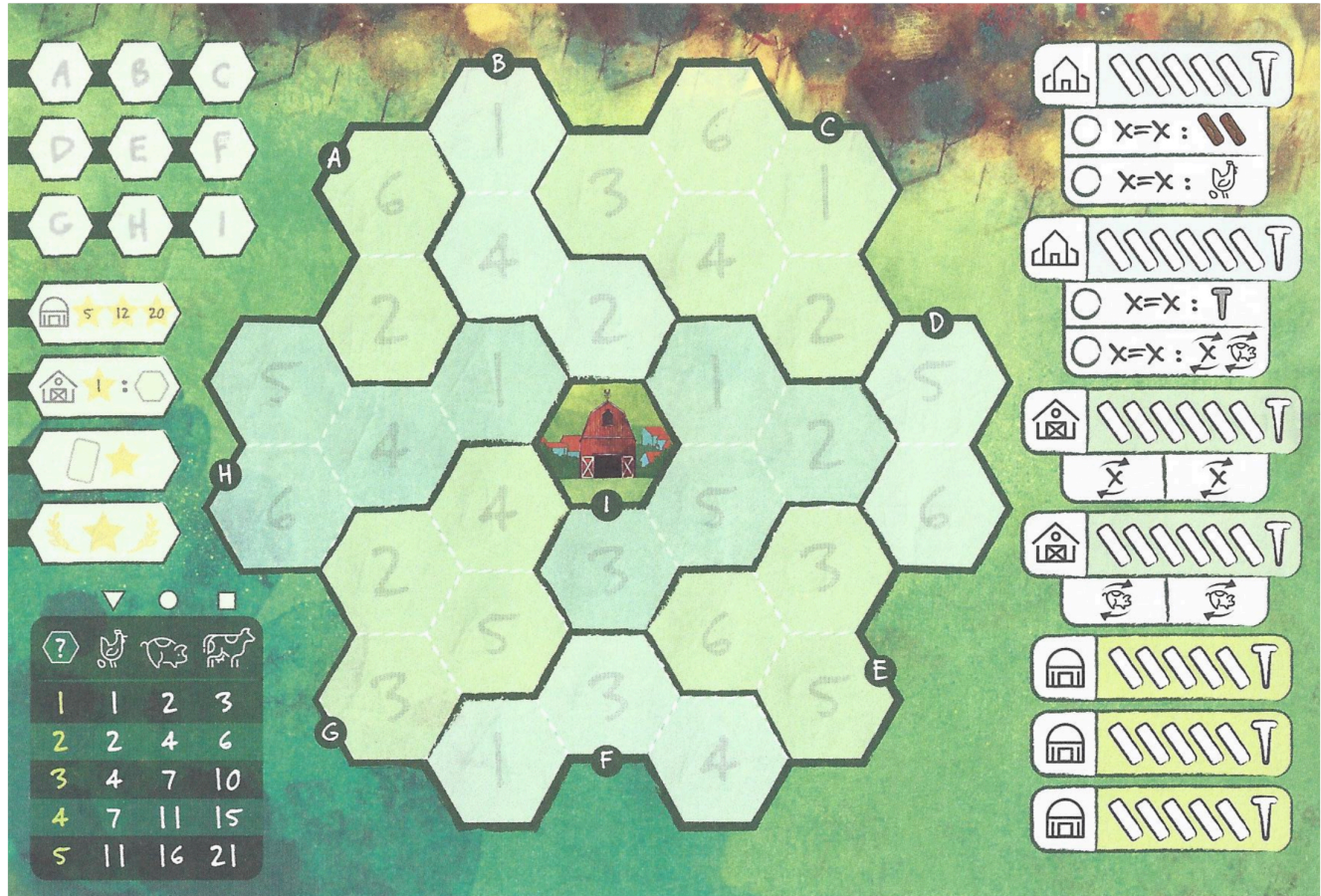


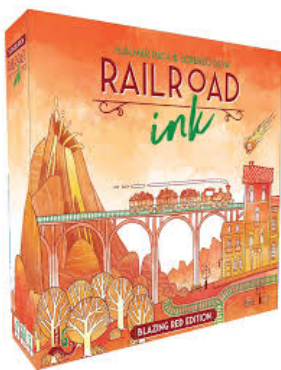


Game 2: Rolling Ranch

Designer: Jordy Adan

Notes: The favored “roll and write” of my gaming group, Rolling Ranch rose to the top of the pile, in part because of the simplicity of the turns: you can either put animals in your pens OR build buildings. The only challenge of this game is sometimes the results of the dice rolls are difficult to read over Zoom.





Game 3: Railroad Ink

Designer: Hjalmar Hach and Lorenzo Silva

Notes: Railroad Ink comes in several different versions, each with its own bonus expansions. The games can be played interchangeably and they each come with wipe-off boards. This game may prove challenging for people who are spatially challenged and have a difficult time rotating the tiles in their heads.

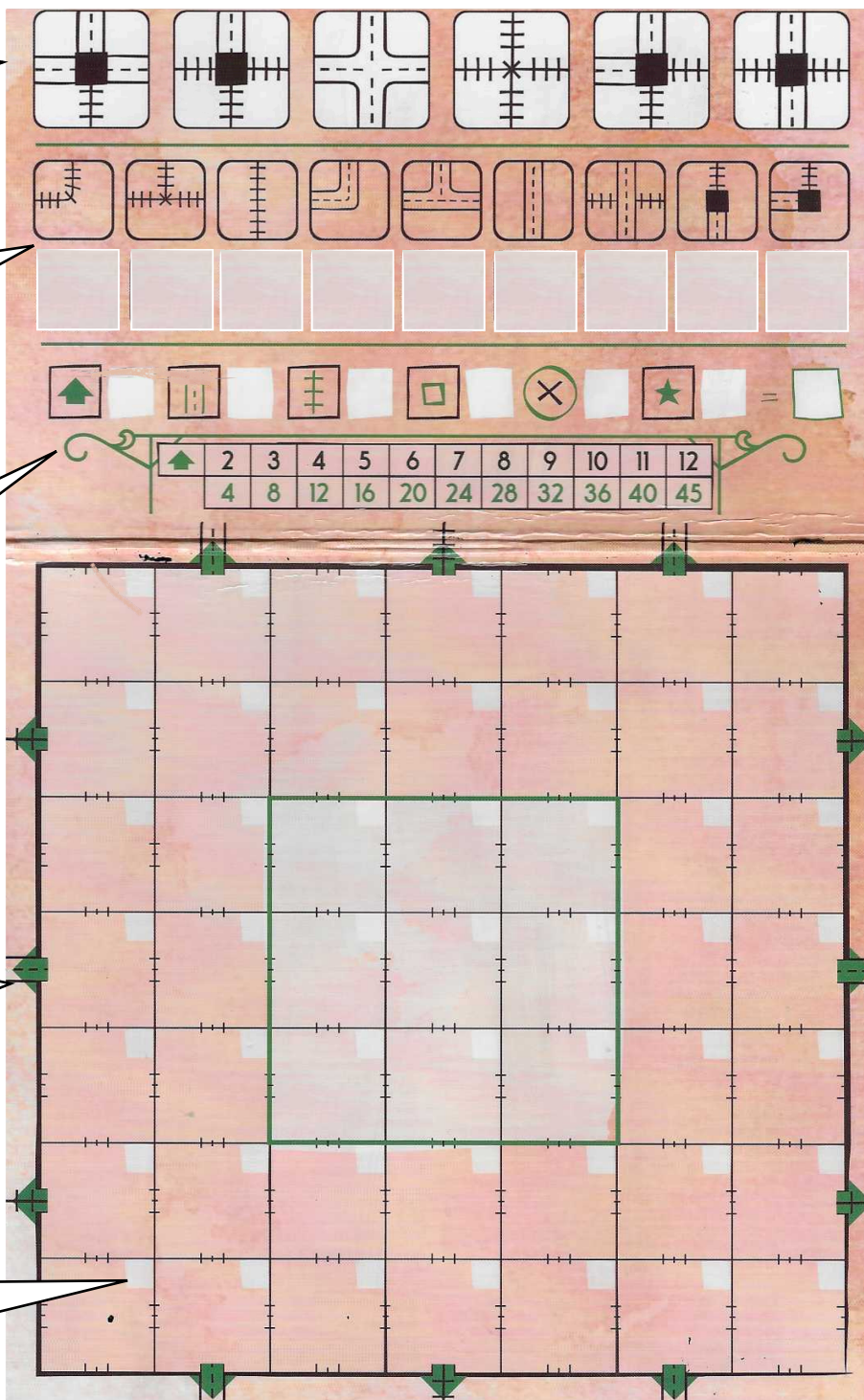
Three times during the game (but only once per round), you may use one of these special tiles, in addition to the rolled dice results.

These are the possible dice roll results. The last three (rail and road connectors) are all on one die. Use the grey box below each tile to keep track of which tiles appeared each round.

These are the scoring categories and the scoring rubric is beneath it. For each network of connected paths (to other green arrow), you'll score the green number of points below.

The most advantageous way to earn points is to connect these little green arrows. The more connections, the more points you earn. But be mindful, every other arrow alternates between road and rails. Make sure your connecting the correct type of tile to the correct type of arrow.

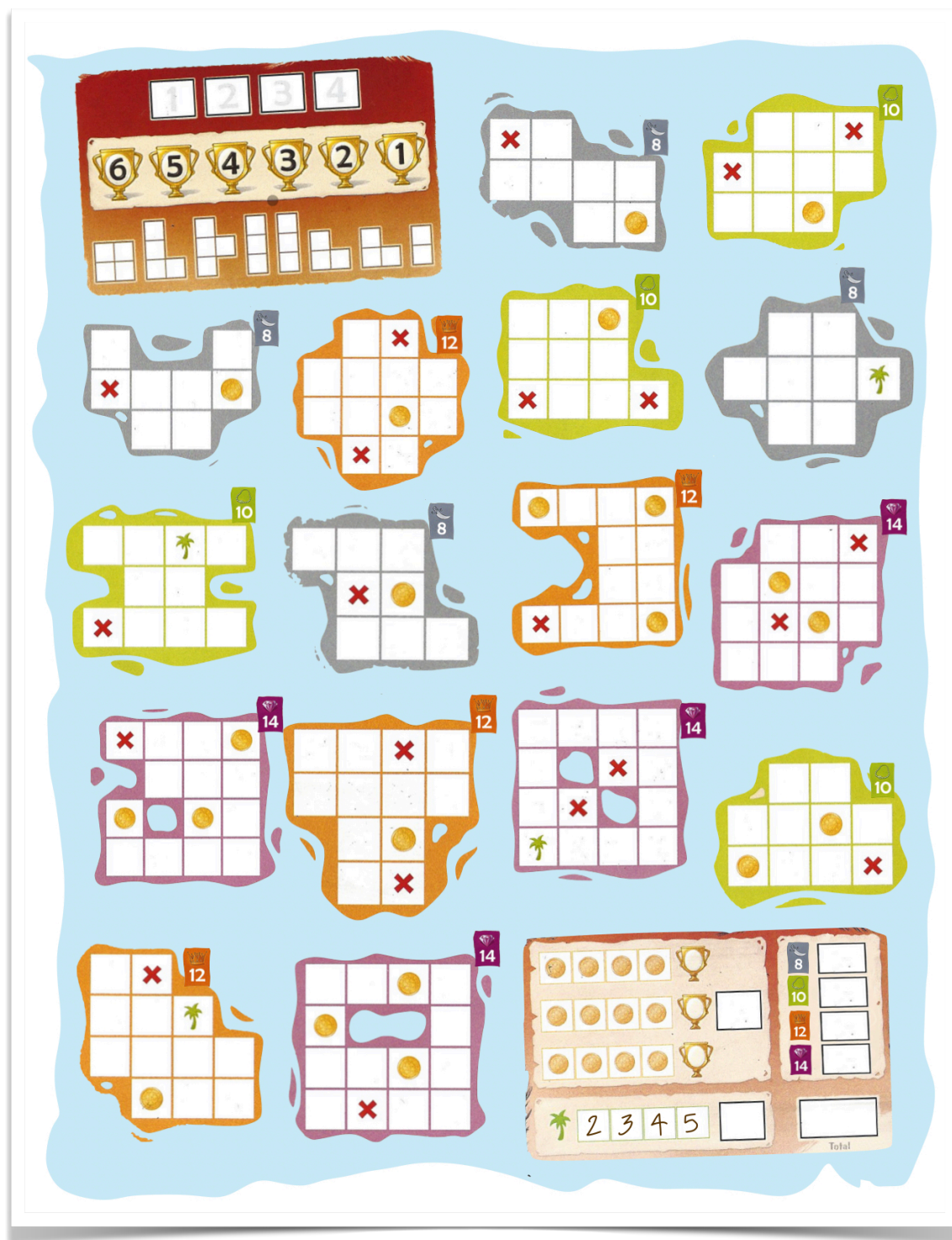
Make sure you put the round number in the little box. This will make it easier to track your turns.



Game 4: Silver & Gold

Designer: Phil Walker-Harding

Notes: What you see below was my attempt to make Silver & Gold a player sheet driven “roll & write” for a larger crowd. In the actual game, each of these little islands is on a separate card that you would select and use a dry erase marker to write directly on the card. While this adaptation works decently, the original is worth its weight in gold (or silver), and the designer is our special guest for TOPCON! once again. :)





Game 5: Harvest Dice

Designer: Danny Devine

Notes: Harvest Dice is one of the cuter “roll and write” games on the market, especially if you’re a gardener. It’s simple to explain and turns don’t involve too much—choose a die and draw the vegetable. The last die to be drafted is added to it’s appropriate cart, making that vegetable even more valuable.



Game 6: Bloom

Designer: Wouter van Strien

Notes: Bloom is a quick and very accessible game for new gamers and younger children alike. And, it makes more sense when you explain the theme—you're selling flowers and to fulfill your orders, you'll need to cut like colored stems from your garden beds. The only issue with Bloom is that it's not color blind friendly.

