

Ticketed Events – Certain events and seminars have been marked as ***ticketed event***, this means that places need to be reserved in advance due to maximum size limits or the need to schedule a particular time of the day (such as for certain game demos). Reserving a spot in an event or demo does not cost any money. Though you will need to book onto a slot via the SteamCon webpage.

SteamCon UK Prize Table – Points Mean Prizes!

At SteamCon you can earn prizes just by playing games! Each time you record a game in the Rookie League, play a demo, or play in a tournament you'll earn tokens that you can exchange for swag at our prize table! Need a new coffee mug for work? Perhaps you're missing that Guild patch that you've always wanted, or you have your eye on some of the more exclusive prizes we have on offer. The SteamCon Prize Table will have something for everyone!

CONTINUOUS EVENTS - Events that will run each day or, where noted, 24-hours.

Resident Evil™ 2 - The Board Game – Raccoon Escape Walkthrough *ticketed event*

They're hungry, and you're the food! Do you have what it takes to escape an overrun city? To survive the horrors of a megacorporation gone rogue? Be among the first to experience a hands-on demonstration of Resident Evil™ 2 - The Board Game. When you face the challenges of this upcoming co-operative survival horror board game, will you escape with your life or fall victim to the deadly T-virus?

Dark Souls™: The Card Game – Full Game Walkthrough *ticketed event*

Be among the first to experience a hands-on demonstration of Dark Souls™: The Card Game. In this fully co-operative card game, you will need to manage your stamina and equipment cards carefully because each time a character's deck runs dry, they die. The players are then returned to the bonfire, where they can evolve their deck, allowing them to prepare for even greater challenges that await. But beware; the bonfire will not burn forever!

Dark Souls™ the Board Game – Anor Londo Showdown *ticketed event*

Feel like you know Dark Souls pretty well? The Anor Londo Showdown will give you the opportunity to take on Ornstein and Smough, with equipment selected by the developers to ensure you'll be properly challenged. You'll have one single attempt and half an hour to try and take out the gruesome pair. No respawns, no room for mistakes. Those that are victorious put themselves in good stead to receive a handsome reward. Ready your party, Unkindled, and prepare to die.

Sculpt Your Own Piece of Guild Ball! *ticketed event*

Join Studio Sculptor Ben Charles and learn how to use digital sculpting in this hands-on session. You'll be able to make your own unique goal, ball, or influence marker- and we will provide it as a printable file for you to take and use! This is your chance to show us your creative skills and also find out more about how Steamforged make models!

Shopping Area

Each day of SteamCon, our onsite store area will be open from 8am – 6pm (8am – 4pm on Sunday). Here you will be able to find all your con exclusives in the Steamforged Store and even take a look at games and products created by friends of Steamforged Games Ltd. Along with all of our other fantastic products you will find:

- The Farmers Guild: The Honest Land
- The Blacksmiths Guild: Forged From Steel
- Brand New Limited Edition Sculptures and Other New Releases
- Guild Ball Chibi Pins
- Dark Souls™: The Board Game

- Exclusive Show Deals

For those unable to attend SteamCon, many of these products will be available to purchase online through <https://store-uk.steamforged.com/> during both SteamCon UK and SteamCon USA.

SteamCon UK Master Artisan Competition

Here at Steamforged Games, we have a huge appreciation for the incredible effort and skill that our players regularly put in to making their miniatures look as fantastic and magnificent as possible. We are recognising this by holding our Master Artisan competition. Enter your models over the course of the weekend and during our closing ceremony we will crown our 2017 Master Artisan!

Entry requirements:

- Only Guild Ball and Dark Souls™: The Board Game miniatures are eligible for entry.
- Scenic bases are allowed.
- Conversions are allowed, if you wish to enter converted models, then the majority of each model must consist of parts from the original Steamforged Games Ltd miniature.
- Miniatures are only eligible to be entered if the owner modelled & painted all of the miniatures themselves.

Categories:

- Single Figure Category.
- Group Category – either a team of 6-8 Guild Ball miniatures or a party of 4 Player Character miniatures from Dark Souls™: The Board Game.
- Open Category – Dioramas allowed.

Dark Souls™: The Board Game – 24-Hour Open Play

The thrill of making your way from a fresh Bonfire to take on the formidable Titanite Demon is an experience reserved for only the boldest Unkindled. And at SteamCon, that could be you. Will you defeat your enemies, or simply die trying? Gather your party, and press on through the ruins of Lothric to find out!

Shadow Games – 24-Hour Open Play

Between your games of Resident Evil, Dark Souls, and Guild Ball, take the opportunity to borrow one of our copies of Shadow Games to enjoy with your friends. Just give your name to the Longshanks of the SteamCon Rookie League and away you go!

In Shadow Games, you must gather enough favours to secure a new star player for your Guild. Players use various Plot and Agent cards to bribe, steal, and earn favour, but it is not enough to simply play the cards you receive. Fortune favours the bluffers! Play a card from your hand, and call it anything you want. If you convince your opponents of your lies, you will not only reap the rewards of the card you pretended to have but also gain a powerful bluff bonus that will accelerate your victory. Just don't get caught, it will cost you valuable favours to save face.

Guild Ball – 24-Hour SteamCon Rookie League

Whether you want to shape the future of the Empire of the Free Cities or just compete for exclusive prizes, the Rookie League is the place to be! Be one of the first people to try out our brand-new league system where you track the progress of an existing player in your Guild from rookie to experienced player. Want to know how Mash started out as a Brewer newbie? Perhaps you would like to see the man Ghast could have become had he not met his grizzly demise? Watch your Rookie grow in experience and power after each game!

To play in the SteamCon Rookie League, all you have to do is tell the Longshanks your name and Guild. Then grab your Guild's Rookie player cards and off you go!

Find a Game!

Either ask another convention attendee if they would like to play a SteamCon Rookie League game or ask the Longshanks to find an opponent for you. If you are playing with your Rookie player, make sure to start with the entry level cards. Over time, your Rookie will get stronger as they gain experience playing in each game.

Record Your Game!

After your game, record your result with the Longshanks. After each game in which you play your Guild's Rookie you can upgrade either the front or the back of the player's card to its next level. Keep playing games to unlock the Rookie's maximum potential! Don't forget to collect your prize token!

The Union in Chains

Over the Friday & Saturday of SteamCon, games in the Rookie League will serve as the final deciding point of the Union in Chains community campaign, result to be revealed during the Steamforged Keynote! Since October 9th, the Global Community have been supporting their chosen Guild in the hopes of securing the permanent services of Decimate, Harry the Hat, Gutter, or Hemlocke. The SteamCon Rookie League will be the final opportunity to decide who will get to recruit these highly skilled players.

FRIDAY NOVEMBER 17th

Guild Ball – 108-Player World Championship Qualifier **ticketed event**

So you think you have what it takes to be one of the best coaches in the World? Prove it! The Regional Cup qualifier pits the most promising Players against one another on the Pitch. Who will earn the right to represent their Guild in the finals? IT COULD BE YOU! The top Player from this event will receive a free ticket to the World Championship Finals at SteamCon USA. Prove yourself on the Pitch and earn your Guild's favour!

Fully painted & based miniatures are required for this event. However, miniatures from the newer range of plastics (Kick Off! Brewers & Masons, Farmers, Blacksmiths, & Lucky) can be unpainted & unbased.

Guild Ball – 32-Player Captain, My Captain

Ever wonder what it would be like to use another Guild's Captain with YOUR roster? This is your chance to find out! Each round of Captain, My Captain you will be assigned a random Captain model to play with. What new and exciting plays will you unlock? Can you rise to the occasion and adapt your playstyle on the fly? Captain, My Captain is a fun, unique, and light-hearted format that Players of all skill levels can enjoy.

Guild Ball – 8-Player Farmers Launch Event

To celebrate the release of the brand-new Farmer's Guild, this event teaches coaches how to work the pitch and play Guild Ball like a Farmer. Coaches simply bring their favourite team and play Guild Ball, earning special bonuses for harvesting and reaping. This will give all coaches a taste for the Farmer's exciting playstyle. Who will be the cream of the crop? Find out during this farm-to-table event! Prize support included to award participants and sportsmanship.

Guild Ball – 32-Player Speed Ball

Speed Ball is the quickest, dirtiest game of Guild Ball you've ever seen. It isn't enough to just win, you have to win fast. Speed Ball is like Guild Ball after a double espresso, it's something quick, frantic, and beautiful all on its own.

Seminar – Playtesting Practices, with David 'DC' Carl

Game balance is a topic that gets a lot of attention in forums and podcasts. Join David 'DC' Carl, Steamforged Games' Head of Game Development, to talk about a critical element of game balance – playtesting. In this seminar, we'll take a closer look at playtesting practices and how to maximise playtest efforts. We'll take a quick look at multiple tabletop mediums and then a deeper look at hobby miniatures games like Guild Ball.

Seminar – State of the Empire, with Sherwin Matthews

Have you wanted to get to know the Guild Ball universe a little better? Perhaps you have questions regarding the Century Wars and the unification, or you want to learn more about each of the different Sovereign States? Are you a devout Solthecian, curious to learn more about the church? Or perhaps the day to day life of a Guild Magister interests you?

Steamforged Games' Lead Writer, Sherwin Matthews, will be here to lead you through a discussion of the exciting world of the Empire of the Free Cities, as well as to answer any questions that you might have.

Social – SteamyCon Mixer!

You, me, Mat Hart, a bar, what stories will go untold? You never know, you might be able to get some spoilers out of him...

SATURDAY NOVEMBER 18th

Guild Ball – 32-Player British Championship Qualifier **ticketed event**

So you think you have what it takes to be one of the best coaches in the UK? Prove it! The regional cup qualifier pits the most promising coaches against one another on the Pitch. The top player from this event will earn free entry to the 2018 Guild Ball British Championship. Prove yourself on the Pitch and earn your Guild's favour!

Fully painted & based miniatures are required for this event. However, miniatures from the newer range of plastics (Kick Off! Brewers & Masons, Farmers, Blacksmiths, & Lucky) can be unpainted & unbased.

Guild Ball – 16-Player Farmers versus Blacksmiths

In celebration of the release of both the Farmer's Guild and the Blacksmith's Guild, this event is all about the new guys! Farmers and Blacksmiths are the only Guilds allowed! So grab your boxes of Farmers and Blacksmiths from our SteamCon store and head right over to this event to get your first games in with the new shiny!

Guild Ball – 16-Player Snake Draft 1

Ever wonder what it would be like to make a team using players from EVERY Guild in Guild Ball? Well now you can! In this event, you will be able to draft a team of players drawn from any Guild before playing in a Regional Cup with your newly created team.

This event is perfect for players of any skill level interested in trying out an exciting, new way to play Guild Ball. We will provide the miniatures that entrants will use in this event.

Guild Ball – 16-Player Snake Draft 2

Ever wonder what it would be like to make a team using players from EVERY Guild in Guild Ball? Well now you can! In this event you will be able to draft a team of players drawn from any Guild before playing in a Regional Cup with your newly created team.

This event is perfect for players of any skill level interested in trying out an exciting, new way to play Guild Ball. We will provide the miniatures that entrants will use in this event.

Guild Ball – 16-Player Guild Identities Regional Cup

Did you take part in the Guild Identities public preview earlier this year? Well now you can try out Guild Identities in an event! This event features a Regional Cup tournament, the standard format for a Guild Ball event, but for an added twist, everyone will be using Guild Identity cards! Which Identity will you use in each game, the same one, or different each time? You decide!

Guild Ball – 8-Player Blacksmiths Launch Event

To celebrate the release of the brand-new Blacksmith's Guild, this event teaches coaches how to work the pitch and play Guild Ball like a Blacksmith. Coaches simply bring their favourite team and play Guild Ball, earning special bonuses for hammering and forging. This gives all coaches a taste for the Blacksmith's exciting new playstyle. Who has the mettle to lead this team? Find out during this one-time forge-to-table event! Prize support included to award participants and sportsmanship.

Guild Ball – 16-Player 'Multi-Ball Mayhem!'

Are you already familiar with Guild Ball and looking for a whole new way to play the game? Multi-Ball Mayhem puts not one, not two, but THREE balls into play at once! This event follows all the normal rules for a Guild Ball Regional Cup except there are three balls, and a player needs 16 VP to win!

This event is perfect for players of any skill level interested in trying out an exciting, new way to play Guild Ball.

Seminar – Design a Veteran Model, with Mat Hart

Last year our hugely popular Design a Model seminar series led to the creation of Skulk; an exclusive model that will be included in your 2017 SteamCon welcome pack! This year, instead of creating a brand-new Guild and player, Mat will be guiding us through the process of taking an existing player and progressing them through to Veteran or even Seasoned status! Come along and help Mat decide who it should be!

Seminar – Design A Background, with Sherwin Matthews

A follow-on from Design a Veteran Model, now that we have a brand-new Veteran (or Seasoned) player for Guild Ball, our new player needs a background! How did our player get to where they are now and what choices were made to lead them down this path? Come along and help Lead Writer Sherwin Matthews create a whole new story for the saga of Guild Ball.

All the while, Lead Sculptor Russ Charles will be listening in and sculpting a render of the new Veteran (or Seasoned) model to show off at the end of the session!

Seminar – Guild Insider, with Sherwin Matthews

Want to hear the most up-to-date news about what's going on with your favourite characters from the Guild Ball universe? How about discussing what might be going on behind the scenes at your favourite Guild, or how they're adapting to the events of Seasons One and Two, and the aftermath of the Butcher's Civil War?

This is your chance to find out in a lecture with Steamforged Games' Lead Writer, Sherwin Matthews, who will be here to talk you through the current situation that each of the Guilds find themselves in and where they might go next...

Shadow Games – 36-Player Tournament 1

In Shadow Games, you must gather enough favours to secure the new star player for your guild. Convince your opponents of your lies, if you can, and in doing so reap the rewards of victory! Just don't get caught, it will cost you valuable favours to save face in this winner takes all event.

Earn an exclusive Limited Edition Avarisse & Greede Guild Ball player card just for entering!

Seminar – Steamforged Games Keynote & Staff Q&A

If you're at all interested in anything Steamforged is doing over the next year (and of course you are, you're at SteamCon!), come along and see what we have planned for the future. We'll even be pausing all other events so that no one has to miss out!

SUNDAY NOVEMBER 19th

Guild Ball – 16 Player Homelands Cup

Come and play with your brand-new Season 3 cards or your minis from Kick Off! in one of our brand-new formats! Guild Ball has not always been a tool of the Guilds. At its purist form, it's a game of community, a game of nations. In the Homeland Cup, coaches assemble their team rosters based on their models' homeland, not Guild affiliation. Will you choose to lead the ferocious Skaldic nation, the hot-blooded Castellyians, the cunning Erskirii, or the devious Raed to victory? One thing's for sure, this is an event like no other.

Guild Ball – 16 Player Regional Cup 1

The Regional Cup is the standard Organised Play format that we recommend when a tournament organiser is looking to host a Guild Ball event. Take this opportunity to try out all your new models. Bring your team, bring your cards, and bring on the games!

Guild Ball – 16 Player Regional Cup 2

The Regional Cup is the standard Organised Play format that we recommend when a tournament organiser is looking to host a Guild Ball event. Take this opportunity to try out all your new models. Bring your team, bring your cards, and bring on the games!

Guild Ball – 16-Team (32-Player) Doubles Tournament

Team up with your favourite gaming buddy or closest rival to take on other pairs of Guild Ball coaches. Each coach brings a roster of 3 models, merging their rosters to create their team. With so many possible crazy combinations, this event has something for everyone!

This event is perfect for players of any skill level interested in trying out an exciting, new way to play Guild Ball.

Guild Ball – 8-Team (24-Player) 'Musical Teams'

Team up with your favourite gaming buddies to take on other Teams of Guild Ball Players. But, at the end of every turn, everyone on your team swaps places and you play the next turn of your team mate's game! Madness!

Guild Ball – 32-Player 'Dodge Ball'

Play the classic game of speed and reactions with a Guild Ball twist. Lead your team to victory against your opponents with a combination of skill and luck. This is a fun, fast, furious format designed to play quick and dirty. Remember, if you can dodge Boar, you can dodge a Guild Ball!

This event is perfect for players of any skill level interested in trying out an exciting, new way to play Guild Ball.

Shadow Games – 36-Player Tournament 2

In Shadow Games, you must gather enough favours to secure the new star player for your guild. Convince your opponents of your lies, if you can, and in doing so reap the rewards of victory! Just don't get caught, it will cost you valuable favours to save face in this winner takes all event.

Earn an exclusive Limited Edition Avarisse & Greede Guild Ball player card just for entering!

Super-Secret Squirrel **ticketed event**

Join us behind closed doors to be one of the first to take part in Steamforged Games' top-secret project. Code-named 'Super-Secret Squirrel'. More information will be given on a need-to-know basis.

SteamCon UK Closing Ceremony

As fun as it's been, one of the greatest weekends in gaming has to come to an end. Here we will award the SteamCon Master Artisan 2017. Now it's up to you, go forth and tell everyone how much of an awesome time you had at our convention, tell us what you think we could improve, and make sure you come back next year when we make everything bigger, badder, and better!