



Pocket Program

Conjuration

Welcome to Conjuration/Deep South Con XXXI! Keep this pocket program guide handy, as it contains a program grid on the inside and a gaming schedule on the back. Full descriptions of program items are in your program book. A separate sheet includes a floor plan of the hotel and a listing of local restaurants and other businesses. If you did not get one of these, ask at registration. Following are some additional points that are important for you to know:

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• The Conjuration Hospitality Suite is located in Rooms 2224-2226-2228. •

• (Note that this is a change from the program book.) •

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Remember that Conjuration rules do not allow any alcoholic beverage to be removed from the Hospitality Suite. Also, the hotel will not permit alcohol to be taken in any function room, no matter where it came from. Please have proper ID handy if you're intending to drink; both the convention and the hotel will be very strict about complying with the legal drinking age.

A message board is located in the program area for the benefit of anyone wanting to get in touch with another con member. Also, we'll be posting any official convention announcements there as well, so check it frequently. Also, note the freebie table in the same area. On it are convention flyers and other notices of interest to Conjuration members. Feel free to put your own material there, but if you do, check it now and then to make sure it's in order.

♥ Conjuration continues a long-standing DeepSouthCon tradition with another round of competition for "The Hearts Championship of the Universe." Started in the '60s by Lon Atkins and Hank Reinhardt, the annual Hearts Tournament has been a favorite passtime for card players around the country for decades, drawing out some of the most competitive play possible. This year should be no exception. ♠ The number of players in the first round will determine the number of tables (four players per table). Players with the best scores at each table will proceed to the second round, which should feature two tables. The four players with the best scores will go on to the Finals, with the winner of that game declared to be "The Hearts Champion of the Universe." ♦ There will be a sign-up sheet near the Conjuration registration area, and registration will remain open until the Tournament begins at 9:00 p.m. Friday night. The second round will be held at 2:00 p.m. Saturday afternoon, with the time of the Final Round being determined at the convention. All games will be played in the Den. Finalists will be recognized at the Banquet. ♣ Everyone at Conjuration is invited to come out and attempt to "shoot the moon" with the best Hearts players in Southern Fandom.

--Drew Sanders, Hearts Tournament Administrator

Friday	Conjuration Gaming Schedule						
6:00 pm	DC Heroes	North American Rails	Battletech	Champions BYOC (Bring your own character)	Polis		
7:00 pm							
8:00 pm							
9:00 pm							
10:00 pm	Paranoia	Talisman Dragons	Bullwinkle	Silent Death	Polis		
11:00 pm							
12:00 mid.							
1:00 am							
2:00 - 9:00 am	Open Gaming						
Saturday	All games (except the Hearts Tournament) are played in the Crown Room						
9:00 am	Champions (Kys Hero Group)	Dungeon Quest	Megatraveller: (Dead Spacer)				
10:00 am							
11:00 am		Silent Death					
12:00 noon				Host a Mystery			
1:00 pm	Paranoia	Cosmic Encounter	Vampire				
2:00 pm							
3:00 pm							
4:00 pm							
5:00 pm	Axis and Allies	Fantasy Battles	Puppy Pounders	Star Wars			
6:00 pm							
7:00 pm							
8:00 pm							
9:00 pm	Polis	Dungeons & Dragons		Diplomacy			
10:00 pm							
11:00 pm							
12:00 mid							
1:00 - 9:00 am	Open Gaming		Open Gaming				
Sunday	Players must sign up in advance						
9:00 am	Silent Death (finals)	Battletech	Dead Spacer				
10:00 am							
11:00 am							
12:00 noon	Fantasy Hero						
1:00 pm							

