



## *Grab the Tag!* GM Support Pack

12 to Midnight understand that gaming conventions can be an exciting part of the RPG experience—especially for those who don't have a regular gaming group and thus are only able to play during conventions. In the past we have been supportive of fans who wanted to run 12 to Midnight products at conventions, but in 2006 the company decided it was time to do something more. Thus, the *Grab the Tag!* program.

*Grab the Tag!* gives us a mechanism for promoting 12 to Midnight convention games while also rewarding players and GMs alike. As a GM running a 12 to Midnight-sanctioned convention game, you:

- Get your slots advertised on the 12 to Midnight website.
- Get unique freebies to hand out to your players.
- Get a free 12 to Midnight t-shirt.
- Get a free 12 to Midnight PDF of your choice.

As a GM running 12 to Midnight-sanctioned convention slots, you are expected to:

- Collect and return player names and e-mail addresses for entry in the product giveaway drawing.
- Hand out 12 to Midnight freebies to players.
- Treat your fellow gamers with courtesy (as you scare them) while representing 12 to Midnight.

As added incentive, if you know of a 12 to Midnight product you would like to run but don't own, let us know at the bottom of the form on the next page. We'll e-mail you a printer-friendly version of that game for use at the con.

After you fill out the request form, send it to 12 to Midnight. You can either scan it in and e-mail it or spend a stamp and mail it to the address in our letterhead. We'll contact you to verify receipt, then we'll mail you a box with instructions, player sign-in forms, t-shirts, toe-tags, spare office supplies, dead insects, and any other stuff laying around the office.



# GM Convention Support Pack Request

Support pack requests must be received at least 3 weeks prior to convention.

## Contact Info

Name: \_\_\_\_\_

Mailing Address: \_\_\_\_\_

E-mail: \_\_\_\_\_ Phone: \_\_\_\_\_

T-shirt size (circle one): M, L, XL, XXL

## Convention Info

Con Name: \_\_\_\_\_ Con Date(s): \_\_\_\_\_

Planned # of 12 to Midnight slots: \_\_\_\_\_

12 to Midnight provides 6 toe-tags per slot except for *Weekend Warriors* and *Inanna's Kiss*, which come with 8 toe-tags to accommodate large groups.

Games to be run:

Slot 1: \_\_\_\_\_

Slot 2: \_\_\_\_\_

Slot 3: \_\_\_\_\_

Slot 4: \_\_\_\_\_

Slot 5: \_\_\_\_\_

Slot 6: \_\_\_\_\_

Write additional 12 to Midnight game slots on the back.

## Downloads

The following 12 to Midnight convention-friendly modules are available as complimentary copies to GMs. Circle those you wish to run at the above convention:

- |                          |                          |   |
|--------------------------|--------------------------|---|
| 12 Hours to Midnight #1; | 12 Hours to Midnight #2; | Beer, Ouija Board, Pretzels, and a Demon; |
| Brainwashed;             | Chickens in the Mist;    | Foundation of Blood;                      |
| Fallen;                  | Goblin Friend;           | Inanna's Kiss;                            |
| Last Rites;              | Rising South;            | The Message;                              |
| Virus;                   | Weekend Warriors;        | Wolves of the Cold War                    |