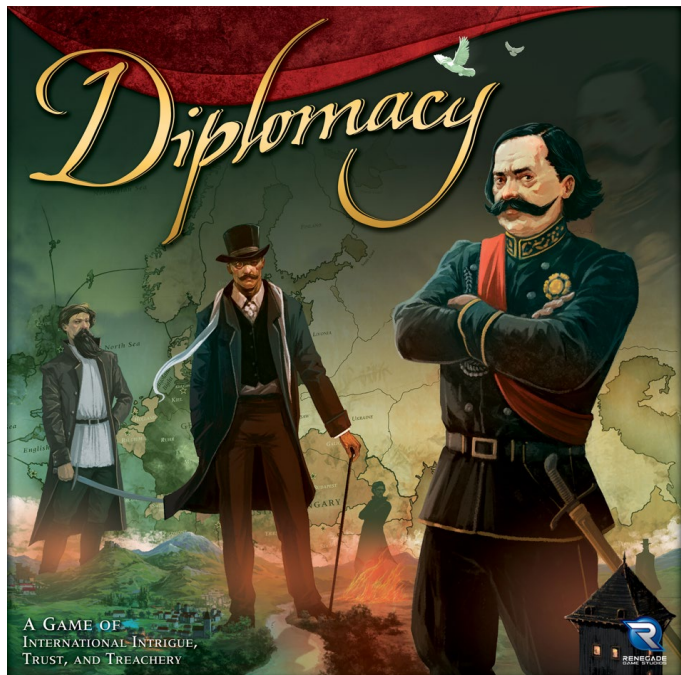


**World DipCon 2027**  
**Diplomacy Tournament**  
**World Series of Board Gaming**  
**Las Vegas, Nevada**



# WDC 2027 Las Vegas

## PROPOSAL

The World Series of Board Gaming (WSBG) and Renegade Game Studios propose to host World DipCon (WDC) 2027 in Las Vegas, Nevada. The tournament will be held in conjunction with the WSBG championship to crown the brightest star in board gaming. WDC 2027 will be a four-round Swiss tournament with a Top Board to determine the World Champion. WDC 2027 will take the place of the existing “National Diplomacy Masters” event. The hotel site is also the event site, so no additional travel is required. Additional event information can be found at the WSBG site (<https://wsbgvegas.com/>) and on the Renegade Game Studios official Discord (<https://discord.gg/uGzzUQbq>).

## EVENT DETAILS

**Time:** September 2027

**Location:** Horseshoe Hotel & Casino (Las Vegas, Nevada)

**Official Site:** <https://wsbgvegas.com/?ref=S0024502>

**Hotel Booking:** <https://www.caesars.com/horseshoe-las-vegas>

**Rules:** 6<sup>th</sup> edition, Renegade Games

**Scoring System:** C-Diplo

**Round Structure:** Three qualifying rounds followed by a fourth round with a Top Board

**Tournament Director:** Thomas Haver (*Volunteer Events Coordinator, Wizards of the Coast. Expert Consultant, Renegade Game Studios.*) Contact [tjhaver@gmail.com](mailto:tjhaver@gmail.com).

**TD Assistants:** Shane McBee (*Tournament Director, WSBG. Convention Director, PrezCon.*) & Trevor McGregor (*Organized Play Manager, Renegade Game Studios.*)

## PLAYER SUPPORT

The “National Diplomacy Masters” tournament honors four competitors as part of the event. Each competitor receives a “Stay & Play” package to cover hotel & events costs. This tradition will continue at WDC by celebrating the achievements of players on the board and those organizers who uplift face-to-face play. Additionally, four hotel rooms will be made available to international travelers representing different nations. Each hotel room has two queen-size beds, so multiple competitors can elect to stay together for the duration of the event. Lastly, the WSBG will offer travel stipends to select VIPs.

## PRIZES

Each competitor will receive: WDC Challenge Coin, WDC Diplomacy Shirt, and WDC Diplomacy logo pen. Other prizes will include board game giveaways, pins, magnets, stickers, coasters, keychains, tumblers, and hats. See details below:

Prize	Reason	Quantity
WDC Challenge Coin	Play any round (while supplies last)	100
WDC Top Board Wooden Coin Box	Finish 1st - 7th Place	7
Best Country Awards ("Welcome to Las Vegas" sign wooden trophy)	The highest single-game score for each Power (Austria, England, France, Germany, Italy, Russia, Turkey). Can be achieved by playing in just ONE round.	7
WDC ("Welcome to Las Vegas" sign acrylic trophy)	1st Place	1
Board Game Giveaways (various Renegade games such as Diplomacy, Acquire, Robo Rally, Axis & Allies, Risk 2210, etc.)	Awarded at tournament director discretion for various feats, which can include: (1) most supply centers on a board; (2) playing out a tough position; (3) playing in your first tournament game; (4) pulling off a really cool move; and (5) demonstrating good sportsmanship to your fellow players.	20+
Diplomacy shirts	Play any round (while supplies last)	50
Diplomacy logo pens	Play any round (while supplies last)	100+
Diplomacy magnets	Play any round (while supplies last)	50+
Diplomacy / Renegade / Avalon Hill stickers	Play any round (while supplies last)	100+
Diplomacy coasters	Play any round (while supplies last)	50+
Diplomacy / Renegade / Avalon Hill keychains	Play any round (while supplies last)	50+
Diplomacy hats	1st - 3rd place	3
Diplomacy tumblers	Awarded at tournament director discretion for various feats, which can include: (1) most supply centers on a board; (2) playing out a tough position; (3) playing in your first tournament game; (4) pulling off a really cool move; and (5) demonstrating good sportsmanship to your fellow players.	10

## TRAVEL

- Travel to Las Vegas  
Las Vegas is one of the top tourism destinations in the world. Harry Reid International Airport is serviced by 31 airline carriers. The airport has about 457 direct flights each day to 164 destinations in 10 countries and 50 US states. Some international cities with direct flights to Las Vegas include: Amsterdam, Frankfurt, London (Heathrow & Gatwick), Manchester, Zurich, Calgary, Edmonton, Hamilton, Montreal, Toronto, Vancouver, and Winnipeg.
- Travel from the Airport to the Hotel/Tournament Venue  
The airport in Las Vegas is located 5km / 3.1mi from the Hotel. There are multiple modes of travel to the venue: bus, taxi, town car, and rideshare.

## HOTEL

Horseshoe Resort & Casino (<https://www.caesars.com/horseshoe-las-vegas>). The hotel site is also the event site, so no additional travel is required. The convention rate is \$125 per night, with options of two queen beds or a single king bed. Upgraded rooms are available with a view of the High Roller Observation Wheel, a view of the South Strip, and rooms that allow pets. It's imperative to NOT wait until the last moment to register, otherwise you will need to book a hotel room elsewhere at a likely higher cost. The Horseshoe is the official hotel of WSBG. Nearby hotels include: Flamingo Las Vegas, The Westin Las Vegas Hotel & Spa, Paris Las Vegas, Ellis Island, Planet Hollywood Las Vegas Resort & Casino, Bellagio Hotel & Casino, and Caesar's Palace. These alternate hotels are all walkable from the tournament venue.

## REGISTRATION

Registration for the event is handled on the official World Series of Board Gaming site (<https://wsbgvegas.com/?ref=S0024502>). A special WDC ticket will be created for players who only wish to participate in the Diplomacy tournament. Additional ticket packages are available for purchase by players who wish to compete in other events (these tickets also include access to the Diplomacy tournament). The "Stay & Play" package to be gifted to select competitors will include:

- WDC pass
- 5 Day Event pass
- 4 Ring Game Competitions
- 4 Night Hotel Stay
- Walk-Up Outer Ring Games
- Buy-In to Phoenix Games
- National Championship Games
- 24x7 Open gaming
- 2,500+ Game Library

- Vendor Store Access
- 3 Nights of WSBG Shows
- Celebrity Game Drawings
- All WSBG Ceremonies

Pay close attention to the ticket type when registering. The WDC pass will be explicitly stated in the ticket details. The signature event at the World Series of Board Gaming is the “Main Event”, also known as Ring Event Tournaments. These events are a series of 16 tournaments for different board games that players compete in for cash prizes and those coveted WSBG championship rings. The Diplomacy tournament is timed such that players may compete in BOTH events. Unlike the Ring Events, the WDC will NOT have a cash prize. The decision was made to instead have financial support go to players seeking to attend the tournament, hence the sponsorship for tickets, hotel rooms, and travel.

## COMMUNICATION

Communication for the event will occur via email, the Renegade Game Studios official Discord (<https://discord.gg/uGzzUQbq>), and a WhatsApp Group Chat. Communication intended for all players will be sent to all three communication streams. The World Series of Board Gaming site will host all official information about the event, with the same content also available via Google Drive and Dropbox. This is being done to help promote World DipCon to potential competitors who may not be aware of the event.

Both Renegade and WSBG will be promoting the event via their social media channels and customer email lists. Additionally, the Tournament Director will be posting promotional materials to social media (Twitter, Reddit, BoardGameGeek, Facebook, Instagram, BlueSky, Discord) and community targets for Diplomacy (Diplomacy World, God Save the Zine, and various sites). Flyers for the event will be disseminated to organizers worldwide in the year preceding the tournament.

## SCHEDULE

The timeline for the event is subject to change based on other convention events & player needs. The WSBG has been an excellent partner, adjusting schedules for the National Diplomacy Masters. This will continue as needed with WDC 2027.

TIME	EVENT
Day 0 - 7pm (19:00)	Opening Night Dinner
Day 0 - 10pm (22:00)	Celebration (Indigo Lounge, Arcade Bar, The Lobby Bar, and The Lock Speakeasy)
Day 1 - 10am (10:00)	WSBG Ring Event or Planned Group Activities
Day 1 - 4pm (16:00)	Round 1
Day 1 - 9pm (21:00)	Dinner & Planned Group Activities
Day 2 - 10am (10:00)	WSBG Ring Event or Planned Group Activities
Day 2 - 4pm (16:00)	Round 2

Day 2 - 9pm (21:00)	Dinner & Planned Group Activities
Day 3 - 10am (10:00)	WSBG Ring Event or Planned Group Activities
Day 3 - 4pm (16:00)	Round 3
Day 3 - 9pm (21:00)	Dinner & Planned Group Activities
Day 4 - 10am (10:00)	WSBG Ring Event or Planned Group Activities
Day 4 - 2pm (14:00)	Future WDC Bids & General Announcements
Day 4 - 4pm (16:00)	Round 4 & Top Board
Day 4 - 8:30pm (20:30)	Award Ceremony
Day 4 - 9:30pm (21:30)	Dinner & Celebration (Indigo Lounge, Arcade Bar, The Lobby Bar, and The Lock Speakeasy)

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## EVENT CHECKLIST

- Vote for WDC 2027 Las Vegas
- Join the official Renegade Game Studios official Discord (<https://discord.gg/uGzzUQbq>) for the latest updates from the TD
- Register for the tournament & book your hotel: <https://wsbgvegas.com/>
- Book your travel to Harry Reid International Airport in Las Vegas, Nevada
- Register your interest for the **opening night dinner** via email response to the TD
- Register your interest in **group activities** via email response to the TD
- Play Diplomacy with friends both old & new
- Become World DipCon Champion
- ENJOY THIS ONCE-IN-A-LIFETIME EVENT!

## ➤ **Player Conduct**

**Note:** All the below is superseded by any conflict with the official “World Series of Boardgaming Rules of Participation” at <https://wsbgvegas.com/wp-content/uploads/2022/11/Code-of-Conduct-legal-2024.pdf>

All players are expected to play in their own best interest and to behave in a sportsmanlike manner.

Players that demonstrate abusive or disruptive behavior contrary to the safety and comfort of themselves or the other players may result in that player being asked or forced by the Tournament Director to leave the round or the tournament.

In the event a player must or chooses to abandon his position prior to the end of the game, the Tournament Director reserves the right to name a replacement player or declare the power in permanent civil disorder. If the previous player returns, it is up to the Tournament Director if he is allowed to take the position over. Any replacement player will receive credit for the round.

Diplomacy games & tournaments should be a fun, inclusive, and welcoming environment. Harassment of players or guests is not tolerated in any form. Harassment includes offensive verbal comments related to gender, sexual orientation, relationship status, disability, physical appearance, body size, race, national origin, or religion; sexual images in public spaces; deliberate intimidation; stalking; following; harassing photography or recording; inappropriate physical contact; and unwelcome sexual attention.

Unwelcome behavior includes damaging property – either the game or personal property – as well as sustained actions that disrupt a game or disturb guests.

Participants asked to stop any harassing or unwelcome behavior are expected to comply immediately. If a participant engages in harassing or unwelcome behavior, the tournament director may take any action they deem appropriate, including warning the offender or asking them to leave the board or tournament. If you are being harassed, notice that someone else is being harassed, or have any other concerns, please contact the tournament director immediately.

During the course of play, if a player abandons their position to another player for the purposes of advancement to the Top Board, the Tournament Director may elect to invalidate the score of both players for the round and may further elect to disqualify both players from the tournament. If this occurs on the Top Board and the TD determines the act impugns the integrity of the tournament, the TD may disqualify the offending players.

Players are expected to adhere to Code of Conduct for the overseeing convention or venue, and any situation where these rules conflict with the convention or venue, those rules will take precedence over the Diplomacy event. This explanation for Code of Conduct is meant to be a guideline for Diplomacy players and their guests to better understand acceptable behavior and any potential disciplinary process, but it is only a guideline. The tournament director, venue, or convention may deviate from this procedure at any time and in any manner and reserves all rights & remedies available in law and equity.

# Tournament Structure

## ➤ Rules

2023 Hasbro/Avalon Hill/Renegade Game Studios 6<sup>th</sup> edition rules (except where noted in this document).

## ➤ Rounds

Four rounds of play are scheduled. Players are under no obligation to play in any number of rounds and should feel free to play in as few or as many as they please. All rounds will be used for scoring purposes, but only the top seven finishers by overall tournament score after Round 3 will compete on the Top Board to determine the Champion. Round 4 will determine the Champion on a Top Board and set 1<sup>st</sup> – 7<sup>th</sup> placements, while other tournament boards will determine the 8<sup>th</sup> – XX<sup>th</sup> placements in the event.

Round 1 – Day 1, 4pm  
Round 2 – Day 2, 4pm  
Round 3 – Day 3, 4pm  
Top Board & Round 4 – Day 4, 4pm

## ➤ Awards

1. World Champion
  - a. Determined by score on the Top Board:
    - i. If a player achieves 18 or more centers after a Fall turn, they have won the tournament.
    - ii. All surviving players may wish to concede to another player on the Top Board. To concede to a player, that player must own the most supply centers and the concession must be unanimous by all surviving players according to the rules set forth in “Ending the Game”. A secret draw vote will be conducted by the tournament director on the clock to end the game.
    - iii. The game will end after the Winter (Build and Disband) phase of 1907. The player with the highest score on the board will be declared Champion.
2. Outstanding play of each power (Best Country Awards): determined by single-game score for each Power, with ties broken by center count of the preceding game years. If there is a tie from game start to game finish among two or more players, then higher overall tournament score will determine the Best Country Award.

## ➤ Board Assignments / Power Assignments

1. To be eligible to play during a round, players must check in with the Tournament Director prior to the published round start times.
2. Board assignments and Powers will be determined by random draw, with the discretion of the Tournament Director dependent on extenuating circumstances (family, health, etc.). There are certain conditions such as family or past incidents in-game and out-of-game that would preclude players from being assigned the same board, except in the case of the Top Board.
3. Power assignment will be determined by random draw.



4. A player will not be assigned the same power twice in the tournament, except possibility of the Top Board.
5. In the event the number of players checked in for a round is not a multiple of seven, the Tournament Director may ask designated players to sit out or play on two boards. The last players to sign up for the event are the first ones that will be asked to sit out if there are no volunteers. If a player competes on two boards at once, their best three scores will count for Top Board determination and best four scores will count for overall tournament standings.
6. Players are not permitted to swap powers at a board. They must play the power they are assigned.
7. The Tournament Director is not permitted to participate in a round or substitute for a player.

### ➤ **Game Timing**

- a. All boards will follow a central clock, with rolling negotiation periods of 18 minutes for Spring and 14 minutes for Fall. Each round will last until game year 1907 is completed. Games may end ahead of schedule if all players on the board unanimously agree to finish (see “Ending the Game”).
- b. Orders must be turned into the box or common location at the deadline for each Turn. One grace period of one minute will be given to each player per game. This shall be denoted next to a player’s name on the Supply Center Chart used during a game. Further grace periods will be awarded at the discretion of the Tournament Director. Anyone who fails to turn in their orders in a timely fashion will have their orders all Hold; enforcement is at the discretion of the TD.
- c. Once adjudication has been completed, all retreating units have been identified, and questions have been answered about invalid retreat options, there will be up to 60 seconds of silent writing time for retreats with the central clock running.
- d. After Fall adjudication, silent writing time for adjustments will occur on the clock. The Spring term is longer than the Fall turn to allow for adjustment writing during the Spring turn.
- e. If a player is electing to hold their retreats or adjustments for the purposes of running out the clock, any player on the board may notify the Tournament Director. At the Tournament Director’s discretion, they may place a time limit on retreats or adjustments for a board. If any player does not follow the Tournament Director’s direction, they may be removed from the board and potentially disqualified from the tournament.
- e. The clock will countdown continuously from Spring 1901 until end of 1907. All games end at the END of game year 1907.
- f. If all orders are in early, adjudication may begin if all players on the board agree.
- g. Breaks will occur on the clock. In the event of extenuating circumstances, the clock may be stopped by the TD.

### ➤ **Orders**

All orders, including retreats, builds, and disbands, must be written. Implicit orders are not allowed.

1. Unordered units are treated as a hold order regardless of other implied actions. Unordered units or units in civil disorder may receive support in holding. Units given an impossible order are treated as holding. A unit ordered to a distant location shall be considered as an impossible order and hold. It is not necessary to designate Army or Fleet except in build orders on coastal provinces. Orders for wrongly designated units are still followed.

2. Poorly written orders that allow for only one reasonable reading (ignoring intentionally miswritten orders as a possibility) are to be followed. However, no direct change in the implied individual order is to be made. Standard abbreviations are acceptable. Leeway may be given by the Tournament Director if the order is unambiguous.

3. A convoy will always move via its own Power's fleets if ordered and possibly ignore alternate routes offered by other Powers, unless otherwise specified in the order for the army. "Unwanted convoys" are not permitted. In the event an army can move to an adjacent coastal province via land or sea, it shall be assumed that the army is moving by land unless otherwise specified in the order (e.g. A Bel --> Hol via Nth convoy). In the case of a valid convoy attack from one coastal province to an adjacent coastal province, the attack will be considered as coming from the fleet for the purposes of retreat, thus allowing the dislodged unit to retreat to the province of the attacker.

4. Failure to indicate a coast on a Fleet St. Petersburg build order will result in a waived build. Any fleet move or retreat order from Portugal to Spain, from the Mid-Atlantic Ocean to Spain, or from Constantinople to Bulgaria, must include a coast designation.

5. If more than one power has a retreat order, they must be written down. Retreat orders are due within 60 seconds. Disbanding is always an option on a retreat.

6. In the event a dispute arises, the Tournament Director or their designee has final discretion to determine the validity and intent of written orders.

## ➤ **Ending the Game**

1. The game will end in a solo victory if a single power controls 18 or more supply centers at the end of a Fall move. Solos may not be conceded during the qualifying rounds.

2. The game will end in a non-solo resolution if (i) all powers remaining in the game agree to end the game verbally, (ii) the game reaches the end of 1907, (iii) the TD calls the tournament game over, or (iv) by vote.

3. Any vote shall be conducted in secret in a manner determined by the TD or designated assistant. All votes must be unanimous. Only ONE vote may be held per Spring or Fall phase, at the discretion of the TD. The clock DOES NOT STOP for draw votes. All players with at least one Supply Center are eligible to vote. If a player has abandoned the game or chooses not to vote, they are considered to vote FOR all proposals.

4. The Tournament Director may immediately call for the end of a game at any time, including the Top Board. This is to handle extenuating circumstances such as health issues or to prevent the board from being held beyond reasonable time constraints.

## ➤ **Scoring**

### **C-Diplo**

The top seven players by combined tournament scores over the first three rounds earn the right to play on the Top Board in the final (fourth) round. In the event of a tie for top board qualification, the player with the highest combined center count (from the three qualifying rounds) in the preceding year advances. For instance, a player with a combined center count of 23 from game year 1906 beats a player with combined center count of 22. If the players are still tied, then the preceding game years are taken to break the tie until 1901. If still tied, a coin flip will determine advancement.

The players on the Top Board will be ranked 1<sup>st</sup> through 7<sup>th</sup> according to their finish on the board, followed by the overall tournament score for all other players.

If there is a solo in a round: the player who solos (has 18 centers or more) scores 100 points. The other players score zero.

If there is no solo in a round:

- Each player scores 1 point for participation.
- Each player scores 1 point per center owned.
- The player who has the most centers scores 38 points.
- The player who has the 2nd most centers scores 14 points.
- The player who has the 3rd most centers scores 7 points.
- In case of a position tie, the players share the points given for the rank.

The sum of the score of players on a board is 100.

The final tournament score will be determined by the sum of each player's score in all their rounds played. Players need only participate in one round to be eligible for awards.

If a player qualifies for the Top Board but does NOT make the start time (plus 15 minutes grace) for the Championship, then the Tournament Director may elect to have the 8<sup>th</sup> place qualifying player participate. The selection process will proceed down the rankings until a table of seven individuals is available for the top board.

## ➤ **Tournament Director / GM**

The Tournament Director CANNOT compete on any board. If a player leaves a game, that Power is in civil disorder (all units HOLD and all disbands by the game rules). That Power cannot be replaced by another player or the Tournament Director.

If the Tournament Director needs to be away from the boards for any length of time, an assistant GM will take over all duties assigned to the Tournament Director in their absence.

The Tournament Director reserves the right to police deadlines, issue warnings to offending players, and end a game at any time, if necessary.

The Tournament Director reserves the right to remove a player from a board and/or disqualify a player from the tournament for breaking the tournament rules, breaking the event code of conduct, or if they determine the player poses a risk to other players, the Tournament Director, attendees, volunteers, or staff.

Note -- The following players have been banned: Eric Grinnell, David Maletsky. They may not participate in any Diplomacy event.

# Rules of Participation

**“Rules of Participation”** must be observed in their entirety by all players and guests at the World Series of Board Gaming. Failure to comply with these rules may result in disqualification and removal from the event immediately and in perpetuity.

## Personal Conduct

- Attendees are expected to behave in both a legal and civil manner at all times.
- Harassment will not be tolerated in any form, for any reason. This includes, but is not limited to; verbal or physical intimidation, unwanted physical contact, and/or any toxic behavior based on race, ethnicity, sexual orientation, appearance, sex, age, faith, or disability.

## Gameplay

- All attendees are required to observe and maintain fair, honest play. Deliberate attempts to cheat, or circumvent a rule for personal benefit, will be cause for immediate disqualification and removal from the event.
- All Ring Event and Outer Ring Event players will be expected to know the rules for the game in which they are competing.
- Disruption of gameplay, which shall include slow play, will result in disqualification. Any player may be placed on “timed turns” to enforce this policy.
- All Ring Event competitors shall be required to finish any official game they begin. Leaving a game before its completion may result in dismissal from the WSBG.
- All competitors shall adhere to any game rules and/or variants selected by the WSBG, which are subject to change at any time before commencement of the event.
- The recording of information through note taking or any other physical method is prohibited in both Ring Events and Outer Ring Events, unless explicitly allowed by the rules of the game.
- No competitor in a Ring Event may bring personal notes, strategy guides, player aids, or any form of “cheat sheet” into the Tournament Hall.
- All attendees shall handle all game components with respect and care.

## Policy

- All competitors in Ring Events and/or Outer Ring Events must be at least 18 years of age. The WSBG requires that all guests under the age of 18 be accompanied by an adult while in attendance.
- English shall be the official language of the World Series of Board Gaming. Each competitor will be responsible for providing their own translator if needed.
- Only participants in the ongoing day’s qualifiers will be permitted in the tournament hall.
- No electronic devices may be used by Ring Event competitors during gameplay. This includes, but is not limited to, computers, phones, cameras, tablets, and headphones.
- The use of tobacco products, the consumption of alcoholic beverages, or the use of any illicit drugs is not permitted within the World Series of Board Gaming.

- All competitors and their guests shall be considered to have provided consent to be recorded and/or photographed by WSBG staff and/or their affiliates.
- County, state, and national health regulations will be observed and enforced during the World Series of Board Gaming.
- The World Series of Board Gaming will observe and enforce any and all rules as set forth by their host site, Horseshoe Las Vegas, including those concerning service animals.

It is the desire of the World Series of Board Gaming to put forth an event that is enjoyable for every attendee. More importantly, it is our responsibility to manage an event that is both nondiscriminatory and legitimate in every way possible.

By agreeing to abide by the preceding regulations and requirements, each entrant acknowledges their own consent to helping us achieve these goals.

**Cancellation Policy** - All tickets cancelled prior to April 1, 2024, can choose either a full refund minus 3% bank processing fee, or have their ticket funds transferred to the 2024 WSBG Vegas event. Tickets cancelled after March 31, 2024 and before Aug. 1, 2024, will have full ticket credit transferred to the WSBG Vegas 2024 event. Any ticket cancelled after July 31, 2024 and before Sept. 1, 2024, will be assessed a \$50 cancellation fee and the balance of funds will be transferred to the WSBG Vegas 2024 event. There will be no cancellations accepted after September 1, 2024

# World DipCon

September 2027  
Horseshoe Hotel & Casino  
Las Vegas, Nevada

- ★ Held in conjunction with the World Series of Board Gaming
- ★ Four-round Swiss tournament with Top Board
- ★ Hotel & Tournament are co-located
- ★ Airport with 457 direct flights each day to 164 destinations in 10 countries
- ★ "Stay & Play" event package covering both hotel and event costs awarded to select players
- ★ Four hotel room packages covered for international players
- ★ WSBG offers travel stipends to VIPs



"Renegade Game Studios fully supports your initiative to host the WDC in the US."

-Jordan Gaeta, Marketing Manager, Renegade Game Studios

"You have the full backing of the WSBG to bring the WDC to Las Vegas..."

-Jon Hagmaier, Chairman of the Board of Directors, WSBG

"Board Game Nation is thrilled to provide comprehensive coverage of this 'Battle Royale!'"

-Gary Blevins, Host & Creator, Board Game Nation



Scan here for event details

# World *DipCon*

Tournament  
scheduled around  
WSBG events and  
Vegas nightlife

**BAR**

Multiple restaurants  
on-site and planned  
opening night group  
dinner

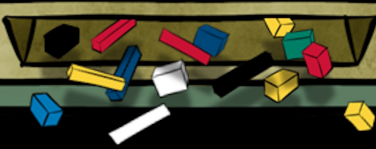


Planned social events  
for all attendees

Restaurants within  
walking distance to  
support all dietary &  
financial needs

Custom board  
setups and  
hundreds of prizes

Event recommendations  
for adults & families,  
including free activities



# WDC 2027 Las Vegas Activity List



The following is a list of potential activities. It is by no means exhaustive. Las Vegas is one of the tourism capitals of the world -- there is something for everyone! Events are identified by category: **adult** or **family friendly**, on-site or **extended travel required**, including **free** events.

Activity	Categories
Horseshoe Casino	<b>Adult</b> , On-Site
Indigo Lounge	<b>Adult</b> , On-Site
The Arcade Bar	<b>Adult</b> , On-Site
Lobby Bar	<b>Adult</b> , On-Site
Sully's Casino Bar	<b>Adult</b> , On-Site
Purple Zebra	<b>Adult</b> , On-Site
The Cabinet of Curiosities	<b>Adult</b> , On-Site
The Lock Speakeasy	<b>Adult</b> , On-Site
Potted Potter	<b>Family Friendly</b> , On-Site
Paranormal Mind Reading Magic Show	<b>Family Friendly</b> , On-Site
Battlebots	<b>Family Friendly</b> , On-Site
Dita von Teese: a Jubilant Revue	<b>Adult</b> , On-Site
Walk the Strip	<b>Free</b>
The Sphere	<b>Family Friendly</b>
Bellagio Casino Fountain Show	<b>Family Friendly</b> , <b>Free</b>
Cirque du Soleil	<b>Family Friendly</b>
The Venetian Casino Grand Canal	<b>Family Friendly</b> , <b>Free</b>
Caesars Palace Forum Shops	<b>Family Friendly</b> , <b>Free</b>
The Cosmopolitan of Las Vegas	<b>Adult</b>
Fremont Street Experience	<b>Free</b>
Red Rock Canyon National Park	<b>Family Friendly</b> , <b>Travel</b>
Hoover Dam	<b>Family Friendly</b> , <b>Travel</b>
New York-New York & The Big Apple Coaster	<b>Family Friendly</b> , <b>Free</b>
Area 15	<b>Family Friendly</b>
High Roller Observation Wheel	<b>Family Friendly</b>
Wynn Las Vegas	<b>Adult</b>
SkyPod & Observation Deck at the STRAT Hotel	<b>Family Friendly</b>



	Activity	Categories
	The Neon Museum	Family Friendly
	Discovery Children's Museum	Family Friendly
	The Mob Museum	Family Friendly
	Hershey's Chocolate World	Family Friendly
	Springs Preserve & Origen Museum	Family Friendly, Travel
	SPEEDVEGAS	Adult, Travel
	Mandalay Bay Casino, Aquarium and Beach	Free
	MGM Grand Casino	Adult
	Madam Tussauds Las Vegas	Family Friendly

There are many more activities than this limited list. If you're looking for ideas, please check out:

Official Las Vegas tourism site:

<https://www.visitlasvegas.com/>

Recommended Family Friendly activities:

<https://travel.usnews.com/features/things-to-do-with-kids-in-las-vegas>

Trip Advisor Las Vegas activities:

[https://www.tripadvisor.com/Attractions-g45963-Activities-Las\\_Vegas\\_Nevada.html](https://www.tripadvisor.com/Attractions-g45963-Activities-Las_Vegas_Nevada.html)



# MEALS

## WDC Opening Dinner

Horseshoe Hotel

*(held at multiple restaurants to account for dietary restrictions)*

### On-Site Dining Options

Jack Binion's Steak (American) \$\$\$  
Guy Fieri's Flavortown (American) \$\$  
Nosh Deli (Variety) \$  
Lavazza (Breakfast) \$  
Horseshoe Food Hall (Variety, Multiple) \$

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### American

The Phoenix Kitchen (Sandwich) \$  
Peppermill (Vegan Friendly) \$\$  
The Bedford (American) \$\$\$  
Delilah (American, Cocktail) \$\$\$\$

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### Mexican

Tacos El Gordo (Tacos) \$  
Bajamar Seafood & Tacos (Seafood, Tacos) \$\$  
Rosa Mexicano (Mexican, Cocktail) \$\$\$  
Toca Madera Las Vegas (Steakhouse) \$\$\$\$

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### French

Bouchon Bakery (Bakery, Breakfast) \$  
La Maison de Maggie (Café, French) \$\$  
Bardot Brasserie (French, Steakhouse) \$\$\$  
Joël Robuchon (French) \$\$\$\$  
Le Cirque (French) \$\$\$\$

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### Mediterranean

Pita House Mediterranean Grill (Lebanese) \$  
Miznon (Vegan Friendly) \$\$  
Giada (Italian) \$\$\$  
Brezza (Italian) \$\$\$  
Carbone (Italian) \$\$\$\$

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### Asian

Saigon Baguette (Vietnamese) \$  
Ping Pang Pong (Cantonese) \$\$  
Tao Asian Bistro (Fusion) \$\$\$  
Wing Lei (Chinese) \$\$\$\$