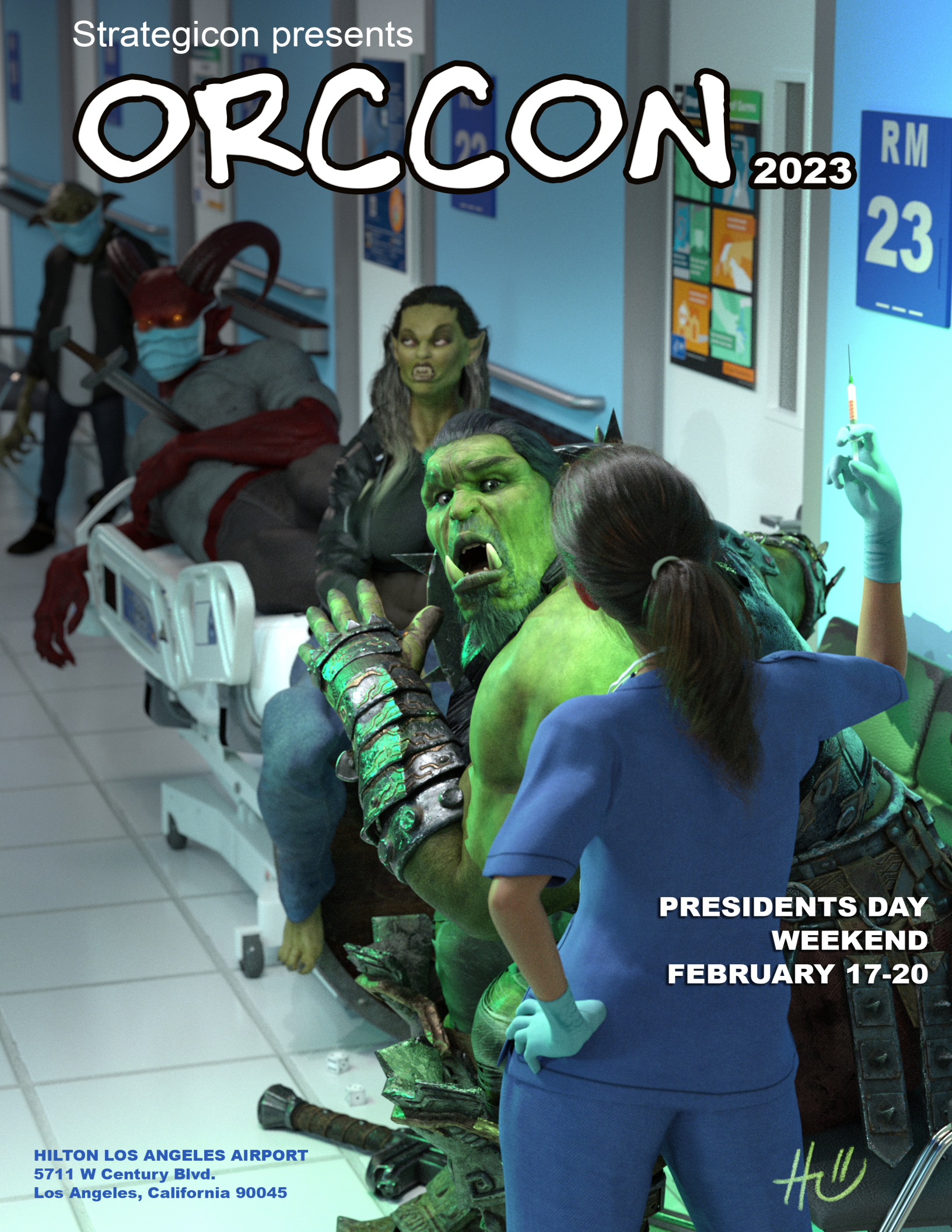


Strategicon presents

ORCCON 2023



**PRESIDENTS DAY
WEEKEND
FEBRUARY 17-20**

HILTON LOS ANGELES AIRPORT
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Troubleshooting Staff

If you have any issues regarding an aspect of the convention, please see the person(s) in charge of that department. Visit the Registration Desk for assistance.

Convention Manager	Eric M. Aldrich I
Convention Operations	Chris Carlson
Event Coordinator	Mike James
Industry Liaison & Dealer Room	Victor Bugg
Registration	Tracy Fryer Tiffany LaMarre
Volunteers	Kristi Corfield
Board Games	Shane Sauby
Collectibles	Brandon Weiss
Video Games	Jason DuVall
LARPs & COVID Check	Tara Leederman
Miniatures	Mike James Frank Vassallo
Party Games & Indie New Games	William Hillstrom
Role-Playing Games	Jim Sandoval
RPGs on Demand	Tomer Gurantz
Pathfinder Society	Cy Merriex
Adventurers League	Mickey Tan
Auctioneer	Alfonzo Smith
Family Area & Webmaster	Tanya Aldrich
Play To Win	Karla Freeman
War Games	Braden Boe
Library	David Holt
Open Gaming	Michael Fryer Robyn L. Nixon
Lots of Stuff	Mark Hyman Michael J. Russell
Quartermasters	Topher Suarez Danielle Suarez William Altpeter
CTO	Robert Prag
Marketing Director	Malakai Unland

Welcome

Strategicon welcomes you to Orcon 2023. Thank you for joining us.

Orcon brings you the widest array of family, fantasy, historical, and science-fiction board, card, video, miniatures, and role-playing games offered in California. The diversity of these games satisfies every gamer, from expert to novice, from adventurer to land baron, and from diplomat to field general.

We also offer a wide selection of game retailers and manufacturers in the Dealer Room.

New to the convention? If you have any questions, the convention staff will be glad to assist you.

Again, thank you for coming. Enjoy the adventure.

Convention Hours

Orcon opens to the public at noon on Friday and closes at 6 pm on Monday. While events such as seminars and tournaments are scheduled, open gaming never closes.

Game Tournaments and Events

The various Tournaments and Events being held at this convention are listed in the pages of this program in their own event schedules. Tournaments and Events have been broken down into sections (Board Games, Collectible Games, General Events, Live-Action Role-Playing Games, Miniatures, Role-Playing Games, Party Games, Special Events and Seminars, Video Games, War Games), each with its own special information under the appropriate headings in the program.

Common Rights of Event Officials

To clarify the authority of the tournament judges and event gamemasters (collectively GMs), this convention grants its officials these rights.

1. GMs may modify game rules as necessary by announcement prior to commencement of the tournament or event.
2. GMs may adjudicate a winner when time allotted for the completion of the round has elapsed.
3. As necessary, GMs may take appropriate action to ensure sportsmanlike play and fairness in the tournament and event.
4. If a tournament draws fewer than eight (8) players or if a role-playing event draws fewer players than the minimum the GM determines is necessary, the convention reserves the right to downgrade or cancel it.
5. GMs have the right to eject, if deemed necessary, any player from an event.

Event Registration

You can register for participation in events on site by entering your name and badge number on the sign up sheet. These sheets can be found at the appropriate Event Registration Desk prior to the event's scheduled starting time. Some groups have all event sign up sheets available all day and are only moved to the event location when that event starts, thus allowing walk-in registration. All on-site registration is strictly on a first-come, first-served basis and closes when the maximum participant limit for the event is reached. On-site registration must be done in person (one person may not register for another) and you may register for only one

game event at a time. However, there is no limit on the number of game events you can register for over the course of the convention (as long as they do not conflict with each other). Please arrive at an event location 10 minutes prior to its scheduled start time and be ready to play. Bring the game if you have it, as tournaments are often limited by the number of game copies available.

Multiple Section Tournament Entry Limit

In some cases, two or more tournaments will be staged for a particular game (these are denoted by a # symbol after them, such as Phase 10 #2). If you have already played in one such tournament for a given game, you may not register for another tournament of the same game until one hour before the later tournament is scheduled to begin. This will give the first chances at registration to those who haven't played in one of the tournaments for the game. After all, we want to ensure that as many people as possible get to play at least one of the game's tournaments. For Role-Playing events, if multiple sections of the same event are offered for a particular game, you may play in only one of those sections over the entire course of the convention.

Walk-in Event Entry

If openings become available at a game event, you can inform the official in charge of the event that you want to play. Space for walk-in entries is available on a first-come, first-served basis, beginning approximately five minutes prior to the event starting time. If you have been unable to register for an event, it's worthwhile to try walking in. Bringing a copy of the game you want to play greatly increases your chances of participating.

Late Arrivals

Show up on time for your game events! Even if you've registered, if you're not on time, it's assumed you're not going to show up and your place may be given away to someone else.

Tournament Prizes

Prizes will be awarded by Strategicon to the winners of several tournaments and certain events. Prizes are in the form of colored ribbons, award certificates, and "Dealer Tokens", which are redeemable at face value in the Dealer Room for merchandise (only). These Dealer Tokens are good for the calendar year they are awarded, and Dealer Tokens may be applied toward the payment of any state sales tax on your purchase as well.

Private business firms or game manufacturers sponsoring or staging certain tournaments on their own may also award prizes. Terms and redemption of any such prizes are the responsibility of the business awarding them, and Orcon can take no responsibility for such prizes. Check with your event official to see when and where these prizes (if any) will be awarded.

The prizes for board games will be as follows:

Events are played for the pure fun of the game
Tournaments are paid out in dealer dollars as follows:

Mega - \$50, \$40, \$30, \$20

Big - \$20, \$15, \$10, \$5

Tournament - \$15, \$10, \$5

Small - \$5, \$3, \$1

Sponsored events will often award some type of game or game expansion

Special Events will award some type of award, plaque, and/or dealer tokens, to be determined as the event is run.

If a certain minimum number of players do not play a game, we may exercise the right to reduce or eliminate the payout.

A Guide to Orcon 2023 for Non-gamers

We're very glad you're attending this convention and hope you enjoy yourself. We want to state emphatically that you should not feel excluded from the activities going on this weekend. We've made a special effort to see to your needs. Enjoy yourself, make new friends, and live some adventures with us that you'll remember. The first thing you should do is walk around and visit the entire convention. Take special notice of Open Gaming and the Dealer Room. Then wander around and just look at everything else. If anything piques your interest, ask someone what they're doing. Don't worry, people ask us all the time to explain these games and you'll find that gamers as a whole are a very friendly and intelligent group who enjoy talking about, and sharing, their hobby. Don't be surprised if they offer you an instant game lesson and invite you to play! You may wish to jump in and have some fun; after all, this is the stuff that good times and friendships are made of!

The convention has many activities such as Auctions, Demonstrations, Seminars, and most importantly Game Tournaments. Many of you are already familiar with such popular family games as Settlers of Catan, Ticket to Ride, etc. We urge you to sign up for a round at the Board Game registration desk. You'll find that there are many beginners just like you in these enjoyable tournaments.

Another type of game that you'll enjoy are semi-traditional "Card Games". These include fast and riotous action games such as No Thanks!, Munchkin, Phase 10, and Nuclear War. Each of these games can be easily taught in about 10 minutes, and teachers can be found just about any time in the Open Gaming area or the tournament rooms prior to the start of their tournaments. We have also added many lighter games to the schedule.

If you want to break the ice with new friends or better know old ones, the Party Games department runs fun, casual social games like Never Have I Ever and social-deduction games such as Ultimate Werewolf. Similar to Mafia, Werewolf games will test your ability to bluff, read your opponents, and deductively figure out who the werewolves are before it's too late.

We'd also like to invite you to play any number of role-playing games, most of which require no prior experience to participate - just bring your imagination and come play an exciting story - either for the tabletop or in free-form live-action events.

For those who want something more physically exerting, the LARP Department (Live-Action Role Play) runs a Boffer Showcase every convention, where you can learn all about safe foam combat with boffer swords and Nerf-type guns, full of physical challenges and great stories. These games are teenager- and family-friendly.

We have worked hard to ensure that the opportunity is here for you to have lots of fun in the gaming hobby. If you have any questions or suggestions, please stroll over to the Help Desk in the Registration area and a friendly staff person will see to your needs. It is our hobby, and we do love it. If there is one thing better than gaming, it is sharing our games with new friends.

Enjoy the con!

Orcon 2023 Special Guests

Gillian Fraser

Gillian Fraser is an experienced RPG Designer and Game Master. She has worked on supplements for Pathfinder, including Wicked Fantasy, and standalone Indie games, such as Wield. Gillian also runs an 8 year-old Art RPG for thousands of players. After placing in every other position on the podium, she was crowned the Iron GM at Gencon 2019. Recently she has taken pen to paper in the world of Urban Fantasy, under the name Aynsley Fraser. Moonburn is her first endeavor into the world of non-RPG writing, and there is still more to come.



Michael Mirth

Michael Mirth brings his enchanting Magic And Comedy to Strategicon: Not just a regular at Hollywood's famous Magic Castle, Mirth has had feature performances at Gencon, Dragoncon and The Gathering of Friends. Mirth has opened for such diverse acts as Leon Redbone and Insane Clown Posse.

"My face hurts, I laughed so hard" ~ Daniel and Heather Pritchett

Look for Michael's performances at Orcon Saturday and Sunday night.

Jonathan Albin

No stranger to Strategicon events, Orcon welcomes the return one of the most well-connected people in the games industry you've probably never heard of.

A lifetime storyteller, Jonathan began as an inaugural dungeon master for the granddaddy of all RPGs at age eleven, in 1973. 50 years later he continues today.

Jonathan has worked in the game business professionally as the Director of Marketing for GAMA, the Game Manufacturers Association, as the Retailer Relations Liaison for Konami Digital Entertainment Inc., and finally as a writer, pumping out an impressive 300 books as a ghostwriter in just eight years.



Never miss an event! Follow us on Twitter (@Strategicon) for updates & announcements during the con!

Master Schedule of Events

* = Play with the creator

Experience: A = Any, B = Beginner, E = Experienced

Maturity: A = Any, F = Family, K = Kids only, M = Mature (adult), T = 13+

Game Type: B = Board/Card Game, C = Collectible Game, G = General non game, L = Live-Action Game, M = Miniatures Game, R = Role-Playing Game, V = Video Game

Host: A = Adventurers League, B = Board Games, C = Collectibles, F = Pathfinder, G = General, I = Indie Games, L = LARPs, M = Miniatures, P = Party Games, R = RPGs, S = Seminars, T = Play To Win, V = Video Games, W = War Games, Y = Family Area

Fri, Feb 17

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Host
Noon	1	Brass: Lancashire 101	International B	B	A	B	B
	2	Liar's Dice Small	International B	A	T	B	B
	4	Prosperitea Demo	International B	B	A	B	B
	1	Ticket to Ride: Globe Master Special	International B	A	A	B	B
	1	Verdant 101	International B	B	A	B	B
	2	Car Wars 6E Sponsored Demo	International A	A	T	M	M
	4	Gaslands Death Match Demo	International A	A	T	M	M
	3	Fall of Rome	Los Angeles B	A	A	B	W
1 pm	1	Alien Frontiers 101	International B	B	T	B	B
	3	Brass: Lancashire Small	International B	A	A	B	B
	1	Captain Sonar 101	International B	B	T	B	B
	1	Fireball Island	International B	A	A	B	B
	1	Planet Unknown 101	International B	B	T	B	B
2 pm	4	Alien Frontiers	International B	A	T	B	B
	2	No Thanks! Small	International B	A	T	B	B
	2	Photosynthesis Small	International B	A	A	B	B
	2	Spirit Island	International B	A	A	B	B
	1	Thurn and Taxis 101	International B	B	A	B	B
	3	Dungeons & Dragons 5e DDAL05-02 The Black Road	Plaza B	A	T	R	A
	3	Dungeons & Dragons 5e DDAL05-05 A Dish Best Served Cold	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e DDAL05-14 Reeducation	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e SJ-DC-SCN-01 Monkey Business	Plaza B	E	T	R	A
	5	Pathfinder RPG Pathfinder Society Games Sponsored	Los Angeles A	A	T	R	F
	5	Starfinder RPG Starfinder Society Games Sponsored	Los Angeles A	A	T	R	F
	4	Prosperitea Demo	International A	A	A	M	M
	4	Thug Life: Ride or Die Expansion Demo *	International A	A	T	M	M
	4	Zombicide: Undead or Alive Undead or Alive	International A	A	M	M	M
	4	5e Custom setting The Mist / Misuto Playtest	San Lorenzo E	A	A	R	R
	4	AD&D 1e My Old School: Gods & Generals	San Lorenzo F	A	A	R	R
	4	Basic D&D (BECMI) Let's play some Basic D&D!	San Lorenzo E	A	A	R	R
	4	Bedlam Hall - Powered by the Apocalypse It Must Be Wednesday	San Lorenzo A	A	T	R	R
	4	Blades in the Dark Discourse at the Dock- Desperate Dimmer Sisters	San Lorenzo D	A	A	R	R
	4	CY_Borg Reaper Repo	San Lorenzo A	A	T	R	R
	4	GURPS IFZ- create a base Sponsored	San Lorenzo C	A	M	R	R
	4	GURPS City of the Dead Sponsored	San Lorenzo B	A	T	R	R
	3	Nice Marines In the Emperor's Name...WE SHALL PARTY!	East Foyer	A	A	R	R
	4	Star Wars FFG: Age of Rebellion In the Line of Fire	San Lorenzo B	E	T	R	R
3 pm	1	Bohnanza 101	International B	B	A	B	B
	1	Deep Sea Adventure 101	International B	B	A	B	B
	1	Mosaic: A Story of Civilization 101	International B	B	A	B	B
	3	Thurn and Taxis Big	International B	E	A	B	B
	2	Ticket to Ride: Mini Game Small	International B	A	A	B	B
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	1	Boba Mahjong Sponsored Demo	East Foyer	A	F	B	T
	1	Munchkin - Learn to Play! Sponsored Demo	East Foyer	A	T	B	T
	4	1775: Rebellion Small	Los Angeles B	A	A	B	W
4 pm	1	Bohnanza Small	International B	A	A	B	B
	2	Coloretto	International B	A	T	B	B
	1	Lost Ruins of Arnak 101	International B	B	A	B	B
	3	Mosaic: A Story of Civilization	International B	A	A	B	B
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	6	Warhammer Underworlds Demo and Open Play	International A	A	T	M	M
	1	Munchkin - Learn to Play! Sponsored Demo	East Foyer	A	T	B	T
	1	Steve Jackson Games "Mixed Bag" Sponsored Demo	East Foyer	A	F	B	T

Friday

Fri, Feb 17

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Type	Host
5 pm	2	Battlestar Galactica 101	International B	B	A	B	B
	2	For Sale	International B	A	A	B	B
	1	Great Western Trail 2nd Ed 101	International B	B	A	B	B
	3	Lost Ruins of Arnak Tournament	International B	E	A	B	B
	1	Marvel United X-Men 101	International B	B	A	B	B
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	Dealer Room Opens!	Pacific	A	A	G	G
	3	Bolt Action - Tank Wars Twisted Metal	International A	A	T	M	M
	6	Gaslands 101	International A	A	A	M	M
	1	Kung Pao Chicken Sponsored Demo	East Foyer	A	F	B	T
1	Steve Jackson Games "Mixed Bag" Sponsored Demo	East Foyer	A	F	B	T	
6 pm	3	Great Western Trail 2nd Ed Tournament	International B	E	A	B	B
	1	Power Grid 101	International B	B	T	B	B
	3	Small World	International B	A	T	B	B
	1	Space Base 101	International B	B	A	B	B
	2	Uno Small	International B	A	A	B	B
	0.75	Ark Nova 101	La Jolla	A	T	C	C
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	.1	Raffle Drawing!	Pacific	A	F	G	G
	2	Alpha Strike Convoy Escort	International A	A	T	M	M
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	6	Fist Full of TOWS3 Fulda Gap 1985 Demo	International A	A	T	M	M
	2	Marvel Crisis Protocol Dormmamu Ultimate Encounter	International A	A	T	M	M
	4	Nemesis Lockdown	International A	A	A	M	M
	4	Warhammer 40K 9th edition Apocalypse Set-up	International A	A	A	M	M
	3	Game Show Open House	Newport B	A	A	B	P
	1	Ninja: Playground Game	Newport C	A	A	B	P
	1	Battle of Souls - Deck builder *	International B	A	T	B	I
	4	War of Crown: The Battle of XuanWu Gate *	International B	A	A	B	I
	1	Cubitos Sponsored Demo	East Foyer	A	T	B	T
	4	Sails of Glory: Ships of the Line Small	Los Angeles C	A	A	B	W
7 pm	4	Battlestar Galactica	International B	A	A	B	B
	1	Cry Havoc 101	International B	B	T	B	B
	3	Power Grid World Tour: Japan	International B	E	T	B	B
	3	Space Base Tournament	International B	E	A	B	B
	2	Ticket to Ride: Germany Small	International B	A	A	B	B
	5	Ark Nova 2 Round Tournament Tournament	La Jolla	A	T	C	C
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	1	Meet & Greet *	1635	A	A	G	G
	3	Dungeons & Dragons 5e DDAL05-04 In Dire Need	Plaza B	A	T	R	A
	3	Dungeons & Dragons 5e DDAL05-06 Beneath the Fetid Chelimber	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e DDAL05-15 Reclamation	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e DDAL05-18 The Mysterious Isle	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e SJ-DC-NBDD-01 Where in the Worlds?	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e SJ-DC-SCN-02 Monkey King	Plaza B	E	T	R	A
	3	Blood on the Clocktower	Catalina D	A	T	B	P
	2	Cash 'n Guns Live	Newport C	A	A	B	P
	8 pm	3	Cry Havoc Small	International B	E	T	B
1		Genotype: A Mendelian Genetics Game 101	International B	B	T	B	B
1		Lords of Waterdeep 101	International B	B	A	B	B
1		The Red Cathedral 101	International B	B	A	B	B
2		Wizard	International B	A	A	B	B
2		Magic: the Gathering Friday Night Magic: Draft Sponsored	La Jolla	A	A	C	C
1		Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
2		Flea Market	International F	A	A	G	G
.1		Raffle Drawing!	Pacific	A	F	G	G
5		Pathfinder RPG Pathfinder Society Games Sponsored	Los Angeles A	A	T	R	F
5		Starfinder RPG Starfinder Society Games Sponsored	Los Angeles A	A	T	R	F
4		Iliad the LARP Iliad the LARP	Bel Air	A	M	L	L
2		Battlestations 2.0 HUGE! *	International A	A	A	M	M
1		Battle of Souls - Deck builder *	International B	A	T	B	I
4		AD&D 1e Wonders of the World	San Lorenzo A	A	T	R	R
4		Call of Cthulhu 7th Shooting Party	San Lorenzo C	A	M	R	R
4		Coriolis Lies of the Dancer	San Lorenzo A	A	T	R	R
4		Dark Champions (Hero System) Manhattanverse - X Marks the Spot	San Lorenzo A	A	T	R	R
4		Demigods PBTA No Spoilers - A Happy Jacks RPG [...] *	Chair Boardroom	A	A	R	R
4		Dreamland Paradise of the Unchanging Demo	San Lorenzo B	B	T	R	R

Friday

Fri, Feb 17

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Type	Host
	4	Fate of Cthulhu Rise of Hastur	San Lorenzo B	A	T	R	R
	4	GURPS ASPIRE Sponsored	San Lorenzo D	A	M	R	R
	4	Highcaster Return of the Gods, A Happy Jacks RPG [...] *	Exec Boardroom	A	T	R	R
	4	Mothership 1E (Preview Edition) Residual Processing	San Lorenzo E	B	M	R	R
	4	Omnium RPG Chaos at Outpost 235 Playtest *	San Lorenzo F	A	A	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	A	R	R
	4	Vampire the Requiem 2nd Edition Paterfamilias	San Lorenzo B	A	T	R	R
9 pm	2	Genotype: A Mendelian Genetics Game	International B	A	T	B	B
	3	Lords of Waterdeep Special	International B	E	A	B	B
	4	The Deadly Seven Demo *	International B	B	T	B	B
	2	The Red Cathedral Small	International B	A	A	B	B
	1	War of the Ring 101	International B	B	T	B	B
	0	Dealer Room Closes	Pacific	A	A	G	G
	3	Ultimate Werewolf	Catalina B	A	A	B	P
	3	Werewolf	Catalina C	A	A	B	P
10 pm	2	Orleans Small	International B	A	A	B	B
	2	The Great Dalmuti	International B	A	T	B	B
	2	War of the Ring	International B	A	T	B	B
	2	Magic: the Gathering Friday Night Magic: Draft Sponsored	La Jolla	A	A	C	C
	2	Mortis Friday Night Fights *	La Jolla	A	T	C	C
11 pm	2	Ingenious Small	International B	A	A	B	B
	3	Magic: the Gathering Commander: Open Play	La Jolla	A	A	C	C

* = Play with the creator

Experience: A = Any, B = Beginner, E = Experienced

Maturity: A = Any, F = Family, K = Kids only, M = Mature (adult), T = 13+

Game Type: B = Board/Card Game, C = Collectible Game, G = General non game, L = Live-Action Game, M = Miniatures Game, R = Role-Playing Game, V = Video Game

Host: A = Adventurers League, B = Board Games, C = Collectibles, F = Pathfinder, G = General, I = Indie Games, L = LARPs, M = Miniatures, P = Party Games, R = RPGs, S = Seminars, T = Play To Win, V = Video Games, W = War Games, Y = Family Area

Sat, Feb 18

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Host
Midnight	1.5	Gripe Rummy Sponsored	International B	A	A	B	B
	3	Ultimate Werewolf	Catalina C	A	A	B	P
	3	Ultimate Werewolf	Catalina B	A	A	B	P
	4	Call of Cthulhu 2nd Ed A Mauve and Pleasant Land	San Lorenzo C	A	T	R	R
	4	Parallels The Gauntlet Special *	San Lorenzo A	A	T	R	R
8 am	1	Titan 101	International B	B	T	B	B
	2	Mortis Preliminary Rounds *	La Jolla	A	T	C	C
9 am	3	Blue Moon City Small	International B	A	A	B	B
	1	Dune Imperium 101	International B	B	A	B	B
	2	Munchkin Wonderland Sponsored	International B	A	F	B	B
	1	Ticket to Ride Expansions 101	International B	B	A	B	B
	8	Titan Small	International B	A	T	B	B
	1	Dice Masters Superman Kryptonite Crisis 101	La Jolla	A	A	C	C
	3	Dungeons & Dragons 5e DDAL05-07 Chelimber's Descent	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e DDAL05-11 Forgotten Traditions	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e DDAL05-19 Eye of Xxiphu	Plaza B	E	T	R	A
	8	Dungeons & Dragons 5e DDAL-CGB Cloud Giant's Bargain	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e SJ-DC-DWR-01 Dohwar Heist	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e SJ-DC-DWR-02 Last Flight Of The Orca	Plaza B	E	T	R	A
	5	Pathfinder RPG Pathfinder Society Games Sponsored	Los Angeles A	A	T	R	F
	5	Starfinder RPG Starfinder Society Games Sponsored	Los Angeles A	A	T	R	F
	4	Obsidian Empires Introduction Game Demo *	International A	A	T	M	M
	8	Warhammer 40K 9th edition Apocalypse	International A	A	A	M	M
	1	Battle of Souls - Deck builder *	International B	A	T	B	I
	4	5e custom setting The Mist / Misuto Playtest	San Lorenzo D	A	A	R	R
	4	Avatar Legends Missing Benders	San Lorenzo E	A	A	R	R
	4	Blades in the Dark Discourse at the Dock- Desperate Dimmer Sisters	San Lorenzo E	A	A	R	R
	4	Call of Cthulhu 7th (Down Darker Trails) Four Hours to Reno	San Lorenzo B	A	M	R	R
	4	Demigods PBTA No Spoilers - A Happy Jacks RPG [...] *	San Lorenzo C	A	A	R	R
	12	DnD 5e My Forever Adventure *	San Lorenzo F	A	M	R	R
	5	Dungeon Crawl Classics (DCCRP) Temple Siege!	San Lorenzo D	A	M	R	R
	4	GURPS Land Without Fairytales – Consequences Sponsored	San Lorenzo A	A	T	R	R
	4	GURPS The Collapse Sponsored	San Lorenzo A	A	T	R	R
	4	LAWMAN See ya Soonish, Space Cowperson	San Lorenzo A	A	T	R	R

Saturday

Sat, Feb 18

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Type	Host
	3	Masks My Hero Academia: UA Academy a new generation	East Foyer	A	F	R	R
	4	Old School Essentials The Caves of the Sacred Seven	San Lorenzo B	A	T	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	A	R	R
	4	Savage Worlds Assault on Mombi's Keep	Chair Boardroom	A	T	R	R
	4	Starscape - Powered by the Apocalypse The Nebula - [...] Playtest *	San Lorenzo C	A	A	R	R
	4	Star Wars FFG: Age of Rebellion In the Line of Fire	San Lorenzo B	E	T	R	R
	3	Troika! Elderwood *	San Lorenzo D	A	M	R	R
	1	Amasser Dragons - learn to play Sponsored Demo	East Foyer	A	T	B	T
9:30 am	9	Dealer Room Opens!	Pacific	A	A	G	G
10 am	2	Builders of Blankenburg Demo *	International B	B	T	B	B
	4	Caylus Small	International B	A	T	B	B
	3	Dune Imperium	International B	E	A	B	B
	1	Kingdom Builder 101	International B	B	T	B	B
	2	Power Grid 202	International B	E	T	B	B
	1	Terraforming Mars: Ares Expedition 101	International B	B	A	B	B
	1	Dice Masters Superman Kryptonite Crisis	La Jolla	E	A	C	C
	1	Netrunner 101	La Jolla	A	T	C	C
	2	Pokemon Constructed #1 Small	La Jolla	A	A	C	C
	2	Red Dragon Inn Demo	La Jolla	A	A	C	C
	1	SolForge: Fusion 101	La Jolla	A	A	C	C
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	1	Board Game Geek No-Ship Math Trade	Bel Air	A	A	G	G
	2	Kid Friendly Movie	Carmel	A	F	G	G
	2	Pathfinder RPG 2e Learn to play Pathfinder 2nd Edition Sponsored	Los Angeles A	A	T	R	F
	2	Starfinder RPG Learn to play Starfinder Sponsored	Los Angeles A	A	T	R	F
	2	Fae's Anatomy: A Comedic Medical Drama	3103	A	M	L	L
	6	Classic Battletech - [...] Circle of Death - [...] Sponsored Tournament	International A	A	A	M	M
	4	D&D 5e Pengopolis	International A	A	F	M	M
	2	HMGS/PSW presents Wings of Glory Demo	International A	A	A	M	M
	9	La Bataille Battle of Eylau. (8 Feb 1807)	International A	A	T	M	M
	7	Paint and Take	International A	A	A	M	M
	4	Relic Worlds Expeditions	International A	A	A	M	M
	2	From the Shadows Demo	International B	A	T	B	I
	2	NycosRPG NycosRPG Beta Test 1: Dark Shards Special Playtest *	Exec Boardroom	A	T	R	R
	3	FORK Demo	East Foyer	A	A	B	T
	4	Yokai Septet	East Foyer	A	A	B	T
	8	Axis & Allies Tournament	Los Angeles B	A	A	B	W
	8	Sturm Europa	Los Angeles B	A	A	B	W
	6	The War Game	Los Angeles C	A	M	B	W
	8	Virgin Queen Small	Los Angeles B	A	A	B	W
11 am	1	Agricola 101	International B	B	A	B	B
	4	Ankh Small	International B	A	M	B	B
	1	Apples to Apple Jr	Catalina A	A	F	B	Y
	2	Kingdom Builder Tournament	International B	E	T	B	B
	2	Munchkin Farkle Sponsored	International B	A	A	B	B
	3	Terraforming Mars: Ares Expedition	International B	A	A	B	B
	3	Ascension #1 Tournament	La Jolla	A	A	C	C
	3	Netrunner Tournament	La Jolla	A	T	C	C
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	1	Board Game Geek Virtual Flea Market	Bel Air	A	A	G	G
	6	Flea Market	International F	A	A	G	G
	.1	Raffle Drawing!	Pacific	A	F	G	G
	6	Bolt Action/Konflikt 47 Fall of Berlin	International A	A	T	M	M
	6	Gaslands	International A	A	A	M	M
	1	Battle of Souls - Deck builder *	International B	A	T	B	I
	1	Deadly Doodles - Learn to Play Sponsored Demo	East Foyer	A	F	B	T
	5	Diplomacy Small	Los Angeles C	A	A	B	W
Noon	5	Agricola Tournament	International B	E	T	B	B
	3	Dream Factory Small	International B	A	A	B	B
	1	Talisman 101	International B	B	T	B	B
	1	Twilight Inscription 101	International B	B	T	B	B
	2	Red Dragon Inn Demo	La Jolla	A	A	C	C
	3	SolForge: Fusion Sealed #1 Sponsored	La Jolla	A	A	C	C
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	Car Wars 6E Sponsored Demo	International A	A	T	M	M
	3	Conquest the Last Argument of Kings Free play / Demo	International A	A	T	M	M
	2	HMGS/PSW presents Flames of War Demo	International A	A	A	M	M

Saturday

Saturday

Sat, Feb 18

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Type	Host
	4	One Page Rules Age of Fantasy Regiments Demo	International A	A	A	M	M
	6	Pike and Shotte The Great Italian Wars Demo	International A	A	T	M	M
	10	Twilight Imperium Fourth Edition	International A	A	A	M	M
	2.5	Blood on the Clocktower	Catalina D	A	A	B	P
	4	Artifice Games, AI powered fun for Humans! *	International A	A	A	B	I
	2	Bones on the Mast Playtest *	International A	A	T	B	I
	2	NycosRPG NycosRPG Beta Test 2: Down Shift Special Playtest *	Exec Boardroom	A	T	R	R
	2	Deadly Doodles Sponsored Tournament	East Foyer	A	F	B	T
1 pm	2	Dune Small	International B	A	M	B	B
	3	Dune Imperium	International B	E	A	B	B
	1	Kingsburg 101	International B	B	A	B	B
	3	Last Days of Athobrae	International B	A	T	B	B
	4	Talisman Tournament	International B	E	T	B	B
	4	Twilight Inscription	International B	A	T	B	B
	3	Magic: the Gathering Commander: Pods	La Jolla	A	A	C	C
	3	Magic: the Gathering K&J Pauper	La Jolla	A	A	C	C
	1	Marvel Champions 101	La Jolla	A	A	C	C
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	Pathfinder RPG 2e Learn to play Pathfinder 2nd Edition Sponsored	Los Angeles A	A	T	R	F
	2	Starfinder RPG Learn to play Starfinder Sponsored	Los Angeles A	A	T	R	F
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	3	Chivalry is Dead Playtest *	International A	A	T	M	M
	2	From the Shadows Demo	International B	A	T	B	I
2 pm	4	Kingsburg Tournament	International B	E	A	B	B
	2	Paint the Roses	International B	A	M	B	B
	5	Power Grid: Recharged!	International B	A	T	B	B
	1	Revolution 101	International B	B	A	B	B
	4	Treasure Hogs Demo *	International B	B	F	B	B
	2	Magic: the Gathering Sealed Sponsored	La Jolla	A	A	C	C
	1	Marvel Champions	La Jolla	E	A	C	C
	2	Red Dragon Inn Demo	La Jolla	A	A	C	C
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	.1	Raffle Drawing!	Pacific	A	F	G	G
	8	TSL/SMAF Collaboration Event Tournament *	Pasa Garden	A	M	G	G
	3	Dungeons & Dragons 5e DDAL05-03 Uninvited Guests	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e DDAL05-08 Durlag's Tower	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e DDAL05-13 Jarl Rising	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e SJ-DC-SCN-01 Monkey Business	Plaza B	E	T	R	A
	5	Pathfinder RPG Pathfinder Society Games Sponsored	Los Angeles A	A	T	R	F
	5	Starfinder RPG Starfinder Society Games Sponsored	Los Angeles A	A	T	R	F
	2	Foam Combat Foam Fortress	Malibu Garden	A	T	L	L
	4	Gate of Light and Shadow Palace of the Gods	Bel Air	A	M	L	L
	4	BattleTech Urbie Derby! Tournament	International A	A	A	M	M
	2	Car Wars 6E Sponsored Demo	International A	A	T	M	M
	2	Gaslands Death Race	International A	A	T	M	M
	2	HMGs/PSW presents Black Powder Demo	International A	A	A	M	M
	4	Mein Zombie Underground *	International A	A	T	M	M
	4	Prosperitea Demo	International A	A	A	M	M
	4	Thug Life: Ride or Die Expansion Demo	International A	A	T	M	M
	4	Zombicide: Undead or Alive Undead or Alive	International A	A	M	M	M
	2	Game Show Playalong - Card Sharks	Newport B	A	A	B	P
	1	Battle of Souls - Deck builder *	International B	A	T	B	I
	1.5	Let's Go! To Japan Sponsored Demo *	International A	A	A	B	I
	4	War of Crown: The Battle of XuanWu Gate	International A	A	A	B	I
	4	5e custom setting The Mist / Misuto Playtest	San Lorenzo D	A	A	R	R
	4	AD&D 1e My Old School: Gods & Generals	San Lorenzo E	A	A	R	R
	4	DCC - Weird Frontiers Misery in the Turtle Mountain Mine	San Lorenzo A	A	T	R	R
	4	Demigods PBTA No Spoilers - A Happy Jacks RPG [...] *	Chair Boardroom	A	A	R	R
	4	Dungeoncaster (Story-Driven Fantasy RPG) The Wyrmbreaks, A [...] *	San Lorenzo A	A	T	R	R
	4	GURPS The Collapse: Biometa Strikes Back Sponsored	San Lorenzo A	A	T	R	R
	4	Mork Borg Elden Ring - Guided by Grace	San Lorenzo C	A	M	R	R
	4	Omnium RPG Chaos at Outpost 235 Playtest *	San Lorenzo D	A	A	R	R
	4	Pendragon 6th Edition The Adventure of the Sword Tournament	San Lorenzo B	A	T	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	A	R	R
	4	Slayers Lord of the (Un)Dead	San Lorenzo B	A	T	R	R
	4	The Skeletons The Skeletons	San Lorenzo B	A	T	R	R

Saturday

Sat, Feb 18

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Type	Host
	8	Traveller Intro to Traveller	San Lorenzo C	A	M	R	R
	4	Vampire the Masquerade 5th edition The Tremere Chronicles	San Lorenzo D	A	T	R	R
	3	FORK Demo	East Foyer	A	A	B	T
	1	Munchkin - Learn to Play! Sponsored Demo	East Foyer	A	T	B	T
	4	Reputation	East Foyer	A	A	B	T
	2	MultiVersus Ringout 2v2s! Multiversus Small	Marina	A	A	V	V
	1	Mario Kart Race for Beginners Switch	Marina	B	K	V	V
3 pm	2	Catacombs Small	International B	A	A	B	B
	1	Catan 101	International B	B	A	B	B
	1	Cryptid	International B	A	T	B	B
	2	Revolution Sponsored *	International B	A	A	B	B
	3	Ticket to Ride: USA 1910 Tournament	International B	E	A	B	B
	0.75	7 Wonders Duel 101	La Jolla	A	T	C	C
	2	Yu-Gi-Oh! Constructed #1 Small	La Jolla	A	A	C	C
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	2.5	Blood on the Clocktower	Catalina D	A	A	B	P
	1	Munchkin - Learn to Play! Sponsored Demo	East Foyer	A	T	B	T
	1	Mario Kart Masters Switch	Marina	E	F	V	V
4 pm	1	Azul 101	International B	B	A	B	B
	6	Catan Qualifier Special	International B	E	M	B	B
	2	Love Letter Small	International B	A	A	B	B
	4	Merchants of the Dark Road Demo	International B	B	M	B	B
	4	Quatermain Demo	International B	B	T	B	B
	2	7 Wonders Duel Tournament	La Jolla	A	T	C	C
	2	Red Dragon Inn Demo	La Jolla	A	A	C	C
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	Pathfinder RPG 2e Learn to play Pathfinder 2nd Edition Sponsored	Los Angeles A	A	T	R	F
	2	Starfinder RPG Learn to play Starfinder Sponsored	Los Angeles A	A	T	R	F
	2	Foam Combat FOAMM vs Machine	Malibu Garden	A	T	L	L
	2	Car Wars 6E Sponsored Demo	International A	A	T	M	M
	2	HMGS/PSW presents Bolt Action Demo	International A	A	A	M	M
	4	Kill Team Space Hulk	International A	A	T	M	M
	4	Middle Earth Strategy Battle Game Battle Host Skirmishes	International A	A	F	M	M
	2	Blood on the Clocktower	Newport D	A	T	B	P
	2	From the Shadows Demo	International B	A	T	B	I
	1	Ethnos by CMON Sponsored	East Foyer	A	T	B	T
5 pm	1	Ark Nova 101	International B	B	A	B	B
	2	Azul Tournament	International B	E	A	B	B
	3	Blood Rage Small	International B	A	M	B	B
	2	Random Fun Generator Sponsored	International B	A	A	B	B
	1	Viticulture 101	International B	B	M	B	B
	3	Magic: the Gathering Commander: Pods	La Jolla	A	A	C	C
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	.1	Raffle Drawing!	Pacific	A	F	G	G
	6	Circus Maximus 10th Year of Caesar's Reign Tournament	International A	A	A	M	M
	2	Game Show Playalong - Blockbusters	Catalina B	A	A	B	P
	3	Werewolf	Catalina C	A	T	B	P
	2	You Can't Be Sirious! *	Newport B	A	A	B	P
	1	Battle of Souls - Deck builder *	International B	A	T	B	I
	1	Steve Jackson Games "Mixed Bag" Sponsored Demo	East Foyer	A	F	B	T
6 pm	6	Ark Nova Big	International B	E	A	B	B
	1	Captain Sonar 101	International B	B	A	B	B
	3	Domnion	International B	A	A	B	B
	1	Eclipse 101	International B	B	A	B	B
	1	Transeuropa	Catalina A	A	F	B	Y
	4	Viticulture Essentials Small	International B	A	M	B	B
	5	Lost Ruins of Aranak with Leaders Tournament	La Jolla	A	T	C	C
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	6	Mortis Main Event *	La Jolla	A	T	C	C
	2	HMGS/PSW presents Battletech Demo	International A	A	A	M	M
	2	Blood on the Clocktower	Newport D	A	T	B	P
	2.5	Blood on the Clocktower	Catalina D	E	A	B	P
	1	Ninja: Playground Game	Newport C	A	A	B	P
	6	Dungeons & Dragons 5E Player vs Player Sponsored Tournament *	San Lorenzo E	E	T	R	R
	1	Steve Jackson Games "Mixed Bag" Sponsored Demo	East Foyer	A	F	B	T
	2	MultiVersus Blackout 1v1 Multiversus Small	Marina	A	A	V	V
6:30 pm	0	Dealer Room Closes	Pacific	A	A	G	G

Saturday

Saturday

Sat, Feb 18

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Type	Host
7 pm	1	Captain Sonar	International B	E	A	B	B
	5	Eclipse Tournament	International B	E	A	B	B
	2	FORK Demo *	International B	B	A	B	B
	3	Power Grid World Tour: Russia	International B	E	T	B	B
	3	Ticket to Ride: France Small	International B	A	A	B	B
	2	Ark Nova Tournament	Pacific Foyer	A	A	G	G
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	Happy Jacks RPG Advice Show - LIVE! Sponsored	Santa Monica A	A	T	G	G
	1.5	Those Four Misfits Special	Carmel	A	A	G	G
	4	Dungeons & Dragons 5e DDEP05-02 The Ark of the Mountains Special	Plaza C	A	T	R	A
	3	Dungeons & Dragons 5e SJ-DC-TKM-01 Lost Stars	Plaza B	B	T	R	A
	4	Alpha Strike Inner Sphere vs. Clan	International A	A	T	M	M
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	3	Warhammer 40K 9th edition Ironman Tournament Small	International A	A	A	M	M
	3	Blood on the Clocktower	Century C	A	T	B	P
	2	Cash 'n Guns Live	Newport C	A	A	B	P
	1	Marvel Snap Marvel Snap Sponsored Small	Marina	A	F	V	V
8 pm	1	Great Western Trail: Argentina 101	International B	B	A	B	B
	3	Play 5 Sponsored Tournament *	International B	A	T	B	B
	1	Saboteur	International B	B	A	B	B
	4	The Deadly Seven Demo *	International B	B	T	B	B
	3	Wingspan	International B	A	T	B	B
	2	Magic: the Gathering Draft Sponsored	La Jolla	A	A	C	C
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	1	Party Penguins *	Pacific Foyer	B	F	G	G
	5	Pathfinder RPG Pathfinder Society Games Sponsored	Los Angeles A	A	T	R	F
	5	Starfinder RPG Starfinder Society Games Sponsored	Los Angeles A	A	T	R	F
	4	Gate of Light and Shadow Palace of the Gods *	3103	A	M	L	L
	4	Vampire The Masquerade Smiling Jack Returns	Bel Air	A	M	L	L
	2	Blood on the Clocktower	Newport D	A	T	B	P
	2	Game Show Playalong - Family Feud	Newport B	A	A	B	P
	1	Battle of Souls - Deck builder *	International B	A	T	B	I
	4	Achtung! Cthulhu A Quick Trip to France	San Lorenzo A	A	T	R	R
	4	Blade Runner Dead Replicants	San Lorenzo B	A	T	R	R
	6	Dreamland The Love of Asisilon Demo	San Lorenzo C	A	T	R	R
	4	Fate of Cthulhu Rise of Azathoth	Chair Boardroom	A	T	R	R
	4	GURPS Project: ASPIRE - If it's all the same to you... Sponsored	San Lorenzo D	A	T	R	R
	4	Marvel Super Heroes Coronation on Prime Zeta	San Lorenzo B	A	A	R	R
	4	Paranoia Arbitrary Justice	San Lorenzo A	A	A	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	A	R	R
4	Star Trek Adventures Stranded and Surrounded	San Lorenzo D	A	A	R	R	
4	Zombicide 2nd Edition Sponsored Small	East Foyer	A	M	B	T	
1	Star Craft 2 Windows PC Tournament	Marina	A	A	V	V	
9 pm	3	Cyberscape *	International B	B	T	B	B
	2	Glory to Rome Small	International B	A	A	B	B
	3	Great Western Trail: Argentina	International B	A	A	B	B
	3	Lords of Waterdeep Special	International B	E	A	B	B
	1	Roll Player 101	International B	B	T	B	B
	3	Magic: the Gathering Commander Chaos Melee Sponsored	La Jolla	A	A	C	C
	1	An Evening of Close Up Magic Special	Catalina A	A	A	G	G
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	3	Ultimate Werewolf	Catalina B	A	A	B	P
	3	Ultimate Werewolf	Catalina C	A	A	B	P
	2	Vegas Wits & Wagers Tournament	Carmel	A	A	B	P
10 pm	2	King of Tokyo Small	International B	A	F	B	B
	2	Roll Player	International B	A	T	B	B
	4	Scott Pilgrim Miniatures The World Demo	International B	B	A	B	B
	1	Scythe 101	International B	B	T	B	B
	6	Aeon Trespass: Odyssey	International A	A	T	M	M
	2.5	Blood on the Clocktower	Catalina D	E	A	B	P
11 pm	2	Blood on the Clocktower	Newport D	A	T	B	P
	2	Two Rooms and a Boom	Newport B	A	T	B	P
	3	Magic: the Gathering Commander: Open Play	La Jolla	A	A	C	C
1	Punderdome	Carmel	A	T	B	P	

* = Play with the creator

Experience: A = Any, B = Beginner, E = Experienced

Sunday

Maturity: A = Any, F = Family, K = Kids only, M = Mature (adult), T = 13+

Game Type: B = Board/Card Game, C = Collectible Game, G = General non game, L = Live-Action Game, M = Miniatures Game, R = Role-Playing Game, V = Video Game

Host: A = Adventurers League, B = Board Games, C = Collectibles, F = Pathfinder, G = General, I = Indie Games, L = LARPs, M = Miniatures, P = Party Games, R = RPGs, S = Seminars, T = Play To Win, V = Video Games, W = War Games, Y = Family Area

Sun, Feb 19

Start	Dur	System Title or Type	Room	Exp.	Mat.	Type	Host
Midnight	4	Castles of Mad King Ludwig Small	International B	A	A	B	B
	3	Ultimate Werewolf	Catalina B	A	A	B	P
	3	Ultimate Werewolf	Catalina C	A	A	B	P
	4	Cthulhu Now Another Gloom	Chair Boardroom	A	T	R	R
2 am	2	Icecool / Icecool 2 Small	Catalina A	A	F	B	Y
8 am	4	Mortis Battle Royale *	La Jolla	A	T	C	C
9 am	2	Deadly Doodles Sponsored	International B	A	A	B	B
	1	My Father's Work 101	International B	B	T	B	B
	2	Perpetual Motion Machine Small	International B	A	A	B	B
	1	Stone Age 101	International B	B	A	B	B
	1	Wingspan 101	International B	B	A	B	B
	3	Dungeons & Dragons 5e DDAL05-02 The Black Road	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e DDAL05-09 Durlag's Tomb	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e DDAL05-17 Hartkiller's Horn	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e DDAL05-18 The Mysterious Isle	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e SJ-DC-NBDD-01 Where in the Worlds?	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5th Edition SJ-DC-SCN-02 Monkey King	Plaza B	E	T	R	A
	5	Pathfinder RPG Pathfinder Society Games Sponsored	Los Angeles A	A	T	R	F
	5	Starfinder RPG Starfinder Society Games Sponsored	Los Angeles A	A	T	R	F
	4	Obsidian Empires Introduction Game Demo *	International A	A	T	M	M
	4	5e custom setting The Mist / Misuto Playtest	San Lorenzo D	A	A	R	R
	4	Blades in the Dark Discourse at the Docks - The Crows' Conundrum	San Lorenzo A	A	A	R	R
	4	Doctor Who RPG (FASA) Countdown	San Lorenzo B	A	T	R	R
	4	Dungeon Crawl Classics (DCCRP) Keep Off the Borderland	Chair Boardroom	A	M	R	R
	4	GURPS IFZ- Need more guns Sponsored	San Lorenzo E	A	M	R	R
	4	GURPS Land Without Fairytales - Serve your Lords Sponsored	San Lorenzo B	A	T	R	R
	4	One D&D This Is Only A Test	San Lorenzo C	A	T	R	R
	1	RPG Design Lean Coffee Discussion	Plaza Foyer	A	T	R	R
	4	System Shutdown One Last Job (Sleep-in Sunday Timeslot)	San Lorenzo E	A	M	R	R
	4	Tales of Xadia: The Dragon Prince Trouble in The Valley of Mist	San Lorenzo A	A	A	R	R
	8	Axis & Allies Tournament	Los Angeles B	A	A	B	W
9:30 am	9	Dealer Room Opens!	Pacific	A	A	G	G
10 am	2	Builders of Blankenburg Demo	International B	B	T	B	B
	2	Phase 10 Small	International B	A	A	B	B
	4	Reputation Demo *	International B	B	A	B	B
	1	Rising Sun 101	International B	B	M	B	B
	5	Stone Age Big	International B	E	A	B	B
	4	The Princes of Florence Small	International B	A	T	B	B
	2	Pokemon Constructed #2 Small	La Jolla	A	A	C	C
	3	Red Dragon Inn 101	La Jolla	A	A	C	C
	1	SolForge: Fusion 101	La Jolla	A	A	C	C
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	Pathfinder RPG 2e Learn to play Pathfinder 2nd Edition Sponsored	Los Angeles A	A	T	R	F
	2	Starfinder RPG Learn to play Starfinder Sponsored	Los Angeles A	A	T	R	F
	2	Fae's Anatomy: A Comedic Medical Drama	3103	A	M	L	L
	3	Classic Battletech [...] Kaiju Invasion [...] Sponsored	International A	A	A	M	M
	2	Clay-O-Rama	International A	A	F	M	M
	8	Gepanzerte Faust Encounter at Berestochko, 23 June 1941	International A	A	T	M	M
	2	HMG/PSW presents Wings of Glory Demo	International A	A	A	M	M
	4	Mein Zombie Clearing the Sewers	International A	A	T	M	M
	7	Paint and Take	International A	A	A	M	M
	8	Warhammer 40K 9th edition Open Play	International A	A	A	M	M
	2	Game Show Playalong - Countdown	Newport B	A	A	B	P
	2	From the Shadows Demo	International B	A	T	B	I
	2	NycosRPG NycosRPG Beta Test 3: Dread Signs Special Playtest *	Exec Boardroom	A	T	R	R
	3	RPG Indie Games on Demand (Playtests and Open gaming) various	Plaza Foyer	A	A	R	R
	1	Boba Mahjong Sponsored Demo	East Foyer	A	F	B	T
	1	Steve Jackson Games "Mixed Bag" Sponsored Demo	East Foyer	A	F	B	T
	8	Kriegsspiel Tournament	Los Angeles C	A	A	B	W
11 am	1	A Study in Emerald 101	International B	B	T	B	B
	2	Car Wars: The Card Game Sponsored *	International B	A	T	B	B
	3	FORK Demo *	International B	B	A	B	B
	6	Rising Sun Tournament	International B	E	T	B	B

Sunday

Sunday

Sun, Feb 19

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Type	Host
	1	Terraforming Mars 101	International B	B	T	B	B
	3	Ascension #2 Tournament	La Jolla	A	A	C	C
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	6	Flea Market	International F	A	A	G	G
	.1	Raffle Drawing!	Pacific	A	F	G	G
	2	Speed Painting Tutorial Slap Chop speed paint tutorial Demo	Carmel	B	A	M	M
	4	Warhammer Underworlds Rivals Tournament	International A	A	T	M	M
	1	Steve Jackson Games "Mixed Bag" Sponsored Demo	East Foyer	A	F	B	T
	4	Battle Cry Small	Los Angeles C	A	A	B	W
Noon	4	A Study in Emerald	International B	E	T	B	B
	1	Century: Spice Road 101	International B	B	A	B	B
	1.5	Flight of Icarus Playtest *	International B	B	T	B	B
	1	Mille Bornes 101	International B	B	A	B	B
	9	Terraforming Mars	International B	E	T	B	B
	6	Red Dragon Inn Tournament	La Jolla	A	A	C	C
	3	SolForge: Fusion Sealed #2 Sponsored	La Jolla	A	A	C	C
	4	Transformers: TCG	La Jolla	A	A	C	C
	0.75	Wonderland's War 101	La Jolla	A	T	C	C
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	6	Black Powder American Civil War Demo	International A	A	T	M	M
	2	Car Wars 6E Sponsored Demo	International A	A	T	M	M
	2	Gaslands Death Race	International A	A	T	M	M
	2	HMGS/PSW presents Flames of War Demo	International A	A	A	M	M
	8	Twilight Imperium Fourth Edition	International A	A	T	M	M
	2.5	Blood on the Clocktower	Catalina B	A	A	B	P
	1	Battle of Souls - Deck builder *	International B	A	T	B	I
	2	NycosRPG NycosRPG Beta Test 4: Dawn Soldiers Special Playtest *	Exec Boardroom	A	T	R	R
	1	Cubitos Sponsored Demo	East Foyer	A	T	B	T
	1	Kung Pao Chicken Sponsored Demo	East Foyer	A	F	B	T
1 pm	2	Century: Spice Road Tournament	International B	E	A	B	B
	3	Fresco	International B	A	T	B	B
	3	Last Days of Athobrae Small	International B	A	T	B	B
	1	Ticket to Ride: Rails and Sails 101	International B	B	T	B	B
	3	Magic: the Gathering Commander: Pods	La Jolla	A	A	C	C
	4	Star Wars Miniatures Constructed #1 Small	La Jolla	A	A	C	C
	4.5	Wonderland's War Tournament	La Jolla	A	T	C	C
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	Pathfinder RPG 2e Learn to play Pathfinder 2nd Edition Sponsored	Los Angeles A	A	T	R	F
	2	Starfinder RPG Learn to play Starfinder Sponsored	Los Angeles A	A	T	R	F
	2	Battlestations - Dirtside (3 Missions) *	International A	A	A	M	M
	3	Chivalry is Dead Playtest *	International A	A	T	M	M
	5	HMGS-PSW Siege of Helm's Deep Middle Earth Strategy Battle Game	International A	A	F	M	M
	6	Star Wars Legion 500 point tournament Small	International A	A	T	M	M
	4	Game Show Playalong - Wheel of Fortune	Newport B	A	A	B	P
	2	From the Shadows Demo	International B	A	T	B	I
	2	Munchkin Tournament Sponsored Demo	East Foyer	A	T	B	T
2 pm	4	Kinfire Chronicles Demo *	International B	B	T	B	B
	2	Port Royal Sponsored	International B	A	A	B	B
	3	Ticket to Ride: Rails and Sails Tournament	International B	E	T	B	B
	4	Treasure Hogs Demo *	International B	B	F	B	B
	4	Yokai Septet Demo *	International B	B	A	B	B
	2	Magic: the Gathering Sealed Sponsored	La Jolla	A	A	C	C
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	.1	Raffle Drawing!	Pacific	A	F	G	G
	8	TSL California Crucible Series [...] Tournament *	Pasa Garden	A	M	G	G
	2	Kid Friendly Movie	Carmel	A	F	G	G
	3	Dungeons & Dragons 5e DDAL05-05 A Dish Best Served Cold	Plaza B	A	T	R	A
	3	Dungeons & Dragons 5e DDAL05-06 Beneath the Fetid Chelimer	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e DDAL05-14 Reeducation	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e DDAL05-19 Eye of Xxiphu	Plaza B	E	T	R	A
	8	Dungeons & Dragons 5e DDAL-CGB Cloud Giant's Bargain	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e SJ-DC-DWR-02 Last Flight Of The Orca	Plaza B	E	T	R	A
	5	Pathfinder RPG Pathfinder Society Games Sponsored	Los Angeles A	A	T	R	F
	5	Starfinder RPG Starfinder Society Games Sponsored	Los Angeles A	A	T	R	F
	4	World of Starship Valkyrie Raven Pilots	Bel Air	A	M	L	L
	4	Alpha Strike Wolfnet Radio's 350 Tournament	International A	A	T	M	M
	2	HMGS/PSW presents Black Powder Demo	International A	A	A	M	M

Sunday

Sun, Feb 19

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Type	Host
	2	Paint Contest Judging	International A	A	A	M	M
	4	Prosperitea Demo	International A	A	A	M	M
	6.75	Thug Life: Ride or Die Expansion	International A	A	T	M	M
	6	Zombicide: Undead or Alive Undead or Alive	International A	A	M	M	M
	1	Funemployed	Newport C	A	M	B	P
	4	5e custom setting The Mist / Misuto Playtest	San Lorenzo D	A	A	R	R
	4	AD&D 1e Stonecutters of Dawa	San Lorenzo E	A	A	R	R
	4	Death was the only road out of town The City Can't Forgive	San Lorenzo C	A	M	R	R
	4	Dungeon Crawl Classics (DCC) Shadow Under Devil's Reef	San Lorenzo A	A	T	R	R
	4	Dungeons and Dragons 1e Castle Thrax	Chair Boardroom	A	T	R	R
	4	Dungeon World The Twelfth Annual Fermentation Challenge	San Lorenzo A	A	T	R	R
	4	GURPS Never Meet Your Heroes Sponsored	San Lorenzo A	A	T	R	R
	4	Monster Hunter International (Hero System) STFU: Deniable Assets	San Lorenzo B	A	T	R	R
	4	Omnium RPG Chaos at Outpost 235 Playtest	San Lorenzo D	A	A	R	R
	4	Paranoia Sun Conflicts	San Lorenzo D	A	A	R	R
	2	RPG Indie Games on Demand (Kids Edition) various	Plaza Foyer	A	F	R	R
	4	Savage Worlds – Supers Bizarre Alliances	San Lorenzo B	A	T	R	R
	4	Thirsty Sword Lesbian Best Days of Their Lives	San Lorenzo B	A	T	R	R
	2	MultiVersus Ringout 2v2s! Multiversus Small	Marina	A	A	V	V
	1	Star Craft 2 Windows PC Tournament	Marina	A	A	V	V
3 pm	1	Acquire 101	International B	B	A	B	B
	3	Dune Imperium Finals Big	International B	E	A	B	B
	1	Empyrean: Spells & Steam 101	International B	B	A	B	B
	5	Power Grid Big	International B	E	T	B	B
	4	The Deadly Seven Demo *	International B	B	T	B	B
	2	Yu-Gi-Oh! Constructed #2 Small	La Jolla	A	A	C	C
	2	Battlestations - Dirtside (3 Missions) *	International A	A	A	M	M
	3	Classic Battletech - [...] Kaiju Invasion - [...] Sponsored	International A	A	A	M	M
	2.5	Blood on the Clocktower	Catalina B	E	A	B	P
	1	Battle of Souls - Deck builder *	International B	A	T	B	I
	1	Crows Overkill Sponsored Demo	East Foyer	A	F	B	T
	3	1812: The Invasion of Canada Small	Los Angeles C	A	A	B	W
4 pm	4	Acquire: David Woolcott Memorial Sponsored Tournament	International B	E	A	B	B
	2	Empyrean: Spells & Steam	International B	A	M	B	B
	2	Munchkin Steampunk Deluxe Sponsored	International B	E	A	B	B
	1	Puerto Rico 101	International B	B	A	B	B
	1.5	The Acts Demo *	International B	B	T	B	B
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	0.5	GRID GAME Raffle Drawing *	Pacific	A	F	G	G
	2	Pathfinder RPG 2e Learn to play Pathfinder 2nd Edition Sponsored	Los Angeles A	A	T	R	F
	2	Starfinder RPG Learn to play Starfinder Sponsored	Los Angeles A	A	T	R	F
	2	HMGS/PSW presents Bolt Action Demo	International A	A	A	M	M
	2	From the Shadows Demo	International B	A	T	B	I
5 pm	1	Orleans 101	International B	B	T	B	B
	4	Puerto Rico Tournament	International B	E	A	B	B
	1	Spirit Island 101	International B	B	A	B	B
	1	The Castles of Burgundy 101	International B	B	T	B	B
	2	Uno Small	International B	A	A	B	B
	3	Magic: the Gathering Commander: Pods	La Jolla	A	A	C	C
	3	SolForge: Fusion Constructed Sponsored	La Jolla	A	A	C	C
	4	Star Wars Miniatures Constructed #2 Small	La Jolla	A	A	C	C
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	.1	Raffle Drawing!	Pacific	A	F	G	G
	1	Fuzzy Heroes Fuzzy Heroes: the 7 rings of Power Sponsored *	East Foyer	A	K	M	M
	1	Godtear 101	International A	A	A	M	M
	1	Battle of Souls - Deck builder *	International B	A	T	B	I
6 pm	3	Age of Empires III Small	International B	A	A	B	B
	5	Castles of Burgundy Big	International B	E	T	B	B
	2	Gloomhaven 101	International B	B	T	B	B
	2	Orleans	International B	A	T	B	B
	1	Splendor Final Special Big	International A	E	A	B	B
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	Feedback Forum	Carmel	A	A	G	G
	6	Godtear Tournament	International A	A	A	M	M
	2	HMGS/PSW presents Battletech Demo	International A	A	A	M	M
	2.5	Blood on the Clocktower	Catalina B	E	A	B	P
	1	Ninja: Playground Game	Newport C	A	A	B	P

Sunday

Sun, Feb 19

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Host
	1	Star Craft 2 Windows PC Tournament	Marina	A	A	V	V
	3	Fall of Rome	Los Angeles B	A	A	B	W
	4	Sails of Glory: Frigates Small	Los Angeles C	A	A	B	W
6:30 pm	0	Dealer Room Closes	Pacific	A	A	G	G
7 pm	1	Ahoy 101	International B	B	A	B	B
	2	Ca\$h 'n Guns Small	International B	A	T	B	B
	4	Catan Finals Sponsored Special	International B	E	M	B	B
	3	Power Grid World Tour: Baden-Wuerttemberg	International B	E	T	B	B
	3	Ticketr to Ride: Europe Tournament	International B	E	A	B	B
	2	Ark Nova Tournament	Pacific Foyer	A	A	G	G
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	1	Jonathan Albin Debrief Seminar	Santa Monica A	A	M	G	G
	3	Dungeons & Dragons 5e DDAL05-04 In Dire Need	Plaza B	A	T	R	A
	3	Dungeons & Dragons 5e DDAL05-07 Chelimber's Descent	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e DDAL05-15 Reclamation	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e DDAL05-18 The Mysterious Isle	Plaza B	E	T	R	A
	3	Dungeons & Dragons 5e SJ-DC-TKM-01 Lost Stars	Plaza B	B	T	R	A
	2	Battlestations - Dirtside (3 Missions) *	International A	A	A	M	M
	2	Cash 'n Guns Live	Newport C	A	A	B	P
	1	Battle of Souls - Deck builder *	International B	A	T	B	I
8 pm	2	Ahoy	International B	A	A	B	B
	2	Red Dragon Inn Small	International B	A	A	B	B
	5	Scythe Small	International B	A	T	B	B
	2	The Lord of the Rings: Journeys in Middle-Earth	International B	A	T	B	B
	2	Magic: the Gathering Draft Sponsored	La Jolla	A	A	C	C
	1	An Evening of Magic and Comedy Special	Carmel	A	A	G	G
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	5	Pathfinder RPG Pathfinder Society Games Sponsored	Los Angeles A	A	T	R	F
	5	Starfinder RPG Starfinder Society Games Sponsored	Los Angeles A	A	T	R	F
	4	Murder Mystery Endgame	Bel Air	A	M	L	L
	4	Call of Cthulhu 7E Horror on the Buffalo River	Chair Boardroom	A	M	R	R
	4	DCC - Weird Frontiers Trouble On The Rocks	San Lorenzo A	A	T	R	R
	4	Feng Shui Lost Gods	San Lorenzo B	A	T	R	R
	4	GURPS Infested Sponsored	San Lorenzo D	A	M	R	R
	4	GURPS ASPIRE Sponsored	San Lorenzo E	A	M	R	R
	4	Mork Borg Goblin Grinder	San Lorenzo C	A	T	R	R
	4	Shanty Hunters An Ordinary Day At Sea	Exec Boardroom	A	M	R	R
9 pm	3	Lords of Waterdeep Special Big	International B	E	A	B	B
	2	Battlestations - Dirtside (3 Missions) *	International A	A	A	M	M
	3	Ultimate Werewolf	Catalina B	A	A	B	P
	3	Ultimate Werewolf	Catalina C	A	A	B	P
10 pm	2	Through the Ages Small	International B	E	T	B	B
	2	Two Rooms and a Boom	Newport B	A	T	B	P
11 pm	3	Magic: the Gathering Commander: Open Play	La Jolla	A	A	C	C

* = Play with the creator

Experience: A = Any, B = Beginner, E = Experienced

Maturity: A = Any, F = Family, K = Kids only, M = Mature (adult), T = 13+

Game Type: B = Board/Card Game, C = Collectible Game, G = General non game, L = Live-Action Game, M = Miniatures Game, R = Role-Playing Game, V = Video Game

Host: A = Adventurers League, B = Board Games, C = Collectibles, F = Pathfinder, G = General, I = Indie Games, L = LARPs, M = Miniatures, P = Party Games, R = RPGs, S = Seminars, T = Play To Win, V = Video Games, W = War Games, Y = Family Area

Mon, Feb 20

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Host
Midnight	4	Gripe Rummy Sponsored	International B	A	A	B	B
	3	Ultimate Werewolf	Catalina C	A	A	B	P
	3	Ultimate Werewolf	Catalina B	A	A	B	P
9 am	1	Architects of the West Kingdom 101	International B	B	T	B	B
	2	Encyclopedia	International B	A	A	B	B
	2.5	Power Grid World Tour: Québec Tournament	International B	E	T	B	B
	3	Ticket to Ride: Switzerland	International B	A	A	B	B
	5	Wingspan Sponsored MEGA	International B	E	A	B	B
	3	Dungeons & Dragons 5e DDAL05-03 Uninvited Guests	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e DDAL05-08 Durlag's Tower	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e DDAL05-11 Forgotten Traditions	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e DDAL05-19 Eye of Xxiphu	Plaza B	E	T	R	A

Monday

Mon, Feb 20

Start Time	Dur (hrs)	System	Title or Type	Room	Exp.	Mat.	Type	Dept.
	4	Dungeons & Dragons 5e	SJ-DC-SCN-01 Monkey Business	Plaza B	E	T	R	A
	5	Pathfinder RPG	Pathfinder Society Games Sponsored	Los Angeles A	A	T	R	F
	5	Starfinder RPG	Starfinder Society Games Sponsored	Los Angeles A	A	T	R	F
	2.5	Blades in the Dark	Scavenger's in Six Towers	San Lorenzo C	E	T	R	R
9:30 am	5	Dealer Room Opens!		Pacific	A	A	G	G
10 am	2	Architects of The West Kingdom		International B	A	T	B	B
	1	The Loop	101	International B	B	T	B	B
	2	Formula De Super-Incredisized [...]	Long Beach Grand Prix Tournament	International A	A	F	M	M
	4	One D&D	This Is Only A Test	San Lorenzo A	A	T	R	R
11 am	3	Auction		Carmel	A	A	G	G
	2	Panzer Grenadiers: Black Panthers		Los Angeles C	A	A	B	W
	6	The Napoleonic Wars	Tournament	Los Angeles B	A	A	B	W
Noon	3	Vegas Showdown		International B	A	A	B	B
	2	Verdant		International B	A	A	B	B
	0.5	Grand Raffle Drawing *		Pacific	A	F	G	G
	3	Foundations of Rome		International A	A	A	M	M
1 pm	2	Nuclear War		International B	A	T	B	B
2 pm	3	Dungeons & Dragons 5e	DDAL05-02 The Black Road	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e	DDAL05-09 Durlag's Tomb	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e	DDAL05-13 Jarl Rising	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e	SJ-DC-NBDD-01 Where in the Worlds?	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5th Edition	SJ-DC-SCN-02 Monkey King	Plaza B	E	T	R	A
	5	Pathfinder RPG	Pathfinder Society Games Sponsored	Los Angeles A	A	T	R	F
	5	Starfinder RPG	Starfinder Society Games Sponsored	Los Angeles A	A	T	R	F
	4	Mork Borg	Burning of Galgenbeck Cathedral	San Lorenzo A	A	T	R	R
2:30 pm	0	Dealer Room Closes		Pacific	A	A	G	G
3 pm	3	Category 5		International B	A	T	B	B

* = Play with the creator

Experience: A = Any, B = Beginner, E = Experienced

Maturity: A = Any, F = Family, K = Kids only, M = Mature (adult), T = 13+

Game Type: B = Board/Card Game, C = Collectible Game, G = General non game, L = Live-Action Game, M = Miniatures Game, R = Role-Playing Game, V = Video Game

Host: A = Adventurers League, B = Board Games, C = Collectibles, F = Pathfinder, G = General, I = Indie Games, L = LARPs, M = Miniatures, P = Party Games, R = RPGs, S = Seminars, T = Play To Win, V = Video Games, W = War Games, Y = Family Area

STRATEGICON SCHEDULE

Convention	Dates	Location
Gamex 2023	May 26-29	Hilton Los Angeles Airport
Gateway 2023	Sep 1-4	Hilton Los Angeles Airport
Orcon 2024	Feb 16-19	Hilton Los Angeles Airport
Gamex 2024	May 24-27	Hilton Los Angeles Airport
Gateway 2024	Aug 30 - Sep 2	Hilton Los Angeles Airport

Annual Awards

Strategicon presents its annual awards for gaming excellence over the course of the year. Due to the unexpected break in the sequence of shows, Orcon 2020 and Gateway 2021 are included in 2022 awards.

For 2020-2022 the winners are:

Jack Butler Award:	1st - Darrell Stark	Long Board Games:	1st - Lisa King
	2nd - Jaye R.		2nd - Scott Samarel
	3rd - Gilbert Quinonez		3rd - Alan Wood
Short Board Games:	1st - Darrell Stark	Collectible Games:	1st - Jon Brown
	2nd - Jaye R.		2nd - Jaime Estrada,
	3rd - Gilbert Quinonez		Jimmy Crowell,
Medium Board Games:	1st - Darrell Stark		Perrin Weiss
	2nd - Gilbert Quinonez	Video Games:	1st - Kyle Moreno
	3rd - Stanley Cascone		

Strategicon congratulates these fine gamers!

Special Events and Seminars

Special Events and Seminars

Carmel, Catalina A, Executive Boardroom, International A, International B, Plaza C, San Lorenzo C, Santa Monica A

An Evening of Close Up Magic – Sat 9 pm

Award winning frequent Magic Castle performer, the Grandmaster Myth-tifyer Michael Mirth will put on an intimate show of close up magic and comedy to blow your mind. Show limited to 25 attendees. Catalina A

An Evening of Magic and Comedy – Sun 8 pm

Award winning frequent Magic Castle performer, the Grandmaster Myth-tifyer Michael Mirth will astound you with his world-renowned Magic and Comedy. Carmel

Catan Qualifier – Sat 4 pm

Catan Finals – Sun 7 pm

Three games for all players. Top sixteen players will play in finals listed as a separate event. This is an 18+ only event. Overall winner wins a seat at the CATAN United States National Championship, which is normally held in June at Origins Game Fair in Columbus, OH. International B

DDEP05-02 The Ark of the Mountains – Sat 7 pm –

Dungeons & Dragons 5e

The flying galleon Thunderbound descends on Beregost, unleashing the wrath of the cloud giants! To save the town from annihilation, heroes from far and wide must awaken the lost machine entombed under Durlag's Tower. Dare you board the Ark of the Mountains and do battle in the burning skies? Plaza C

Jonathan Albin Debrief – Sun 7 pm

See description in the General Event section. Santa Monica A

Lords of Waterdeep – Fri, Sat 9 pm – Qualifier

Lords of Waterdeep – Sun 9 pm – Finals

You take on the role of one of the masked Lords of Waterdeep, secret rulers of the city. Through your agents, you recruit adventurers to go on quests on your behalf, earning rewards and increasing your influence over the city. International B

Board Games

International Ballroom B, Catalina A (Family Area)

Gaming 101

Strategicon's Gaming 101 events are for new players to learn how to play the game from experienced gamers. Come learn the rules and mechanics and play a couple of turns before you play in the tournament.

Acquire 101 – Sun 3 pm

Acquire: David Woolcott Memorial – Sun 4 pm

Place your tiles and create hotel chains. Buy stock in hotels and anticipate mergers to make money. The player who has the most money at the end of the game wins! Greed is Good!

Age of Empires III – Sun 6 pm

Come and be a part of the discovery of the new world in this worker placement masterpiece by Glenn Drover.

Agricola 101 – Sat 11 am

Agricola – Sat Noon

Decks: EIK, with Wm and/or Fr added by default subject to availability. "Revised Edition" may be substituted for 1st ed at the discretion of the GM based on availability. Draft 9, ban list, and compendium will be observed. Ties: most resources (-guilds), then seating 4-3-1-2.

Ahoy 101 – Sun 7 pm

Ahoy – Sun 8 pm

Wrestle for control of the islands as the unyielding Bluefin Squadron or the inventive Mollusk Union... Or take to the seas as a Smuggler, seeking fortune and potentially affecting how the area control war will go via pick up and deliver mechanics.

NycosRPG Beta Test 1: Dark Shards – Sat 10 am – NycosRPG

NycosRPG Beta Test 2: Down Shift – Sat Noon – NycosRPG

NycosRPG Beta Test 3: Dread Signs – Sun 10 am – NycosRPG

NycosRPG Beta Test 4: Dawn Soldiers – Sun Noon – NycosRPG

GM: Jonathan Albin

Players get a sneak-preview of the upcoming NycosRPG. Dark Shards Executive Boardroom

Splendor Final – Sun 6 pm

This Orccon we will be offering a B.O.D. (Big On Demand) Tournament. Get an official tournament score card from Boardgames Headquarters. Play Splendor. Turn in your score card with everyone's badge numbers and scores. You can play anytime until 5 pm Sunday afternoon. International A

Ticket to Ride: Globe Master – Fri Noon

We are creating a year long competition to crown the Globe Master. Every time you play a qualifying Ticket to Ride game, your total routes completed will be tallied. At the end of the year we will crown the Globe Master, the player who has completed the most routes. International B

The Gauntlet – Sat Midnight – Parallels

GM: Jonathan Albin

Set in the Star Trek Next Generation/DS 9 timeline, there is trouble brewing near the Bajoran Wormhole. 24 players across 6 teams. No knowledge of the system or the story required, four hours runtime San Lorenzo A

Those Four Misfits – Sat 7 pm – Those Four Misfits

THOSE FOUR MISFITS is an improvisational sketch comedy group made up of award-winning comedians who have been in films, theater, web series, podcasts, and more. Their specific brand of comedy is created on the spot, based on audience input and participation. Carmel

Alien Frontiers 101 – Fri 1 pm

Alien Frontiers – Fri 2 pm

Be the first player to fully colonize an alien world. Worker/Dice Placement mechanism.

Ankh – Sat 11 am

Play as a god of ancient Egypt. Build caravans, summon monsters, and convert followers in your quest to reign supreme in Ankh: Gods of Egypt. Deities, monsters, and the people of ancient Egypt have been lovingly reimaged in beautiful illustrations and detailed miniatures

Apples to Apple Jr – Sat 11 am

Fast, fun game where you hope the judge likes your choice of best answer to selected adjective. Only this version uses words for the younger players.

Architects of the West Kingdom 101 – Mon 9 am

Architects of The West Kingdom – Mon 10 am

As royal architects, players compete to impress their King and maintain their noble status by constructing various landmarks throughout his newly appointed domain. Players need to collect raw materials, hire apprentices, and keep a watchful eye on their workforce.

Board Games

Ark Nova 101 – Sat 5 pm

Ark Nova – Sat 6 pm

You will plan and design a modern zoo. Balance the zoo's appeal which will get you income with their conservation efforts which will get you points. The game ends when a player's tokens on the appeal track and conservation track cross over.

A Study in Emerald 101 – Sun 11 am – 1st Edition

A Study in Emerald – Sun Noon – 1st Edition

Be a secret member of either a ruling or revolutionary faction in an alternate historical mashup of Victorian, Holmesian and Lovecraftian elements. One side will lose but only the top rated player of the victorious faction will be the overall winner.

Azul 101 – Sat 4 pm

Azul – Sat 5 pm

Players take turns drafting tiles. Players score based on how they've placed their tiles. Extra points are scored for specific patterns and completing sets. Wasted supplies harm the player's score.

Battlestar Galactica – Fri 7 pm

Play cooperatively as the crew of the Battlestar Galactica, fighting the Cylons, protecting the fleet, and dealing with everyday crises while trying to reach Earth. But beware, at least one player is not what they seem!

Battlestar Galactica 101 – Fri 5 pm – Basic

Blood Rage – Sat 5 pm

Created by acclaimed game designer Eric M. Lang. In this fast-paced yet highly strategic game, players take control of Viking clans, with their own warriors, leader and ship.

Blue Moon City – Sat 9 am

Players earn crystals by helping to rebuild Blue Moon City and use them to put the large Crystal Obelisk in the middle of the city back together. The first player to pay the required number of crystals to the Obelisk wins.

Bohnanza 101 – Fri 3 pm

Bohnanza – Fri 4 pm

Plant and harvest different types of beans to earn gold. You can't rearrange the order of cards in your hand, unless you trade with other players, which is the heart of the game. When you harvest, you earn coins based on the "bean-ometer" for that particular type of bean.

Brass: Lancashire 101 – Fri Noon

Brass: Lancashire – Fri 1 pm

An economic strategy game that tells the story of competing cotton entrepreneurs in Lancashire during the industrial revolution. You must develop, build, and establish your industries and network so that you can capitalize demand for iron, coal and cotton.

Builders of Blankenburg – Sat, Sun 10 am

Compete to build up the town of Blankenburg and earn prestige. Pay attention to the citizens of the growing town. Build what they're looking for and you'll have a steady stream of income. What will you build? Features resource management, bidding, and majority scoring.

Ca\$h 'n Guns – Sun 7 pm

In an abandoned warehouse a gangster band is splitting its loot, but they can't agree on the split! It's time to let the guns talk and soon everyone is aiming at everyone. The richest surviving gangster wins the game!

Captain Sonar 101 – Fri 1 pm, Sat 6 pm

Captain Sonar – Sat 7 pm

You and your teammates control a state-of-the-art submarine and are trying to locate an enemy submarine in order to blow it out of the water before they can do the same to you.

Car Wars: The Card Game – Sun 11 am

Welcome to the sport of the future: autoduelling! Killer cars battle with machine guns, missiles, autocannons, and flamethrowers. You're behind the wheel and the last survivor wins. Includes six full-color car cards and 150 full-color playing cards. 3rd Edition. By SJ Games.

Castles of Burgundy – Sun 6 pm

Each player takes on the role of an aristocrat, originally controlling a small principedom. While playing they aim to build settlements and powerful castles, practice trade along the river, exploit silver mines, and use the knowledge of travelers.

Castles of Mad King Ludwig – Sun Midnight

In 2014, Castles of Mad King Ludwig brought out the interior designer in all of us with its unique combination of mechanisms and opportunity to be a visionary architect at work!

Catacombs – Sat 3 pm

Play the role of Varesh the Wizard or Ronan the Chicken Champion as you delve into the catacombs of Phoshar the Dragon to fight monsters, collect treasure, and practice your dexterity skills. Its got dungeon crawling and flicking!

Catan 101 – Sat 3 pm

Catan Qualifier – Sat 4 pm

Catan Finals – Sun 7 pm

Three games for all players. Top sixteen players will play in finals listed as a separate event. This is an 18+ only event. Overall winner wins a seat at the CATAN United States National Championship, which is normally held in June at Origins Game Fair in Columbus, OH.

Category 5 – Mon 3 pm

Players simultaneously reveal a card, and then add those cards to one of 4 rows. The 6th card takes a row. All cards score bad points. Points are added and more rounds follow. The game is over when a player reaches 74 and low score wins. (This is the best version of 6 Nimmt!)

Caylus – Sat 10 am

Each turn, players pay to place their workers in various buildings in the village. These buildings allow players to gather resources or money, or to build or upgrade buildings with those resources.

Century: Spice Road 101 – Sun Noon

Century: Spice Road – Sun 1 pm

Players are caravan leaders who set up spice trading routes on the famed silk road in this acclaimed card game

Coloretto – Fri 4 pm

Either draw a card to play to a pile, or take a pile of cards to add them to your collection. A pile can have at most three cards, so at some point everyone is forced to take a pile. Once all the piles have been claimed, players start a new round, drawing or taking once again.

Cry Havoc 101 – Fri 7 pm

Cry Havoc – Fri 8 pm

A card-driven, asymmetric, area control war game set in a brutal science fiction setting

Cryptid – Sat 3 pm

A unique deduction game of honest misdirection in which players must try to uncover information about their opponents' clues while throwing them off the scent of their own

Cyberscape – Sat 9 pm

A deck builder worker placement game set in a dystopian world. Players are in some sort of simulated reality that is on a time loop: Groundhog's Day meets The Matrix. Try to gain more points than the other players while working your way out of the simulation.

Board Games

Deadly Doodles – Sun 9 am

In this quick-playing doodle game, 1–4 players simultaneously draw paths through a dangerous dungeon. Draw cards, draw a path through your dungeon, and rack up points! Collect loot and fight monsters or run away screaming! Can you defeat the dragon for the big score? By SJ Games.

Deep Sea Adventure 101 – Fri 3 pm

Domnion – Sat 6 pm

A deck building card game with victory, treasure, curse, and action cards. Determining which action cards to buy and when to buy them, makes Dominion a very strategic game. The attack cards might mess up any strategies you might have, so be careful!

Dream Factory – Sat Noon

Also known as Hollywood Blockbuster. Players are studio heads who compete for directors, actors, cameramen, effects, music, guest stars and agents to complete movie scripts. There are bonus points for the best films, best directors, and even worst film-it becomes a cult classic.

Dune – Sat 1 pm

Asymmetric factions vie for control of Arrakis through alliance and treachery.

Dune Imperium 101 – Sat 9 am

Dune Imperium – Sat 10 am – 1st Round

Dune Imperium – Sat 1 pm – 2nd Round

Dune Imperium Finals – Sun 3 pm

Will use the base game.

Eclipse 101 – Sat 6 pm

Eclipse – Sat 7 pm

A 4x space game. In this game from 2011, you will eXplore new systems, eXpand into them, eXperiment to learn new technologies, and ultimately eXterminate other civilizations. All 3 expansions may be used at the final table.

Empyreal: Spells & Steam 101 – Sun 3 pm

Empyreal: Spells & Steam – Sun 4 pm

Use your ingenuity and the skill of your team of technomancers to cross the continent of Indines while connecting towns and building a vibrant trade network. Use your company's unique advantages to outbuild the competition and secure supply lines for rare resources.

Encyclopedia – Mon 9 am

We are researchers attempting to be published in the world's first encyclopedia. You will have to gain reputation as you choose animals, perform expeditions, and publish the most extensive research on your specimens.

Fireball Island – Fri 1 pm – 1986 Edition

You have adventured to Fireball Island where a powerful jewel is guarded by the wrathful Vul-kar. Jump across bridges, run through tunnels and evade fireballs in this classic from 1986.

Flight of Icarus – Sun Noon

Escape your prison on the isle of Crete and fly to freedom! The first half of the game involves building your wings while you prepare for the flight. Then, it's a mad race for Greece, competing against the other players and the weather. Features action points, tactical movement

FORK – Sat 7 pm, Sun 11 am

A 15 min 2 to 6-player food chain trick-taking game. It's fun and easy to learn and play. In each trick, cards are played face-down except kale, then resolve from the highest in the food chain to the lowest. The game ends when a player has five scorecards. Most VP wins the game.

For Sale – Fri 5 pm

Place your bids for various properties, and then try to sell them for as much profit as possible in this light and fast bidding game.

Fresco – Sun 1 pm

Players are master painters working to restore a fresco in a Renaissance church. Each round players decide what time they would like to wake up. Players decide their actions for the turn: buy paint, mix paint, work on painting the fresco, raise money, or go to the theater.

Genotype: A Mendelian Genetics Game 101 – Fri 8 pm

Genotype: A Mendelian Genetics Game – Fri 9 pm

You play as Gregor Mendel's assistants, competing to collect experimental data on pea plants by trying to control how the plants inherit key Traits from their parents: seed shape, flower color, stem color, and plant height.

Gloomhaven 101 – Sun 6 pm

Glory to Rome – Sat 9 pm

One of the original cards-serve-multiple-purposes games. I know someone wants this. 1st edition will be available.

Great Western Trail 2nd Ed 101 – Fri 5 pm

Great Western Trail 2nd Ed – Fri 6 pm

An updated edition of a beloved game about cattle ranching, building and riding the rails. Manage your herd of cows (deck) to make the most profitable run to Kansas City, but beware you aren't the only one on this trail. The final match will use the Rails to the North expansion.

Great Western Trail: Argentina 101 – Sat 8 pm

Great Western Trail: Argentina – Sat 9 pm

Welcome to the Pampas of Argentina! If you know the original GWT, Argentina throws in a few new twists. Farmers are a new type of worker and hazard, your cows are delivered to ships, and your train shortens the trail. The goal is still the same, score the most victory points.

Gripe Rummy – Sat, Mon Midnight

7 rounds of increasingly harder hands to win. Must be able to play the required hand and then may play on others laid down cards. Lowest score at the end wins. Prizes for participating.

Icecool / Icecool 2 – Sun 2 am

Penguins in school. Get all your penguin's fish before the hall monitor tags everyone. Three or four rounds depending on the number of penguins in the school. Player with the highest value of fish cards wins. Priority given to younger players. Two player teams accepted.

Ingenious – Fri 11 pm

A classic abstract color-matching tile-placement game, Easy and fun.

Kinfire Chronicles – Sun 2 pm

Come play a few quests of Kinfire Chronicles: Night's Fall, a story-rich, quick-start adventure board game for 1 to 4 players from the makers of Descent, The Witcher 3, Arcane: League of Legends.. Event is hosted by Incredible Dream CEO, Jane Chung Hoffacker.

Kingdom Builder 101 – Sat 10 am

Kingdom Builder – Sat 11 am

Players create their own kingdoms by skillfully building their settlements, aiming to earn the most gold at the end of the game.

King of Tokyo – Sat 10 pm

Tokyo is under attack! Choose a monsters and go on a rampage in Tokyo, using your special abilities to spread mayhem and gain points! But watch out! Other monsters lurk nearby, ready to claim your throne should you falter! Which monster will claim the title of King of Tokyo?

Board Games

Kingsburg 101 – Sat 1 pm

Kingsburg – Sat 2 pm

Influence minor nobles to give you resources to build your villages. Game plays over 5 years with 3 production phases each year followed by a “battle”.

Last Days of Athobrae – Sat, Sun 1 pm

A resource gathering strategy game filled with unexpected turns and pitfalls. Players send out scouts in search of resources to build their ship, and technology to help their cities triumph. Each city has its own unique strengths and weaknesses.

Liar’s Dice – Fri Noon

Make a bid as to how many dice showing a certain number are under all the cups at the table! Strategicon Rule: Challenges that result in an exact bid will not result in the removal of a player’s final die, if they were not the challenger.

Lords of Waterdeep 101 – Fri 8 pm

Lords of Waterdeep – Fri, Sat 9 pm – Qualifier

Lords of Waterdeep – Sun 9 pm – Finals

Take on the role of one of the masked Lords of Waterdeep, secret rulers of the city. Through your agents, you recruit adventurers to go on quests on your behalf, earning rewards and increasing your influence over the city.

Lost Ruins of Arnak 101 – Fri 4 pm

Lost Ruins of Arnak – Fri 5 pm

On an uninhabited island in uncharted seas, explorers have found traces of a great civilization. Now you will lead an expedition to explore the island, find lost artifacts, and face fearsome guardians, all in a quest to learn the island’s secrets.

Love Letter – Sat 4 pm

A game of risk, deduction, and luck. From a deck with only sixteen cards, each player starts with only one card in hand. On a turn, you draw one card, and play one card, trying to expose others and knock them from the game.

Marvel United X-Men 101 – Fri 5 pm

Merchants of the Dark Road – Sat 4 pm

Brave the Dark Road and deliver goods and heroes to the best destinations and gain fame for your bravery! Balance the money you earn with your fame because your final score will reflect the lowest of these two values.

Mille Bornes 101 – Sun Noon

Mosaic: A Story of Civilization 101 – Fri 3 pm

Mosaic: A Story of Civilization – Fri 4 pm

Players lead civilizations building great projects & wonders, inventing new technologies, and fulfilling achievements. When a scoring round in a deck is revealed, civilizations score based on how dominant they are in regions. After three scoring rounds, the highest score wins.

Munchkin Farkle – Sat 11 am

Marries the classic dice game with the Munchkin sense of humor and stab-your-buddy mentality. Munchkin Farkle is a race to win and make your companions lose! Cheat, curse your friends, and occasionally Run Away as you push your luck on every roll.

Munchkin Steampunk Deluxe – Sun 4 pm

Grab your gears, put on your top hat, whack the monsters, and grab the treasure with the power of SCIENCE! Munchkin Steampunk brings the zaniness of Munchkin to the pseudo-Victorian steampunk era. Includes the Girl Genius Expansion.

Munchkin Wonderland – Sat 9 am

In the iconic world of Lewis Carroll’s Wonderland novels, players move around the illustrated game board and beat monsters with a roll of the dice and Treasure cards. When the deck of Treasure cards runs out, whoever has the most loot wins!

My Father’s Work 101 – Sun 9 am

No Thanks! – Fri 2 pm

Each turn, players have two options: play a chip to avoid picking up the current face-up card or pick up the face-up card (along with any chips that have already been played on that card) and turn over the next card. Each table will play 3 games for a total score.

Nuclear War – Mon 1 pm

Satirical game in which each player represents a “major world power” and attempts to gain global domination (or annihilation) through the strategic use of propaganda or nuclear weapons. Strategicon Rule: If the World is Destroyed... ALL PLAYERS LOSE (no winner)!

Orleans – Fri 10 pm

“Bag builder” it’s a deck builder where your deck is a bag full of worker pieces. Start player to be determined by arguing over how to pronounce Orleans, with a French accent.

Orleans 101 – Sun 5 pm

Orleans – Sun 6 pm

During the medieval goings-on around Orléans, you must assemble a following of farmers, merchants, knights, monks, etc. to gain supremacy through trade, construction and science in medieval France.

Paint the Roses – Sat 2 pm

Set in the puzzling world of Alice in Wonderland, you and your friends are the newly appointed Royal Gardeners. You are working together to finish the palace grounds according to the whims of the Queen of Hearts.

Perpetual Motion Machine – Sun 9 am

You got poker in my engine builder. You got an engine builder in my poker. Mmm, it’s delicious.

Phase 10 – Sun 10 am

The classic rummy card game where players compete to be the first to finish completing all ten phases. Phases include collecting runs of numbers, collecting certain number of a given color cards, etc.

Photosynthesis – Fri 2 pm

The sun shines brightly on the forest canopy, and the trees use this energy to grow and develop their beautiful foliage. Sow your trees wisely and watch as the shadows of your trees slow your opponents down. Welcome to Photosynthesis, the ecofriendly strategy board game!

Planet Unknown 101 – Fri 1 pm

Play 5 – Sat 8 pm

Combines mechanics from Poker and Scrabble. Players create interlocking poker themed hands in a crossword fashion to attain the highest hand score to win the other player’s chips.

Port Royal – Sun 2 pm

Players vie to hire the best Admirals, Sailors, Traders, and Mademoiselles to expand and fortify their vast shipping empires! Push your luck to amass the most wealth or to hire the best characters – but if you push it too far, you get nothing, so be wary. By Steve Jackson Games.

Power Grid 101 – Fri 6 pm

Power Grid – Sun 3 pm

The object of PG is to supply the most cities with power when a network gains a certain size. To do that: buy (via auction) power plants, acquire raw materials needed to operate them, expand your network (grid), then operate plants for income. “Recharged” rules will NOT BE USED.

Board Games

Power Grid 202 – Sat 10 am

An advanced 101 event for those looking to expand their Power Grid experience and strategies. Multiple Power Grid World Tour Finalist Mike Munson will walk you through some of the different tactics, strategies, and expansions that have made him a perennial PGWT powerhouse.

Power Grid: Recharged! – Sat 2 pm

Power Grid using "Recharged" rules. The object of PG is to supply the most cities with power when a network gains a certain size. To do that: buy (via auction) power plants, acquire raw materials needed to operate them, expand your network (grid), then operate plants for income.

Power Grid World Tour: Baden-Wuerttemberg – Sun 7 pm

Power Grid World Tour: Japan – Fri 7 pm

Power Grid World Tour: Québec – Mon 9 am

Power Grid World Tour: Russia – Sat 7 pm

Power Grid World Tour uses a different expansion map for each of the 4 days at all 3 cons - 12 total. This map's main change focuses on the order of phases of a round-1st you buy plants, then rearrange turn order. Also, several locations may only be connected once Step 2 begins.

Prosperitea – Fri Noon

You are a barista, striving to be the most prestigious tea shop in town! Source ingredients, blend teas and sell them for money or display them in your window for prestige! Sharing and cooperation is integral to success in this adorable cottage core indie hit!

Puerto Rico 101 – Sun 4 pm

Puerto Rico – Sun 5 pm

In this classic game, players assume the roles of colonial governors on Puerto Rico during the age of Caribbean ascendancy. The aim of the game is to amass victory points by shipping goods to the Old World and by constructing buildings.

Quatermain – Sat 4 pm

Journey through unexplored Africa on a search for wealth. Will you try to chain together adventure cards, focus on hunting the veldt, or gather the most powerful allies? There are multiple paths to victory in this fast-paced adventure. Features deck building, dual market system

Random Fun Generator – Sat 5 pm

21 Dice Games That Are A Little Different! Fast-playing dice games for groups of all sizes, ages, and gaming experience. All you'll need to add is paper and a pencil for keeping score. Grab some friends, pick a page, and get rolling! By Steve Jackson Games.

Red Dragon Inn – Sun 8 pm

Let the party begin! In this card game you become an adventurer who has just returned from a valiant quest and is now enjoying a night at the bar. Get ready to out drink, out fight and out gamble your opponent.

Reputation – Sun 10 am

A dystopian corporate themed bidding & auctioning game. You are the CEO of a megacorporation balancing sponsoring Public and Private Sector projects. Your goal is to make money through profitable projects while maintaining your reputation. Games take app. 60 min.

Revolution 101 – Sat 2 pm

Revolution – Sat 3 pm

Secretly bid against your opponents to gain the support of the people, win territory, & collect more Gold, Blackmail, and Force for the next round of bidding! Knowing where to push for support and where to back away and let your opponents fight is the key to victory.

Rising Sun 101 – Sun 10 am

Rising Sun – Sun 11 am

A game for 3 to 5 players set in legendary feudal Japan. As the Kami descend from the heavens to reshape the land in their image, it is up to each player to lead their clan to victory.

Roll Player 101 – Sat 9 pm

Roll Player – Sat 10 pm

Mighty heroes don't just appear out of thin air – you must create them! Race, class, alignment, skills, traits, and equipment are all elements of the perfect hero, who is ready to take on all opposition in the quest for glory and riches.

Saboteur – Sat 8 pm

You're digging for gold in the shadowy maze of a mine, when suddenly a pickaxe shatters your lamp and everything goes dark. The Saboteur has struck again. . . But who is the Saboteur? Can you and your fellow miners build a path to the gold, or will the saboteurs ruin it all?

Scott Pilgrim Miniatures The World – Sat 10 pm

A competitive board game where one team takes on the role of Scott and the other Good Guys to fight against the League of Evil Exes. Each character has unique powers and as they battle they will level up and unlock new special abilities.

Scythe 101 – Sat 10 pm

Scythe – Sun 8 pm

Each player represents a character from one of five factions who are attempting to earn their fortune and claim their faction's stake. Conquer territory, enlist new recruits, reap resources, gain villagers, build structures, and activate monstrous mechs.

Small World – Fri 6 pm

Players conquer and control a world that is too small to accommodate them all. Picking the right combination from the 14 fantasy races and 20 special powers, players rush to expand their empires but must also know when to push their civilization into decline.

Space Base 101 – Fri 6 pm

Space Base – Fri 7 pm

Players buy spaceships to see who can build the best fleet. Each ship has different abilities which pay off when they or someone else roll that number.

Spirit Island – Fri 2 pm

Come play the co-op board game of Spirit Island from Greater Than Games. You take control of a mystical island spirit and defend your island from invaders.

Spirit Island 101 – Sun 5 pm

Splendor Final – Sun 6 pm

This Orcon we will be offering a B.O.D. (Big On Demand) Tournament. Get an official tournament score card from Boardgames Headquarters. Play Splendor. Turn in your score card with everyone's badge numbers and scores. You can play anytime until 5 pm Sunday afternoon.

Stone Age 101 – Sun 9 am

Stone Age – Sun 10 am

A worker placement game where you gather resources to create buildings or buy civilization cards that get you points, while keeping in mind you have to feed your people every round and can also grow your family and tools.

Talisman 101 – Sat Noon – Basic or Harry Potter

Talisman – Sat 1 pm

Includes Basic, Batman, Star Wars, Harry Potter. Prophetess in Basic uses only power. Basic applies to all Expansions. Fourth edition Revised will be used.

Board Games

Terraforming Mars 101 – Sun 11 am

Terraforming Mars – Sun Noon

Expansion and promo rules TBD on the day by availability

Terraforming Mars: Ares Expedition 101 – Sat 10 am

Terraforming Mars: Ares Expedition – Sat 11 am

It's the Terraforming Mars you know and love, but without all that pesky tile placement. In Ares Expedition you'll select a phase you want to be triggered (and get a bonus for), only phases selected that round will happen. The game ends when Mars is terraformed, most VP wins.

The Acts – Sun 4 pm

Take on the role of disciples in the early church. Starting in Judea, spread throughout the Roman Empire, trying to add believers. Each turn you can preach, pray, plant churches, write letters, disciple others, and perform mighty miracles. Features worker placement

The Castles of Burgundy 101 – Sun 5 pm

The Deadly Seven – Fri 9 pm, Sat 8 pm, Sun 3 pm

Dust off your darkest robes and get ready for strategy and subterfuge. Each player takes on the role of a warlock, slinging spells at their rivals in order to open a portal and meet your own unique win condition, calling forth one of the Seven Deadly Sins. Play time app. 60 min

The Great Dalmuti – Fri 10 pm

A light card game where players gain social status by going out first. The 80-card deck contains cards ranked from 12 to 1, along with two Jesters. No score is kept, play continues forever or until you are done, and players can join or leave at any time!

The Loop 101 – Mon 10 am

The Lord of the Rings: Journeys in Middle-Earth – Sun 8 pm

Embark on your own adventures in J.R.R. Tolkien's iconic world with The Lord of the Rings: Journeys in Middle-Earth, a fully co-operative, app-supported board game! You'll battle villainous foes, make courageous choices, and strike a blow against the evil that threatens the land

The Princes of Florence – Sun 10 am

Players attract artists and scholars trying to become the most prestigious in Florence. Each player is given a palace grid/reference chart to attempt to gain victory points. VPs can be gained in a variety of ways.

The Red Cathedral 101 – Fri 8 pm

The Red Cathedral – Fri 9 pm

Tsar Ivan (the Terrible) commissioned architects to create St. Basil's Cathedral. (Un)luckily for you, you're one of these architects. Complete parts of the cathedral to get renown, which shares the same track as prestige, but in the end, the only thing that matters is prestige.

Through the Ages – Sun 10 pm

Classic meaty engine builder action point allotment game. Scheduled at a time for people who like to stay up late. 1st edition will be available but will play any edition players may bring. 3 player game preferred.

Thurn and Taxis 101 – Fri 2 pm

Thurn and Taxis – Fri 3 pm

Build postal routes across a map of southern Germany and neighboring countries, using them to place post offices and earn bonus points for finishing provinces and constructing long routes.

Ticket to Ride: Europe – Sun 7 pm – Mega

T2R: Europe features new game elements. Tunnels may require you to pay extra cards to build, ferries require locomotive cards, and stations allow you to sacrifice a few points in order to use an opponent's route. Will use the Mega deck, if available.

Ticket to Ride Expansions 101 – Sat 9 am

Ticket to Ride: France – Sat 7 pm

Players select colored track segments to build the map as they draw train cards.

Ticket to Ride: Germany – Fri 7 pm

This event is part of the Ticket to Ride Global tournament, that runs through all three conventions.

Ticket to Ride: Globe Master – Fri Noon

We are creating a year long competition to crown the Globe Master. Every time you play a qualifying Ticket to Ride game, your total routes completed will be tallied. At the end of the year we will crown the Globe Master, the player who has completed the most routes.

Ticket to Ride: Mini Game – Fri 3 pm

Play 3 versions of the small T2R games. Total score determines the winners.

Ticket to Ride: Rails and Sails 101 – Sun 1 pm

Ticket to Ride: Rails and Sails – Sun 2 pm

Harbors in the Great Lakes and The World will count: 1, 10 pts. 2, 15 pts. and 3, 20 pts. House Rule. The Great Lakes or The World may be used for the final round, Train card decks only include Wild Cards.

Ticket to Ride: Switzerland – Mon 9 am

Switzerland 3 player game. Nordic maps will be used in the alternative if not enough Switzerland boards are available.

Ticket to Ride: USA 1910 – Sat 3 pm

This event is part of the Ticket to Ride Global tournament, that runs through all three conventions.

Titan 101 – Sat 8 am

Titan – Sat 9 am

The classic Avalon Hill dice throwing monster slugathon.

Transeuropa – Sat 6 pm

Transamerica with a European map. Place tracks down to connect your hub to the five cities in your hand. Connecting to other players tracks gives you access to their entire network. Be the most successful at connecting cities to your hub by the time a train goes off the cliff.

Treasure Hogs – Sat, Sun 2 pm

A competitive card game where players take on the role of a Hog-Archaeologist, using Resource and Strategy Cards to match and win Treasure Cards. But beware, Thieves are devising a plan to steal your Treasure!

Twilight Inscription 101 – Sat Noon

Twilight Inscription – Sat 1 pm

First of two rounds. 10,000 years ago the Lazax ruled the galaxy but it ended in a war of genocide. Today is the time for your race to rise and lead the galaxy to a new era! This is FFG's new roll & write game set in the Twilight Imperium universe.

Uno – Fri 6 pm, Sun 5 pm

Players race to empty their hands to catch opposing players with cards left in theirs in this classic card game.

Vegas Showdown – Mon Noon

Players are casino moguls. Build your own hotel/casino by bidding against the other players to build rooms and arrange them on your own player board. The player who builds the most famous hotel/casino wins the game

Verdant 101 – Fri Noon

Verdant – Mon Noon

Come and decorate your home using various plants and furniture to gain the most points. Whoever has the most points at the end of game is the winner.

Board Games

Viticulture 101 – Sat 5 pm

Viticulture Essentials – Sat 6 pm

Players find themselves in the roles of people in rustic, pre-modern Tuscany who have inherited meager vineyards. They have a few plots of land, an old crush pad, a tiny cellar, and three workers. They each have a dream of being the first to call their winery a true success.

War of the Ring 101 – Fri 9 pm

War of the Ring – Fri 10 pm

One player takes control of the Free Peoples, the other player controls Shadow Armies. Initially, the Free People Nations are reluctant to take arms against Sauron, so they must be attacked by Sauron or persuaded by Gandalf or other Companions.

Wingspan 101 – Sun 9 am

Wingspan – Sat 8 pm, Mon 9 am

You are bird enthusiasts—researchers, bird watchers, ornithologists, and collectors—seeking to discover and attract the best birds to your network of wildlife preserves. Each bird extends a chain of powerful combinations in one of your habitats (actions).

Wizard – Fri 8 pm

A classic trick-taking card game that uses a sixty-card deck: a traditional 52-card deck (1-13 in four suits) along with four Wizards (high) and four Jesters (low). Players attempt to win the exact number they bid. Each round increases in number. Highest score wins!

Yokai Septet – Sun 2 pm

A trick-taking game about capturing high-scoring Boss Yokai. Each turn, players play a card from their hand. The player who played the best card takes all cards, some of which may be Boss Yokai. Game plays in app. 60 minutes



Family Games

Catalina A (Family Area)

For Orcon 2023, we put together a selection of family-oriented games in several departments. Some of these events will be hosted in the Family Area, while others will be hosted in their department's designated space. Please check the schedule or with the respective department HQ! Some of the sign-up sheets for these games will be in Catalina A.

Kids Only

Miniatures:

Fuzzy Heroes: the 7 rings of Power Sponsored

Video:

Mario Kart Race for Beginners

Family Events

Board & Card:

Apples to Apple Jr

Boba Mahjong Sponsored Demo (2)

Crows Overkill Sponsored Demo

Deadly Doodles Sponsored Demo

Deadly Doodles Sponsored Tournament

Icecool / Icecool 2 Small Tournament

King of Tokyo Small Tournament

Kung Pao Chicken Sponsored Demo (2)

Munchkin Wonderland Sponsored

Steve Jackson Games "Mixed Bag" Sponsored Demo (6)

Transeuropa

Treasure Hogs Demo 2

Miniatures:

Clay-O-Rama

D&D 5e - Pengopolis

Formula De Super-Incredisized Spectacular Long Beach Grand Prix Tournament

HMGS-PSW Siege of Helm's Deep Middle Earth Strategy Battle Game

Middle Earth Strategy Battle Game - Battle Host Skirmishes

RPGs:

Masks - My Hero Academia: UA Academy a new generation

RPG Indie Games on Demand (Kids Ed)

Video:

Mario Kart Masters

Marvel Snap Sponsored Small Tournament

General:

Kid Friendly Movie (2)

Party Penguins

Open Gaming

Plaza Ballroom A

We now have one space for all open gaming. Come downstairs and check it out.

Party Games

Party Games

Catalina B, C, D, Newport B, C

Blood on the Clocktower – Fri 7 pm, Sat Noon, 3 pm, 4 pm, 6 pm, 7 pm, 8 pm, 10 pm, Sun Noon, 3 pm, 6 pm
A bluffing game enjoyed by 5 to 20 players on opposing teams of Good and Evil, overseen by a Storyteller player who conducts the action and makes crucial decisions. Players use mechanical information & intuition to uncover what is real or a lie.

Cash 'n Guns Live – Fri, Sat, Sun 7 pm
You're gangsters about to share their loot. Players have to aim at each other, using their fingers, and have to try to protect their teammates.

Funemployed – Sun 2 pm
The party game where each player gets four Qualification Cards (like Umbrella or Dingo Repellent), then interview each other using those cards to win jobs, like Professional Cuddler, Coal Miner, or even The President! Please wear masks at GM request.

Game Show Open House – Fri 6 pm
Hands On Buzzers will be hosting a variety of 2- and 3-player game shows, including Card Sharks, The Joker's Wild, and Concentration! Bring a friend and drop in!

Game Show Playalong - Blockbusters – Sat 5 pm
Find out if two heads are better than one! Hands On Buzzers presents the letter-perfect quiz game Blockbusters!

Game Show Playalong - Card Sharks – Sat 2 pm
Aces high, deuces low! Call it right and win the dough! Join Hands On Buzzers for the game of luck and intuition, Card Sharks!

Game Show Playalong - Countdown – Sun 10 am
Wake up your gray matter Sunday morning with Hands On Buzzers, as we play the long-running British game show of anagrams and arithmetic, Countdown!

Game Show Playalong - Family Feud – Sat 8 pm
Let's play the Feud! Hands On Buzzers presents the classic game of surveys and strikes. Individual players and teams of 4-6 are welcome!

Game Show Playalong - Wheel of Fortune – Sun 1 pm
Spin the wheel, solve the puzzle! Join Hands On Buzzers for a full afternoon of Wheel of Fortune! Real prizes! Real fun! And a real wheel to spin, just like the show on TV!

Indie New Games

International B

Artifice Games, AI powered fun for Humans! – Sat Noon
Make ridiculous pictures with AI, re-caption them, and fool your friends! All you need is a phone to play. Drop in any time with a group to step into the future. (Drop-ins welcome!)

Battle of Souls - Deck builder – Fri 6 pm, 8 pm, Sat 9 am, 11 am, 2 pm, 5 pm, 8 pm, Sun Noon, 3 pm, 5 pm, 7 pm
Beta test Battle of Souls Deck Builder. Players will setup and play the game in order to provide feedback on the game. A Legendary Warrior soul has been freed from his servitude and has entered the Battle of Souls Tournament to take over the realm. You must stop him and protect it.

Bones on the Mast – Sat Noon
Pirate themed strategy and tactical board game.

Ninja: Playground Game – Fri, Sat, Sun 6 pm
Take turns swiping at the opponent's hands to eliminate them. Be the last person standing to be called the best ninja.

Punderdome – Sat 11 pm
A game for pun lovers! Draw two cards and make bad puns connecting the prompts. The most terrible punster wins!

Two Rooms and a Boom – Sat, Sun 10 pm
A new game every 30 minutes. For 10-25 players join any time! Blue Team has the President. Red Team has the Bomber. Players will move between two different rooms in the hotel. If the Bomber is in the same room as the President at the end of the timer... BOOM!

Ultimate Werewolf – Sat, Sun Midnight, 9 pm, Mon Midnight
Standard social deduction, pitting villagers against werewolves in a battle of critical thinking and misdirection.

Ultimate Werewolf – Fri 9 pm – Basic (Witch, Hunter, Seer)
As basic a Werewolf game as they come. I intend to throw more advanced mechanics at players later as the convention progresses. However, for this time slot, I will give you the most entry level, beginner-friendly social deduction experience that Ultimate Werewolf has to offer.

Vegas Wits & Wagers – Sat 9 pm
Come play this version of party game classic Wits & Wagers with a fancy, oversized mat and additional ways to bet! It's Vegas, baby! Dealer dollars to be awarded! Bet on the guess to a trivia question that is closest to the correct answer and win.

Werewolf – Fri 9 pm, Sat 5 pm
Join the village and root out those evil Werewolves...or attempt hide your true nature from the rest of the villagers in this social deduction game.

You Can't Be Sirious! – Sat 5 pm
Back for Orcon 2023! RHODA & Stad test players to see how clever they are coming up with prompts to get smart devices to respond how they want to. Every word counts in this original game show where wrong answers can still win big (actual prizes)!

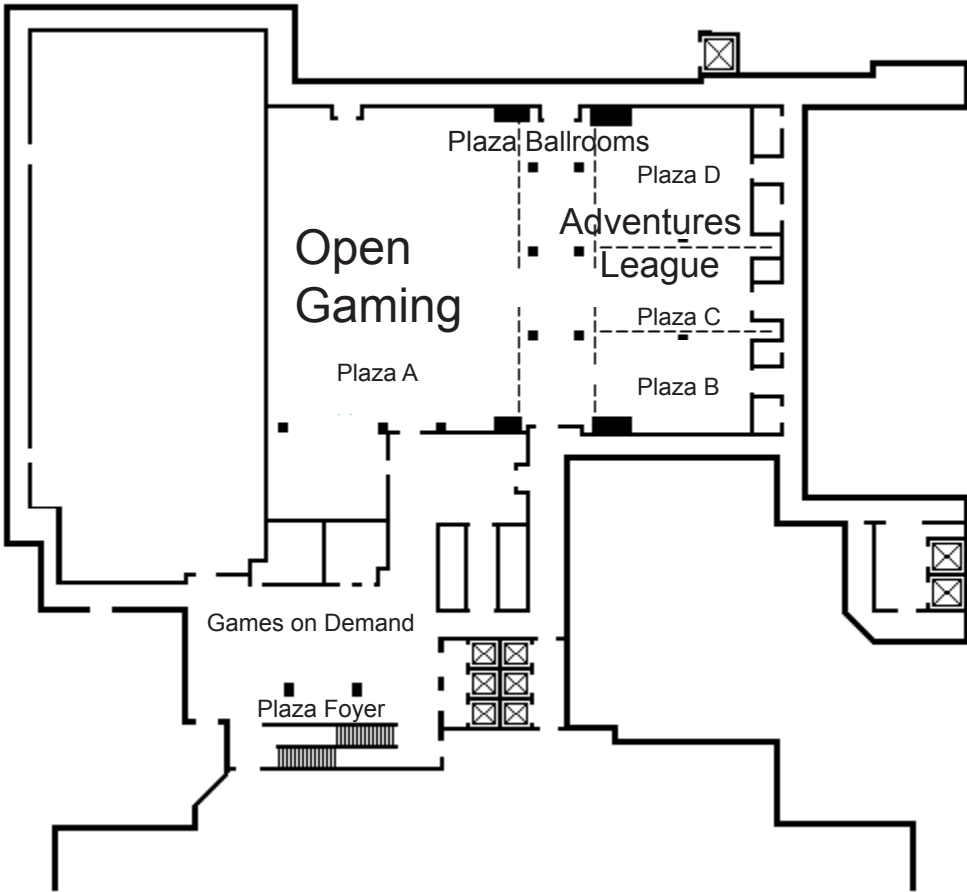
From the Shadows – Sat, Sun 10 am, 1 pm, 4 pm
Use your unique talents to fight monsters collecting their bounties. Bounties add to your total score at the end of the game. Each Hero has their own abilities, and deck of cards to play with. Use attack cards, and items to damage or kill Monsters on the table.

Let's Go! To Japan – Sat 2 pm
You are travelers planning and experience your own dream vacation to Japan. While bouncing between Tokyo and Kyoto, you'll visit can't-miss tourist attractions and local flavor. Players draft cards to create week-long itineraries to optimize activities and score the most points.

War of Crown: The Battle of XuanWu Gate – Fri 6 pm, Sat 2 pm
Explores a historical tragedy where players assume the role of 3 princes from the Tang dynasty. As an eligible prince to the throne how will you win over Emperor's heart? One thing you know for sure this war of crown will end with you on the throne blood shed or not.

Oregon 2023 Maps

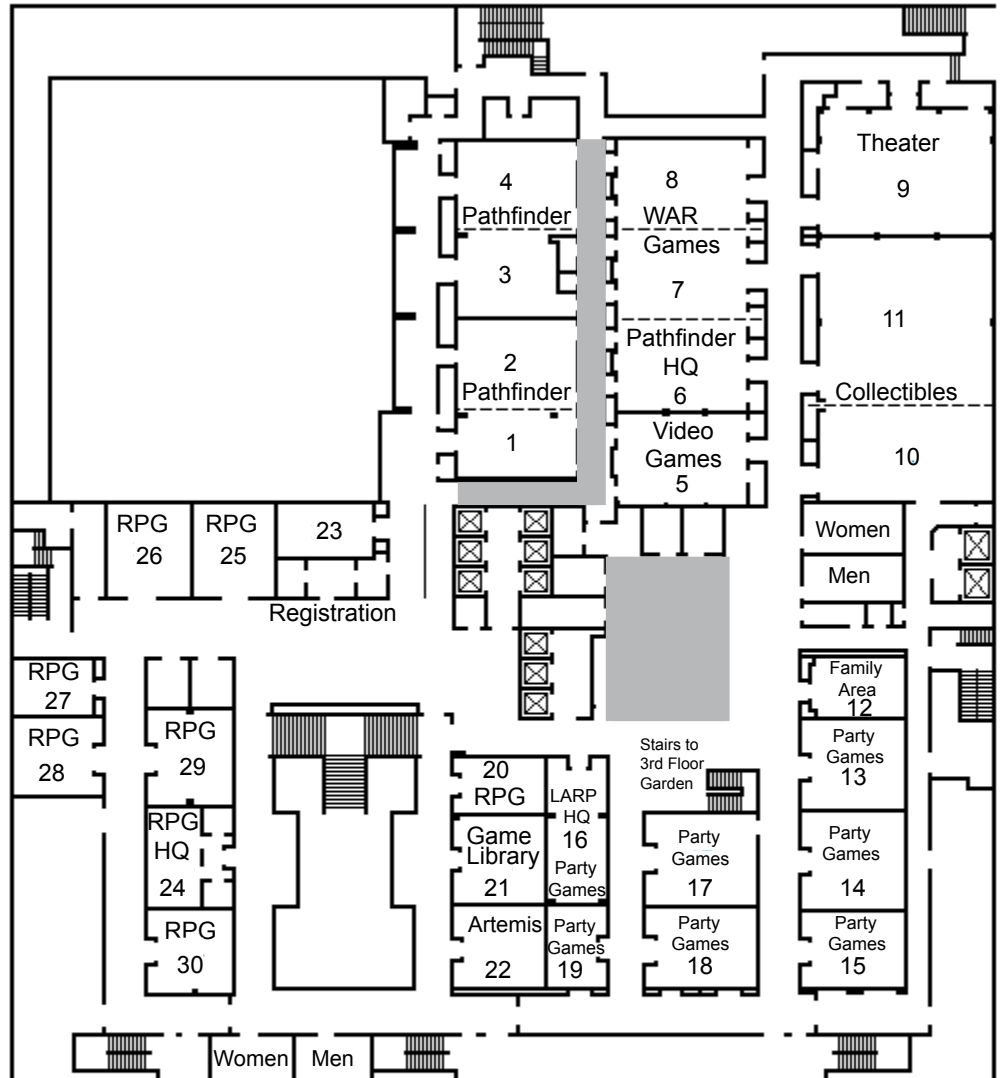
HILTON LOS ANGELES AIRPORT - LOWER LOBBY LEVEL



HILTON LOS ANGELES AIRPORT - UPPER LOBBY LEVEL

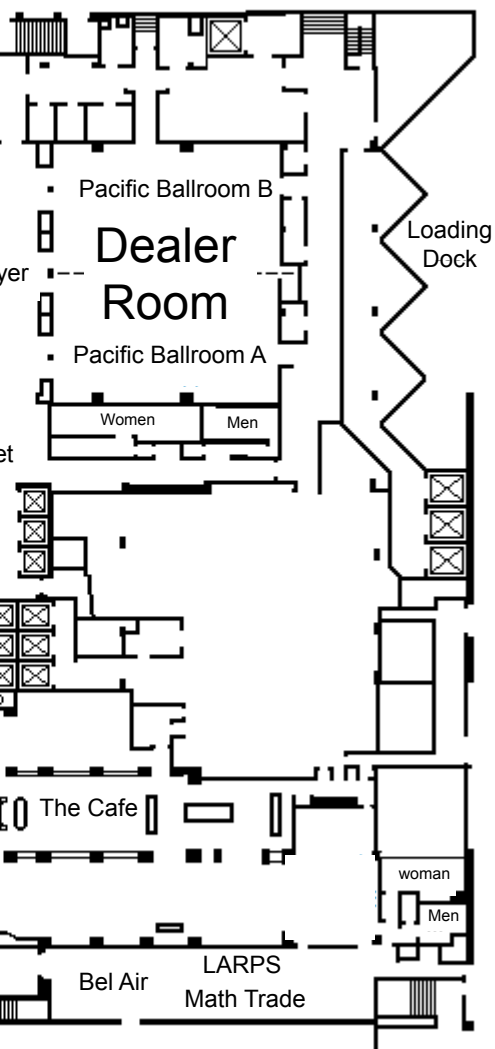


HILTON LOS ANGELES AIRPORT - SECOND FLOOR



- | | | |
|---------------------------|-------------------------|--------------------------|
| 1. Century A | 10. La Jolla Ballroom A | 20. Santa Monica A |
| 2. Century B | 11. La Jolla Ballroom B | 21. Santa Monica B |
| 3. Century C | 12. Catalina A | 22. Santa Monica C |
| 4. Century D | 13. Catalina B | 23. Executive Boardroom |
| 5. Marina | 14. Catalina C | 24. Chairman's Boardroom |
| 6. Los Angeles Ballroom A | 15. Catalina D | 25. San Lorenzo A |
| 7. Los Angeles Ballroom B | 16. Newport A | 26. San Lorenzo B |
| 8. Los Angeles Ballroom C | 17. Newport B | 27. San Lorenzo C |
| 9. Carmel Room | 18. Newport C | 28. San Lorenzo D |
| | 19. Newport D | 29. San Lorenzo E |
| | | 30. San Lorenzo F |

PORT - LOBBY LEVEL



LARP events can also be found on the 3rd floor. See LARP HQ for specific room numbers.

Collectibles

La Jolla

Gaming 101

Strategicon's Gaming 101 events are for new players to learn how to play the game from experienced gamers. Come learn the rules and mechanics and play a couple of turns before you play in the tournament.

7 Wonders Duel 101 – Sat 3 pm

7 Wonders Duel – Sat 4 pm

GM: John Borders

3 Round tournament with Swiss Pairings. Please bring a copy of the game if you have it. 2nd and 3rd rounds might be played with expansion(s) if enough are available.

Ark Nova 101 – Fri 6 pm

GM: John Borders

You will plan and design a modern, scientifically managed zoo. With the ultimate goal of owning the most successful zoological establishment, you will build enclosures, accommodate animals, and support conservation projects all over the world.

Ark Nova 2 Round Tournament – Fri 7 pm

GM: John Borders

Tournament will be 2 games. Standings will be based on combined scores between both games. Bring a copy of the game if you have it. We will be using a draft variant for starting hands.

Ascension – Sat, Sun 11 am

GM: George Carceres

Experience the Legendary Deckbuilder by Justin Gary. Sets to be determined at time of event.

Dice Masters 101 – Sat 9 am

Dice Masters – Sat 10 am – Superman Kryptonite Crisis

GM: Andres Fresquez

A 2-player card and dice game featuring custom dice. Players face off in a "dice building" style game, building to buy better and better character dice from their own 8-character team. the goal of reducing them from 20 life down to 0.

Lost Ruins of Aranak with Leaders – Sat 6 pm

GM: John Borders

2 Round Event. Please bring game and Leaders expansion if you have it. Standings will be based on total points earned between both games.

Magic: the Gathering – Sat 9 pm – Commander Chaos Melee

GM: JJ Moore

Note: Event begins at 9:15 Bring your own Commander deck and battle it out, Chaos Melee Style! Free to play, prize supported.

Magic: the Gathering – Fri, Sat, Sun 11 pm –

Commander: Open Play

GM: Dae Kim

Open Play Participation Promos! Magic Companion App used but not required.

Magic: the Gathering – Sat, Sun 1 pm, 5 pm – Commander: Pods

GM: Josh Badger

Mix pods of 3-4 : Winner of each pod receives 5 Dealer Dollars. Magic Companion App used but not required.

Magic: the Gathering – Sat, Sun 8 pm – Draft

GM: Dae Kim

New Phyrexia All Will Be One! Set Pack Prizing. Participation Promos! Magic Companion App used but not required.

Magic: the Gathering – Fri 8 pm, 10 pm –

Friday Night Magic: Draft

GM: Josh Badger

New Phyrexia All Will Be One! Set Pack Prizing Participation Promos! Magic Companion App used but not required.

Magic: the Gathering – Sat 1 pm – K&J Pauper

GM: Melissa Weiss

Bring your own pauper deck to win the coveted Golden Binky!

Magic: the Gathering – Sat, Sun 2 pm – Sealed

GM: Josh Badger

New Phyrexia All Will Be One! Set Pack Prizing Participation Promos! Magic Companion App used but not required.

Marvel Champions 101 – Sat 1 pm

Marvel Champions – Sat 2 pm

GM: Andres Fresquez

Invites players to embody iconic heroes from the Marvel Universe as they battle to stop infamous villains from enacting their devious schemes. A Living Card Game.

Mortis – Fri 10 pm – Friday Night Fights

Mortis – Sat 8 am – Preliminary Rounds

Mortis – Sat 6 pm – Main Event

Mortis – Sun 8 am – Battle Royale

GM: Jonathan Albin

Come play the Mortis card game with its creator. Rules taught.

Netrunner 101 – Sat 10 am

GM: Richard Giedlin

Cyberpunk returns! Will Mega Corporations find a way to advance their agenda? Or will runners hack and slash their way through remote and central servers to steal victory? Learn to play Netrunner, the fan reboot of FFG's "Android Netrunner".

Netrunner – Sat 11 am

GM: Richard Giedlin

Beginner level tournament using System Gateway starter decks.

Pokemon – Sat, Sun 10 am – Constructed

GM: Chuck Watson

Does your Pikachu have what it takes? Do you burn with the strength of Charizard? Blast off with Blastoise and leave the other trainers out to dry? Constructed decks, Swiss Format.

Red Dragon Inn 101 – Sun 10 am

Red Dragon Inn –

Sat 10 am, Noon, 2 pm, 4 pm, Sun Noon

GM: Laura Wintz

What do you do after a long, hard days adventuring? Go to the Red Dragon Inn, of course, and divvy up the spoils. And drink just a little. Whoever is left standing after the last ale is downed and the dust has settled from the last bar brawl takes home all the gold from the day.

SolForge: Fusion 101 – Sat, Sun 10 am

GM: Diane Grotjohn

Come learn the exciting new game SolForge! Creatures, spells, and Forgeborn come in unique, algorithmically-generated faction decks. While you can't change the cards in a faction deck, you will fuse two faction decks together to construct the perfect deck. Upgrade your cards and claim victory!

SolForge: Fusion – Sun 5 pm – Constructed

GM: Diane Grotjohn

Combines two individual decks which can be mixed and matched prior to the game and upgraded while playing! Bring your two favorite decks, fuse them, and reign victorious! Promos for all players, prizes for winning!

Collectibles

SolForge: Fusion – Sat, Sun Noon – Sealed

GM: Diane Grotjohn

Packs contain 4 individual decks which can be mixed and matched prior to the game and upgraded while playing! Packs will be available at the event or you can feel free to bring your own! (Note: Pack must be unopened prior to event.) Promos for all players - \$30 Entry Fee

Star Wars Miniatures – Sun 1 pm, 5 pm – Constructed

GM: Mel Campbell

Have Rey and Kylo Ren team up against Greivous and Boba Fett in an epic battle! Recreate Luke's harrowing trial against Darth Vader under the Emperor's while Leia leads the Battle for Endor. Mix and match as you like with this thrilling collectible game featuring all your favorites!

Transformers: TCG – Sun Noon – Booster Draft

GM: Bradley P. Thomas

Build a team of Transformers from a series of packs and compete against other players in a series of rounds until someone comes out the winner. A preconstructed deck is not necessary – \$10 is needed to buy in.

LARPs

Bel Air, Newport A, Malibu Gardens, 3103

Endgame – Sun 8 pm – Murder Mystery

GM: Ash Perrine

The year is 1925. Booze and gambling are prohibited, and you've just been invited to an evening of both...in an organized, respectable fashion of course, with people of your own class. Invitations to Mr Harrington's poker nights are in high demand among the rich and fashionable, and it's all just a bit of fun! What's the worst that could happen? Endgame is a 1920s murder mystery LARP with slightly Lovecraftian undertones. We're aiming for fun, mystery solving, 20s pastiche and maybe a few small scares.

Fae's Anatomy – Sat, Sun 10 am – A Comedic Medical Drama

GM: Rosalia Lopez

"Fae's Anatomy: A Melodramatic Medical Mystery RPG parodies the stories found in procedural medical dramas. Think General Hospital, Grey's Anatomy, M.A.S.H, or House. Only insane, because who needs realism?" Game runner will play the patient, while the players will be the medical team working to diagnose, test and cure whatever supernatural illness has infected the patient. Games take the form of a medical drama, with an opening, personal drama, patient drama and closing. Will you find the cure or die laughing?

Foam Fortress – Sat 2 pm – Foam Combat

GM: LARP Staff (Rob P)

This is a high-action foam combat homage to a first-person shooter classic. Be ready to grab a blaster or sword and fight for the honor of Red or Blue team. Game will be played in several short but varied rounds of team action. A waiver is required for this event. All materials will be provided.

FOAMM vs Machine – Sat 4 pm – Foam Combat

GM: LARP Staff (Rob P)

This is a high-action foam combat homage to a first-person shooter classic, now with progression and escalation. Be ready to grab a blaster or sword and fight for the honor of Red team, or join the nefarious robotic hoard of Blue team and spawn over-and-over attacking the "so called" heroes. A waiver is required for this event. All materials will be provided.

Wonderland's War 101 – Sun Noon

GM: John Borders

The Looking Glass has shattered, madness is being drained from the inhabitants, and war has come to Wonderland. Alice, Mad Hatter, Red Queen, Jabberwock, & Cheshire Cat must gather all that they can while playing nice at the Hatter's Tea Party before going to battle!

Wonderland's War – Sun 1 pm

GM: John Borders

2 round tournament single elimination. Please bring a copy of the game if you have it.

Yu-Gi-Oh! – Sat, Sun 3 pm – Constructed

GM: Chuck Watson

Bring your favorite Yu-Gi-Oh! Deck and prove that you're the best Duelist at Strategicon. Swiss Format, 3 rounds.

Gate of Light and Shadow – Sat 2 pm, 8 pm – Palace of the Gods

GM: Joe Landolph

The sun has gone dark! In this scenario for the ritual-based "Gate of Light and Shadow," players are wayward spirits exploring the palace of the gods after the sun suddenly disappears. Characters will move about the palace and invoke special abilities by performing unique rituals. In-depth exploration will take the form of "choose your own adventure" packets for players to read and interact with. Can you solve the mystery of the missing sun?

Iliad the LARP – Fri 8 pm – Iliad the Larp

GM: Ross Cheung

Wrath - sing, goddess, of the ruinous wrath of Peleus's Son Achilles! You are all ancient heroes who once made a pledge and sailed to Troy to fulfill a pact and wage war, but ten years later, the siege isn't going so great. Together with your fellow players, you will recreate Homer's epic, the Iliad, full of larger-than-life drama, pathos, war, pride, and heroic death. Contains physical movement, and (safely) shouting and living out your finest heroic moments is highly encouraged. This LARP recreates the first few books of the Iliad by Homer.

Raven Pilots – Sun 2 pm – World of Starship Valkyrie

GM: Ross Cheung

Your training has been hard and many of your classmates have washed out, unable to handle the rigors and demands of the training program or the 6Gs of a raven cockpit. You've persisted, and you have all gained the coveted wings that mark a graduate of the elite Raven pilot corps from Star Navy academy. Tomorrow you ship out. Thus begins the story of a group of young pilots on the eve of the Praezorian War. This will be a scene-based mechanics-light LARP.

Smiling Jack Returns – Sat 8 pm – Vampire The Masquerade

GM: Christopher Jones

The Infamous Anarch Smiling Jack has returned to Los Angeles! But the newly reconstituted Free State is not the same as the one Jack left behind, and he's going to let everyone know it! Will you side with Jack or Defend the Freestate? Will there be anything left either way? This is a Vampire the Masquerade court LARP, featuring roleplay, low physical activity and rules-based combat. If you want to know what Vampire or court LARPs are all about, check this out!

Video Games

Video Games

Marina, Santa Monica C

Artemis Spaceship Bridge Simulator –

Fri 3 pm, 4 pm, 5 pm, 6 pm, 7 pm, 8 pm, Sat, Sun 10 am, 11 am, Noon, 1 pm, 2 pm, 4 pm, 5 pm, 6 pm, 7 pm, 8 pm
The 6 player cooperative real time spaceship bridge simulator, Artemis, returns to Strategicon!. Man your stations (Helm, Weapons, Science, Engineering, and Comms) or Captain the Artemis to victory in one of the 50 min sessions. Children under 16 require parent present to play.

Mario Kart Masters – Sat 3 pm

Expect more challenging players and tracks. Choose your character, vehicle, etc. and race against up to three others on various tracks. Steering wheels and remotes set to tilt.

Mario Kart Race for Beginners – Sat 2 pm

Race with some of the best-known Nintendo characters, and race to become the King of Karting. Choose your character, vehicle, etc. and race against up to three others on various tracks. Players required to use the steering wheels and have remotes set to tilt.

Miniatures

International Ballroom A, Catalina A (Family Area)

Aeon Trespass: Odyssey – Sat 10 pm

GM: Brent Wallace

The Greek Gods have died, and the world seems to be dying with them. Take to the seas in the mysterious Argo with your allies in this cooperative 7th Continent/Kingdom Death Monster hybrid.

Alpha Strike – Fri 6 pm – Convoy Escort

GM: Francisco Vassallo

The filthy freeborn Inner Sphererers dispatched a relief supply convoy to Frankograd. We must destroy this so we can take the city. Armies will be provided. If you'd like to bring your own, make a list to either: attack 100 points (Clan) or to defend 150 points (Inner Sphere), Clan invasion era mechs please

Alpha Strike – Sat 7 pm – Inner Sphere vs. Clan

GM: Nathan Nanning

Come learn to play the streamlined version of Battletech with this classic Inner Sphere vs. Clan battle. All materials provided, beginners welcome, join anytime.

Alpha Strike – Sun 2 pm – Wolfnet Radio's 350

GM: Darren Eskandari

Players are expected to bring 350PV armies, from which they'll select 200PV forces per scenario. The length of the tournament will be determined by turnout, not exceeding three 80 minute rounds. The complete rules for Wolfnet Radio's Alpha Strike Tournament can be found at the more info link.

Battlestations 2.0 HUGE! –

Fri 6 pm, 8 pm, Sat 1 pm, 3 pm, 7 pm, 9 pm

GM: Jeff Siadek

A heroic space adventure game aboard a starship. Amazing space battles and insane boarding actions. Gather your crew for a series of exciting space missions. Create and rank up a unique character, learning new special abilities and collecting powerful treasure rewards. Beginners Welcome. All game materials provided.

Marvel Snap – Sat 7 pm

PvP-friendly battle mode tournament. Both the overall champion and the victor of the eliminated bracket. Prizes.

MultiVersus Blackout 1v1 – Sat 6 pm

This Multiversus tournament is a bit different! Once you use a character once in a fight, you can't use them again the entire tournament! This tournament requires a mastery of many characters to achieve victory! Double elimination Bo3 until Semifinals. Bo5 for Semi/Finals.

MultiVersus Ringout 2v2s! – Sat, Sun 2 pm

Duke it out using your favorite childhood characters! From Shaggy and Velma to Superman and even LeBron James! This tournament will be Double Elimination. Bo3 This means that if you lose a match in the Upper Bracket, you will be moved to the Lower Bracket. Semifinals Bo5

Star Craft 2 – Sat 8 pm, Sun 2 pm, 6 pm

This will be player versus player event. Having a Blizzard account is required but not mandatory. Players can bring their own computer or laptop to participate in the event.

Battlestations - Dirtside (3 Missions) –

Sun 1 pm, 3 pm, 7 pm, 9 pm

GM: Jeff Siadek

A game of heroic space adventure where you get to visit an alien planet. Gather your crew for a series of 3 exciting away missions. Series of three 30mins Missions. Create and rank up a unique character, learning new special abilities and collecting powerful treasure rewards. Beginners Welcome. All game materials provided.

BattleTech – Sat 2 pm – Urbie Derby!

GM: Darren Eskandari

The ultimate Battle-Royale Extravaganza! Players will battle for supremacy of the battlefield in a Trashcan™ of their choosing: the UrbanMech UM-R60 or the fearsome UM-R60L. All materials will be provided, but players are encouraged to bring their own dice and minis if they choose.

Black Powder – Sun Noon – American Civil War

GM: James Corbet and Luis Medrano

Billy Yank and Johnny Reb fight a meeting engagement in the Western Theatre over control of a valuable crossroad. The game will feature 28mm miniatures using Black Powder rules. All materials are provided and rules will be taught.

Bolt Action/Konflikt 47 – Sat 11 am – Fall of Berlin

GM: Jacob Shober

Team up with other players to seal the fate of the Third Reich! You and your comrades have a German force surrounded, and it is your duty to destroy it and liberate the town it is holed up in. Build a 750pt force of either Bolt Action or K47, using a Generic reinforced platoon, and be ready to take the fight to the enemy! Loaner armies are available, so feel free to join in even if you don't have the models yet!

Bolt Action - Tank Wars – Fri 5 pm – Twisted Metal

GM: Jacob Shober

A special scenario for Orrcon! Complete objectives, destroy the enemy, and lead your tank forces to victory! 1500 pts, using the Armored Platoon selector from the Tank Wars rulebook. There will be loaner lists available, so join us for some heavy metal mayhem!

Miniatures

Car Wars 6E – Fri Noon, Sat Noon, 2 pm, 4 pm, Sun Noon

GM: Jessie Foster

A game of the freeways and arenas of the future, where the right of way goes to the biggest guns. Players will be given pregenerated armed and armored cars and crew, taught the rules, and set loose upon each other. Will your car dominate the arena or will you crash and burn! - Official demo by the AZ MIB.

Chivalry is Dead – Sat, Sun 1 pm

GM: Cory Nelson

Fantasy Chariot Racing at its finest. Come playtest a new tabletop miniatures game where you compete as one of 5 distinct races.

Circus Maximus – Sat 5 pm – 10th Year of Caesar's Reign

GM: Jamie Vann

Not giving a flip for over 30 years! Harken back to the glorious days of ancient Rome! Thundering horses, unstoppable chariots and the roar of a blood-thirsty crowd! Family fun for all! Prizes will be awarded! Most fun you will have all con! All materials provided, no experience needed

Classic Battletech - A Game of Armored Combat –

Sat 10 am, Sun 10 am, 3 pm – Circle of Death

GM: Mario Acuña

Special Free-For-All format TournamentBeginners Welcome - All Materials Provided. Free Pair of d6 dice for all participants. Sponsored by Lost Planet Games.

Clay-O-Rama – Sun 10 am

GM: Harmon Ward

The denizens of Claydonia meet for their triennial battle to become the champion of Clay-O-Rama. Make a claydonian from Play-doh (which is provided) and go to war with other claydonians. This is a beginner friendly fast paced game of doughy combat that results in smashed monsters and even smasher hopes.

Conquest the Last Argument of Kings – Sat Noon

Free play / Demo

GM: Francisco Vassallo

This is an unofficial Conquest event. Your armies do NOT have to be made from Parabellum miniatures. Come and play, try out your lists, learn the game. 1250 point armies are suggested

D&D 5e – Sat 10 am – Pengopolis

GM: Harmon Ward

The mighty penguin warriors of Pengopolis have been summoned to protect the town from Killer Whales, Seals, Sea Lions, and the ever-vicious Skuas. Form a team from pre-generated Penguin themed 5e characters to fight off the attack. Very family/child/beginner friendly with simplified rules including action cards.

Fist Full of TOWS3 – Fri 6 pm – Fulda Gap 1985

GM: David Dean and Adam Hammer

The Soviet Steamroller is smashing through the gap. The US Army is prepared to stop the advance. The Reds have T-64s, T-80s, BMPs and infantry against the US Abrams, M60s, M113s, infantry and lots of artillery. The game will be played in MicroArmor and all materials are provided. Rules are fun and will be taught to all players.

Formula De Super-Incredisized Spectacular – Mon 10 am

Long Beach Grand Prix

GM: John Paiva

Wrap up the Con with a Super-Incredisized Formula De race! Top 3 players get their name engraved on the Perennial Award Plaque for years of bragging rights! No experience required, all rules taught and materials provided! Come and have FUN!!

Foundations of Rome – Mon Noon

GM: Solomon Chang

The city-building board game Foundations of Rome puts you into the role of an architect competing to own land and build structures. Place buildings to build synergies for getting points, population, and income. Buy, trade, or even steal the land needed to place buildings.

Fuzzy Heroes – Sun 5 pm – Fuzzy Heroes: the 7 rings of Power

GM: Victor Bugg

A toy and stuffed animal fighting and adventure game for the whole family. It teaches fundamental miniatures, role playing, and tactics while still offering fun entertainment for even the most seasoned gamer. In the Family Area foyer, 2nd floor,

Gaslands 101 – Fri 5 pm

Gaslands – Sat 11 am

GM: Bradley P. Thomas

In an alternate present day, Mars has been colonized, the Earth has been destroyed, and people engage in deadly vehicular races for the amusement of Mars. Players use Hot Wheel/ Matchbox cars with vehicular datasheets to engage in races, using dice and templates to do so.

Gaslands – Fri Noon – Death Match Demo

GM: Eric Harman

Learn to play Gaslands in this drop-in, drop out Death Match Style session.

Gaslands – Sat 2 pm, Sun Noon – Death Race

GM: Eric Harman

Death Race. Race against one another (or just try to blow each other up) in a post-apocalyptic auto duel. Cars will be provided, or you can bring your own (26 cans)

Gepanzerte Faust – Sun 10 am – Encounter at Berestochko, 23 June 1941

GM: Stephen Phenow

A continuation of the Barbarossa Campaign between the 11th Panzer Div. and the Soviet 10 tank div, in the Ukraine. The next day sees the 10th tank division reinforced by advance elements of 37th Tank div of 15th Mechanized Corps to block the 11th Panzer's advance. The Russian have numbers, the Germans have Stukas! Rules will be Gepanzerte Faust - Armored Battalion Warfare. Rule's designer will be in attendance.

Godtear 101 – Sun 5 pm

GM: Solomon Chang

A dynamic tabletop combat game for two players. Taking control of your warbands, you'll fight to claim godtears, ascend the throne of immortality, and gain untold power.

Godtear – Sun 6 pm

GM: Solomon Chang

Game master will supply all figures and materials. Tournament will be played in three rounds, by elimination every round. Round one, players will start with two war bands. After each round, you may add a war band from the GM's supply, or you may take an opponent's war band (unless your opponent brought his own miniatures). Surviving players in the final round will have 4 war bands. (Yes there are prizes to be won)

HMGS/PSW presents Battletech – Sat, Sun 6 pm

The world's greatest armored combat game. In the dawn of the thirty-first century, you are a MechWarrior. Master of a multi-ton, towering avatar of destruction, the culmination of battlefield technology development. Whether a soldier-of-fortune or a patriot, you drop into hot zones across a thousand worlds to battle your foes. All materials provided, join anytime!

Miniatures

HMGS/PSW presents Black Powder – Sat, Sun 2 pm

A game for the militarily inclined individual, set during the horse & musket period of 1700-1900. Black Powder is very much a game for gentlemen and women gamers. Gamers who cherish the finer things in life such as wonderfully painted armies, fighting over luxurious terrain, and doing so in the company of friends. All material provided, join anytime!

HMGS/PSW presents Bolt Action – Sat, Sun 4 pm

From Blitzkrieg to North Africa, from the Russian Front to the D-Day Landings, Bolt Action puts YOU in command of the most brutal and famous battles of the Second World War. A 28mm squad based game of WW2 combat. All materials provided, join anytime

HMGS/PSW presents Flames of War – Sat, Sun Noon

A 15mm WWII miniatures game. You command a company level force in Europe or North Africa, re-creating actual battles, or fighting missions versus other Flames of War armies. There is always a new challenge behind the next hedgerow! All materials provided, join anytime!

HMGS/PSW presents Wings of Glory – Sat, Sun 10 am

Take the command of one of the early flying machines to shoot down your enemy and become an ace in this easy to learn, fast and furious WW1 dogfighting game. All materials provided, join any time.

HMGS-PSW Siege of Helm's Deep – Sun 1 pm –

Middle Earth Strategy Battle Game

GM: Harmon Ward

From the moment the Nervous Old Man fires the first arrow until the Uruk Hai are victorious or vanquished, this game is memorable. The "armies" are kept small to keep everything from bogging down. One army, for example, consists of only three heroes. Attach the ancient fortress or defend it against the foe, the choice is yours. Games Workshop Middle Earth Strategy Battle Game rules with everything provided to play.

Kill Team Space Hulk – Sat 4 pm

GM: Aric Kuschinsky

Space Hulk meets Kill Team. We take the new Into the Dark Kill Team boards/rules and do our best to reproduce the original Space Hulk feeling. Bring your Kill Team or use one of the extras we have to engage in this Space Hulk free for all. Players will battle against each other as well as a space hulk full of surprises as they fight for survival on the Gallowdark.

La Bataille – Sat 10 am – Battle of Eylau. (8 Feb 1807)

GM: Dana Munson

Napoleon attempts to trap the Russian General Bennigsen's army in East Prussia. In late January, the Russian army went on the offensive, Napoleon mounted a counteroffensive to the north to cut the Russian communications to the East. Cossacks captured a copy of Napoleon's orders and the Russians withdrew to the northeast to avoid being cut off. The French pursued and found the Russians drawn up for battle at Eylau.

Marvel Crisis Protocol – Fri 6 pm – Dormmamu Ultimate Encounter

GM: Jared Rutledge

Select your squad of 17 points worth of Heroes and Villains from the Marvel Universe. This is going to be a modified Ultimate Encounter as a player will run Dormmamu (instead of an AI). 90+ minis will be provided for players to draft from. No previous rules knowledge is required. Rules taught before the event.

Mein Zombie – Sun 10 am – Clearing the Sewers

Mein Zombie – Sat 2 pm – Underground

GM: Michael Moran

Come explore underground passages and kill the invading zombies. Create a custom character, arm them with weapons and prepare for the attack. If you enjoy killing a horde of enemies (or your allies) this game is for you. We use the beer and pretzel rules 'Mein Zombie'. Easy to learn, fun to play.

Nemesis Lockdown – Fri 6 pm

GM: Solomon Chang

A semi-cooperative game where you and other players must survive in a Martian facility infested with hostile organisms. To win the game, you will have to complete one of the two objectives dealt to you at the start of the game and safely wait until the rescue party arrives.

Obsidian Empires – Sat, Sun 9 am – Introduction Game

GM: Adam Solis

A new tabletop miniature wargame set in the colorful and dynamic Pre-Columbian world of Mesoamerica. With gameplay that is intuitive and easy to learn, any player can jump right in and start their journey through this lush time and setting. This is a learning game, so players of all experience levels are welcome. Armies and game aids are provided.

One Page Rules – Sat Noon – Age of Fantasy Regiments

GM: Robert Courtney

Age of Fantasy: Regiments is a single-page miniatures game set in a dark magical world, designed to be easy to learn but hard to master. The game is played with 40-50 models per army, usually set up on movement trays, giving you big regimental battles that can be played in 60-90 minutes. Players put together an army and fight over objective points to control the battlefield, using regimental tactics to win. The game features alternating activations and brutally quick combat, keeping both players engaged at all times.

Paint and Take – Sat, Sun 10 am

GM: Robin Parker

New to miniature painting? Come to the Paint and Take Pavilion in the International Ballroom. Our experienced staff can help you learn all the techniques and tricks to get your minis table ready. No experience required! All materials provided! Hours 10am till 5pm Saturday and Sunday. Children under 10 must be supervised.

Paint Contest Judging – Sun 2 pm

GM: Victor Bugg

Join us for the presentation of awards for our fantastic minis in the painting contest. Prizes are dealer dollars. See the painting contest link under the events tab for details and rules. Miniatures can be claimed after 4pm

Pike and Shotte – Sat Noon – The Great Italian Wars

GM: Andrew Gledhill and Adam Hammer

Two Renaissance Superpowers of the Holy Roman Empire and France are fighting over the dominion of the wealthy, yet unprotected, Italian City States. Both armies contain very diverse and colorful forces: Gendarmes, Swiss Pikeman, Arqubusiers, Landsknechts, and many more types of units to make a fun and exciting game on a beautiful set up! 28mm models will be used and we will playing Pike n Shotte rules.

Prosperitea – Fri, Sat, Sun 2 pm

GM: Aven Gonzalez

You are a barista, striving to be the most prestigious tea shop in town! Source ingredients, blend teas and sell them for money or display them in your window for prestige! Sharing and cooperation is integral to success in this adorable cottage core indie hit!

Miniatures

Relic Worlds Expeditions – Sat 10 am

GM: Jeff McArthur

Search for treasure as you fight monsters and overcome traps in ancient alien ruins. Play as your favorite treasure hunter: Indiana Jones, Nathan Drake, Lara Croft, Archer, Lancaster James, or Jean Claude Van Johnson. All players get to keep the miniature of their character, and a free copy of the game.

Speed Painting Tutorial – Sun 11 am – Slap Chop speed paint tutorial

GM: Jim Sandoval

The “Slap Chop” painting method is a way to take advantage of the now popular Contrast/Speed paints’ semi translucent nature along with “undershading” to create high quality miniatures with little effort. If you are curious about this fast and easy way to paint nice looking table ready models, come join me as I go through a step by step overview of the method.

Star Wars Legion – Sun 1 pm – 500 point tournament

GM: Francisco Vassallo

3 round 500 point tournament

Thug Life: Ride or Die Expansion – Fri, Sat, Sun 2 pm

GM: Jason Serrato

Get ready to run the streets in this expansion to the Thug Life: The Game. Check out the sweet new 3D Rides expansion, simplified mechanics and faster, meaner game play improvements! Designer Jason Serrato (Game Masters) will be running demos and answering questions Friday through Sunday.

Twilight Imperium Fourth Edition – Sat Noon

GM: Solomon Chang

A game of galactic conquest in which three to six players take on the role of one of seventeen factions vying for galactic domination through military might, political maneuvering, and economic bargaining. Every faction offers a completely different play experience, offering many paths to victory, but only one may sit upon the throne of Mecatol Rex as the new masters of the galaxy.

Roleplaying

Newport, San Lorenzo, Catalina A (Family Area)

RPGs on Demand

Games on Demand is a new model being implemented by the RPG department. This model of games has been popular at conventions like Origins and Gen Con. Facilitators will have a variety of games ready to go on a first come first serve basis. At designated times, per the listing on the convention calendar, we will gather facilitators and players and get tables going to explore small press and independent role playing and story games. It is also possible to play and run role playing games in between those designated times, as long as there is space and you allow for an open table that is inclusive and respectful of others. We are located in the Lower Lobby, at the bottom of the escalators.

A Mauve and Pleasant Land – Sat Midnight – Call of Cthulhu 2e

GM: Zood

Rocket ready! Lift off! Pulp sci-fi versus terrors beyond time and space.

An Ordinary Day At Sea – Sun 8 pm – Shanty Hunters

GM: Dustin Laurence

You’ve gone to sea to collect sea shanties–sailor’s work songs–from working sailors. What could go wrong? A unique RPG where sinister figures of sailor’s myths can make the lyrics of shanties come to life, and the hunters have to figure out what’s going on and do something about it. How does that work? We’ll find out together, and sing a shanty or two while we’re at it.

Another Gloom – Sun Midnight – Cthulhu Now

GM: Zood

Gloom Raiders strike back! There will be cyberpunk! Confront terrors unknowable.

Twilight Imperium Fourth Edition – Sun Noon

GM: Walter Chen

TI4 with Prophecy of Kings Expansion

Warhammer 40K 9th edition – Fri 6 pm – Apocalypse Set-up

Warhammer 40K 9th edition – Sat 9 am – Apocalypse

Come decide the fate of worlds in the 40K universe. First game of our year long campaign. 10,000 points, nothing larger than a Land Raider. Loaner armies available, join anytime.

Warhammer 40K 9th edition – Sat 7 pm – Ironman Tournament

1000 points, patrol detachment. No Uniques and no Lords

of War. Killed models won’t be in the next round. 3 games of 4 turns each. Do you have what it takes to be the last man standing? Loaner armies available.

Warhammer 40K 9th edition – Sun 10 am – Open Play

Open play 40K. Bring what you got. Loaner armies available, join anytime!

Warhammer Underworlds – Fri 4 pm – Demo and Open Play

GM: Aric Kuschinsky

A fast-paced, action-packed tabletop game in which warbands battle for glory in the dark corners of the Mortal Realms. Master your miniatures and your card deck to ensure victory over your opponent! Extra Warbands available for new players, all materials provided.

Warhammer Underworlds – Sun 11 am – Rivals

GM: Aric Kuschinsky

Tournament using the linked rules. Will have extra warbands/decks/boards to accommodate as many new players as possible, but players are expected to have their own warband, rivals deck and play board(s).

Zombicide: Undead or Alive – Fri, Sat, Sun 2 pm – Undead or Alive

GM: Luis Alvarez

come jump on the train and join us to save the town and get some supply to help us survive.

A Quick Trip to France – Sat 8 pm – Achtung! Cthulhu

GM: John Paul Spore

Dare you face the terror lurking at the heart of Saint Sulac? Join a band of intrepid Allied agents as they investigate the mystery gripping this obscure corner of France. Who are the mysterious Nazi Black Sun? Why have they overrun this sleepy French village?

Arbitrary Justice – Sat 8 pm – Paranoia

GM: Ed Murphy

Congratulations, citizen, on being promoted by Friend Computer and volunteered as a Troubleshooter! Your first mission: Go to Briefing Room 198-4 in RCE Sector and arrest citizen Roz-R-HYT-6 who is barricaded inside along with a small improvised bomb. Roz-R can be captured or terminated but with minimal property damage either way. What is your plan to get Roz-R out? And in one piece or several?

RPGs

ASPIRE – Fri 8 pm – GURPS

GM: Daniel Alvarez

You find your self in a small town in the middle of nowhere after breaking down at the side of the road. Some thing seems off as you cant get any connection to the out side world.

ASPIRE – Sun 8 pm – GURPS

GM: Daniel Alvarez

The event continues in the small town. you now find yourself help out around town making friend while waiting for your car.

Assault on Mombi's Keep – Sat 9 am – Savage Worlds

GM: Nick Levy

For over a 120 years L. Frank Baum has amused us with his tales of Oz. The land is no longer the whimsical place we knew. Ozma is missing and evil forces threaten the very fabric of the magical land. A clue to Ozma's disappearance can be found at Mombi's Keep, but the Underground need the help of outsiders to get it. Are you the champions they are waiting for? A Happy Jacks RPG Network Sponsored Game

Best Days of Their Lives – Sun 2 pm – Thirsty Sword Lesbian

GM: Chris Czerniak

In TSL a sword duel can end in kissing, a witch can gain her power by helping others find love, and an entire campaign can be built around wandering matchmakers flying from system to system. In this scenario the players must escort the princess of their kingdom to be married to the prince of an enemy kingdom in hopes of creating peace. However, many would like to see the wedding not happen, including the princess.

Bizarre Alliances – Sun 2 pm – Savage Worlds - - Supers

GM: Edward Blum

You play B-List members of the Doom Guard tasked with filling in to stop the nefarious deeds of villains while the A-List Doom Guardians are otherwise occupied. Four color comic mayhem ensues. Pre-gens will be provided.

Burning of Galgenbeck Cathedral – Mon 2 pm – Mork Borg

GM: John Paul Spore

In the black edifice of the Galgenbeck Cathedral, a great fire broke out. The flames mercilessly consumed a thick layer of grime, revealing golden painting frames, forgotten reliquaries and arcane tomes from before the time of the Basilisks. What will you find inside - and can you survive the flames?

Castle Thrax – Sun 2 pm – Advanced Dungeons & Dragons 1e

GM: Michael Mirth

The oppressor Thrax sends his minions to the town below to tax the inhabitants into slavery. In a moment of half drunken bravado, you swear to the townspeople that you will free them from oppression. The next day, somewhat bleary-eyed, you climb the hill that leads you to the ancient stronghold. Self-published by Michael Mirth in 1986. For 6-9 1st Ed Characters of 5-7 level.

Chaos at Outpost 235 – Fri 8 pm, Sat, Sun 2 pm – Omnium RPG

GM: John Paul Spore

Your clans fled Midgard for the star-road, but Ragnarok still found you. Now planet after planet falls to the draugr one by one their stars die. Outpost 235 has called for help, and your crew of Vikingr answered. Will you carve your saga among the stars, or die unheeded? **Omnium is a card-based, open source RPG coming out soon, and we eagerly welcome constructive criticism. **

City of the Dead – Fri 2 pm – GURPS

GM: Gary Mack

Sponsored - PrizesThere are strange noises coming from the local catacombs. Fearing an outbreak of the Undead the monks of the local abbey have tasked your group with dealing with whatever you find, funding your expedition out of their coffers.

Coronation on Prime Zeta – Sat 8 pm – Marvel Super Heroes

GM: Zood

Far, far away, across the galaxy, the battle between good and evil rages on. 'Nuff said.

Countdown – Sun 9 am – Doctor Who Roleplaying Game

GM: Heath Row

The sudden appearance of a dangerous gravity bubble causes the TARDIS to dematerialize aboard a ship of the Earth Empire on an emergency mission to deliver vital serum to a plague-ridden world. Before the adventure is over, the Doctor and his companions must contend with not only the death-dealing gravity bubble, but with the ship's paranoid computer, space pirates, and an attack by androids as well! (1985 FASA game)

Dead Replicants – Sat 8 pm – Blade Runner

GM: Richard Warren

Someone is killing replicants, harvesting organs, and dumping the bodies. Replicant rights activists accuse the LADP and RDU of treating the incidents as simply property crime. Meanwhile, Wallace Corp is concerned that someone may be trying to reverse engineer their proprietary designs. As always, your squad must wade through the filth and find some justice that will keep LA from tearing itself apart.

Discourse at the Dock- Desperate Dimmer Sisters –

Fri 2 pm, Sat 9am – Blades in the Dark

GM: Zeke Lillie-Liberto

A role-playing game set in the industrial-fantasy city of Duskwall. As a member of a fledgling crew of scoundrels, you will scrape and claw your way through haunted streets and gangs of thugs to ensure you get your very own piece of what wealth resides in the city. Do you have what it takes to carve out your own little corner of the city? Let's find out together. There's unrest at the docks! Three murders in as many days and no ones talking.

Discourse at the Docks - The Crows' Conundrum – Sun 9 am –

Blades in the Dark

GM: Zeke Lillie-Liberto

There's unrest at the docks! Three murders in as many days. To make things worse, rumor has it that the Bluecoats are planning raids on the warehouses. Should this happen, the power balance will be torn apart and the rest of the city at risk. This is unacceptable for Lyssa, leader of The Crows, You have been summoned by her and tasked with resolving the situation, in return for a handsome reward.

Discussion – Sun 9 am – RPG Design Lean Coffee

GM: Tomer Gurantz

Gather with fellow RPG designers to discuss role playing and story game design issues and solutions. We will use "Lean Coffee", a structured, but agenda-less meeting style where we gather, build an agenda, and begin talking. Conversations are directed and productive because the agenda for the meeting was democratically generated by us. Optionally use the space to run and play pre-released RPGs.

Elden Ring - Guided by Grace – Sat 2 pm – Mork Borg

GM: Jameson McDaniel

In the lands between you awaken under a pile of bodies. Your only objective, survive. Can you escape the grave yard or will you be added to the grafted. Knowledge of Elden Ring is not required.

RPGs

Elderwood – Sat 9 am – Troika!

GM: Alexander Lepera

Your hunting party will delve deep into The Elderwood, a place of beauty and death, unimaginably ancient. Face folk horrors. Encounter great beasts. Survive. Mortal Enemies meet and battle in a lethal place more ancient than memory. Players will choose one of two opposing sides for their hunting party: Villagers OR Forest Spirits. 32 Pre-Gens available. Standard Troika! rules apply, no prior experience needed.

Four Hours to Reno – Sat 9 am – Call of Cthulhu 7th (Down Darker Trails)

GM: Sam Carter

Call of Cthulhu - Down Darker Trails (western). Should be a simple train trip, but some things have gone horribly wrong...

Goblin Grinder – Sun 8 pm – Mork Borg

GM: John Paul Spore

The city of Galgenbeck has been overrun by goblins, and more and more townfolk are being afflicted by the Goblin Curse. But not to worry! Local alchemist Nagel Krat has a cure! A scenario for Mork Borg, from the Feretory supplement.

Horror on the Buffalo River – Sun 8 pm – Call of Cthulhu 7E

GM: Hank Wong

A biological and geological survey of the Ozarks leads to unusual findings and strange encounters. What mysteries lurk in the dark and fecund woods of the Arkansas highlands? Pre-generated Investigators provided. Classic Era (1920s) setting. New players welcome.

IFZ- create a base – Fri 2 pm – GURPS

GM: James Freeman

It has been months since the outbreak and the zombies seem to be dying out. You have been selected as part of a team to clear and secure an Infection free zone (free of zombies). You will also be responsible for gathering supplies and food to sustain a growing community.

IFZ- Need more guns – Sun 9 am – GURPS

GM: James Freeman

Now that you have secured a headquarters in the battle to create a zombie free zone. Your team has been tasked with gathering supplies and ammo to help keep the zombies at bay while also becoming a self sustainable community.

Infested – Sun 8 pm – GURPS

GM: James Freeman

your crew must survive on a ship infested with hostile entities and make it back to earth.

In the Emperor's Name...WE SHALL PARTY! – Fri 2 pm – Nice Marines

GM: Keenan Kibrick

Your squad of Space Marines drop-podded down on the planet of Arkhalis and saved the entire city of Melkor prime from a massive invasion by a soulless horde of the Eldar. Your drop ship returns in 7 days. The empire expects to see smiling faces and cheers from the people. Your tools of war: heavy bolter and flamer, and sword now must be put to their best use. Helping people celebrate their freedom.

In the Line of Fire – Fri 2 pm, Sat 9 am –

Star Wars FFG: Age of Rebellion

GM: Hunter Fox

Racing against the agents of the ISB, you and your fellow rebel spies must exfiltrate a planetary governor before the Imperial War Machine destroys the planet's surface with an orbital bombardment. This adventure will heavily focus on combat and stealth. Experienced players recommended so the game can continue at a fast pace. Pre-generated characters will be available at the table.

Intro to Traveller – Sat 2 pm – Traveller

GM: Tim Heiderich

The original 2D6 sci-fi RPG, Traveller is The Expanse, Firefly, and the game where you can die in character creation. Join up for a session of character creation, where you and your crew-mates will take shape and go on your first adventure. You will start with some skills and experience, equipment, friends and enemies, and maybe even a ship (with a sizable mortgage).

It Must Be Wednesday – Fri 2 pm – Bedlam Hall - Powered by the Apocalypse

GM: Louis Garcia

The Blackwood family has opened the Blackwood Academy for the Gifted and Strange. As a member of the faculty and staff, you tend to those misfit oddballs and freakishly diabolical students. This week, strange things have been happening. Strange mumurs heard from the attic and blood dripping from the hall ceilings. It's another day at Blackwood Academy. It must be Wednesday. Presented by the Dead Gamers Society

Keep Off the Borderland – Sun 9 am – Dungeon Crawl Classics (DCC RPG)

GM: Paul Schipitsch

You don't know how it happened, but one look at your surroundings after the storm clears reveals you're far, far from home. Gone are the green trees and blue waters you're familiar with an alien landscape stands in their place. All around you is a red-lit plain, barren and desolate of any growing thing... A level 2 DCC RPG adventure by Michael Curtis.

Land Without Fairytales – Consequences – Sat 9 am – GURPS

GM: Ron Shaw

Sponsored - Prizes. The Native Fae Lords of the dimension that ASPIRE has recently been supporting are VERY displeased with the permanent portal that now connects your two dimensions. They have sent teams of elite saboteurs to deal with you and yours.

Land Without Fairytales – Serve your Lords – Sun 9 am – GURPS

GM: Ron Shaw

Sponsored - Prizes. The Fae Lords have commanded that representatives of ASPIRE come to their capital city to hear their grievances. How will your team choose to deal with this?

Let's play some Basic D&D! – Fri 2 pm – Basic D&D (BECMI)

GM: Dimitri Del Castillo

Attention Adventurers! A friendly Dungeon Master has appeared! He brings years of experience and lots of Vintage Basic D&D Adventures from which you can choose to enjoy. Have a seat, roll up a character, pop a beverage (the Café is always open!) and keep your 10' Pole handy because what's a dungeon without a few sneaky traps? All ages and experience levels welcomed- wizeden graybeards too!

Lies of the Dancer – Fri 8 pm – Coriolis

GM: Chris Czerniak

In Coriolis, you will crew a space ship and travel the Horizon. You explore the ancient ruins of the Portal Builders, undertake missions for the powerful factions and partake in the game of political intrigue on Coriolis station – the center of power in the Third Horizon. You might even encounter strange beings from the Dark Between the Stars.

Lord of the (Un)Dead – Sat 2 pm – Slayers

GM: Seth Halbeisen

The City os Endless, and filled with pests, most are civilized, but a few are monsters, so the city needs slayers, and that's you. Come play a asymmetric TTRPG, where each character uses their own special rules, with a single universal resolution system, and work as a team to overcome threats that normal citizens just can't handle on their own. Be a Slayer, hunt Monsters, Look Cool Doing It. (Fantasy/Steampunky Endless city)

RPGs

Lost Gods – Sun 8 pm – Feng Shui

GM: Zood

Experience the destinies of gods. A quick and dirty introduction to secret war.

Manhattanverse - X Marks the Spot – Fri 8 pm –

Dark Champions (Hero System)

GM: Michale Shupe

A so-called “protected” target is eliminated, threatening the truce and balance among the factions in New York. Pregenerated characters are provided.

Misery in the Turtle Mountain Mine – Sat 2 pm –

DCC - Weird Frontiers

GM: grady catterall

Act as part of a native tribe in the North Dakota mountains as you investigate disturbances caused by new settlers in the area. This is an original 0 level funnel where you will play as multiple characters with some basic abilities

Missing Benders – Sat 9 am – Avatar Legends

GM: Richard Warren

You are recent graduates from Ty Lee’s Academy for Gifted Youth. Friends who moved to Republic City to find fame and fortune. However, when young and inexperienced benders begin disappearing, you need to find out who is behind the kidnappings and stop them, before you become targets yourselves.

My Forever Adventure – Sat 9 am – DnD 5e

GM: Clive Souter

Ongoing DnD 5e adventure, continued from ORCCON 2022. We are resuming from a dark earth situation and will be resuming above the planet shortly. Players can come and go as they wish for the duration of the game. Characters are already created for your use.

My Hero Academia: UA Academy a new generation – Sat 9 am – Masks

GM: Keenan Kibrick

The Paranormal Liberation war between Villains and Heroes is over. It’s time for a new group of heroes to learn how to be the best and to restore the populous faith that heroes are good and protectors of the people. Become a hero, train from wise hero mentors, and hopefully, you won’t encounter any real villains on your first time out patrolling the streets.

My Old School: Gods & Generals – Fri, Sat 2 pm – AD&D 1st Ed

GM: Zood

Explore ancient wonders! Wrest gold from the bowels of the earth! Strive for glory! New and returning players welcome. Characters are easy to make. Gameplay is swift. Come adventure in my old school. Denouement for Tenth Imperium.

Never Meet Your Heroes – Sun 2 pm – GURPS

GM: Gary Mack

Sponsored - Prizes. Your Street Crew of cyber-er up Orcs and teched out shamans has been hired to escort a human child actor best known for his elven character in a popular Holo-series as he takes a highly publicized “Night on the Town”. What could go wrong?

No Spoilers - A Happy Jacks RPG Network Sponsored Game –

Fri 8 pm, Sat 9 am, 2 pm – Demigods PBTB

GM: Jason Mills

Demigods is a modern-day, magical-realism game for people who want to play as the children of gods. Will you follow in your parent’s footsteps, or forge your own path? “No Spoilers” is a scenario from the newly released Demigods rulebook.

NycosRPG Beta Test 1: Dark Shards – Sat 10 am – NycosRPG

NycosRPG Beta Test 2: Down Shift – Sat Noon – NycosRPG

NycosRPG Beta Test 3: Dread Signs – Sun 10 am – NycosRPG

NycosRPG Beta Test 4: Dawn Soldiers – Sun Noon – NycosRPG

GM: Jonathan Albin

Players get a sneak-preview of the upcoming NycosRPG.

One Last Job (Sleep-in Sunday Timeslot) – Sun 9 am –

System Shutdown

GM: Sam Carter

(Sleep-in Sunday Timeslot starts at 10am) It’s a kick-ass cyberpunk future, and you are (were) one of the best, until you were betrayed by the very corp that hired you. Now, with your cybernetics starting to shut down, do you have time for revenge? Extremely rules light, this game will be a quick session and starts a little later for those that missed out on a morning game or just want to sleep in another hour.

Paradise of the Unchanging – Fri 8 pm – Dreamland

GM: Aaron Vanek

A new ROLE-playing game that has Players talking in character using random Words as a mechanic (and a die roll). Based on the Dream Stories of Lord Dunsany, H.P. Lovecraft, plus The Neverending Story, Alice in Wonderland, OZ, isekai anime, fairy tales, Marco Polo, etc. Your Waking World character is pre-made, but Players have choice of their Dream role. Plot: can you save your beloved city from existential threat?

Paterfamilias – Fri 8 pm – Vampire the Requiem 2nd Edition

GM: Louis Garcia

The glory of the ancient Roman Empire reigns supreme. The city of Rome stands triumphant at the center of the Empire, yet in the dark gloom of Rome hides a secret, a shadow empire of Kindred...vampires who rule, battle and scheme in the darkness. Yet, Rome hides mysteries both ancient & new and you are a vampire uncovering secrets best left hidden. This is Requiem for Rome. Presented by the Dead Gamers Society

Player vs Player Tournament – Sat 6 pm – Dungeons & Dragons 5E

GM: David Arvizu

Fight to be the sole survivor in this Battle Royal style tournament. Create the best Character or Monster(new for 2023) you can & hunt other players in round-to-round combat where the winner is declared depending on how much damage you inflict on other players. Character creation help 1 hour before game. All actions and movement are hidden. First Place wins \$50 Dealer Dollars.

Project: ASPIRE - If it’s all the same to you... – Sat 8 pm – GURPS

GM: Michale Shupe

Project ASPIRE is the Agency for Supernatural and Paranormal Investigation, Research and Exploration. Investigate a community that has sprung up in the New Mexico desert of people who all appear to be clones! Pregenerated Characters Provided. Sponsored Event with prizes!

Reaper Repo – Fri 2 pm – CY_Borg

GM: Scott Joest

Doc Joy, a Svärta reaperdoc, hires the PCs to steal a killmatch VIP’s new chrome legs. The design was allegedly stolen from Doc Joy in a break-in a few weeks back. The legs have to be delivered within 36 hours. Any damages will result in a pay deduction.

Residual Processing – Fri 8 pm –

Mothership 1E (Preview Edition)

GM: Hank Wong

It sounded like a great deal: Join a brief scientific study, get a very nice payment...Now, after weeks of brutal experimentation, you have been flagged for “Anomalous Asset Testing”. First time players welcome—rules are simple, and will be taught. You will start with 3-5 “modified” characters. Surviving characters become full-fledged Mothership PCs.

RPGs

Return of the Gods, A Happy Jacks RPG Network Sponsored Game – Fri 8 pm – Highcaster

GM: Christopher Grey

Highcaster is a game about creating legends of mythology in a wondrous and rich epic fantasy setting. We will play heroes from one of seven in-depth cultures with heritages ranging from angels and demons to unicorns and giants. Highcaster's story-driven system is very cinematic and creates unforgettable sessions.

Rise of Azathoth – Sat 8 pm – Fate of Cthulhu

GM: Stephanie Bryant

Azathoth, the Nuclear Chaos, sits at the center of all things. It is the sole true power the universe as we know it and everything within it is but a momentary dream of Azathoth, the sleeping god. Should Azathoth awaken, even for a moment, the entirety of creation will vanish, reduced to the fading memory of a bad dream. When Azathoth awoke, the Great Old Ones sent you back in time to stop it. Can you?

Rise of Hastur – Fri 8 pm – Fate of Cthulhu

GM: Stephanie Bryant

Slowly the harbingers of the Unspeakable One rise to infect humanity with despair. Cassilda the blue flame of the Hyades battles the Unspeakable One in an effort to save the planet from Hastur's all-consuming mantle of darkness. But the world is shattered and swallowed. You are one of the final survivors who escape – by traveling through time. Can you stop the eldritch apocalypse before it starts?

RPG Indie Games on Demand – Fri 8 pm, Sat 9 am, 2 pm, 8 pm

Want to play or run smaller independent press RPGs and story games? Or didn't get into the game you wanted? Come join us at RPG Games on Demand. We will pitch games shortly after start time. Examples include Microscope, The Quiet Year, Dungeon World, Monster of the Week, and many more. (Safety mechanics utilized unless a game states otherwise)

RPG Indie Games on Demand (Kids Edition) – Sun 2 pm

In the Kids Edition of Indie Games on Demand we gather kids and teens who want to play role playing games and run games such as Gobbles and Goblins, Tiny Dungeons, Hero Kids, and The Deep Forest. (Unless a game states otherwise, we use safety mechanics such as the X-card)

RPG Indie Games on Demand (Playtests and Open gaming) – Sun 10 am

After the "RPG Design Lean Coffee" session, Indie Games on Demand is open for tabletop role playing games. Do you have an unreleased game or playtest you'd like to play or run? The space is open for use! (Unless a game states otherwise, we use safety mechanics such as the X-card)

Scavenger's in Six Towers – Mon 9 am – Blades in the Dark

GM: Zeke Lillie-Liberto

Lady Thorn and her brood usually stay outside the barrier, you know being convicts and all, but Scavengers have been spotted wandering Six Towers, in very close proximity to Scurlock's manor. You have been sent to find out what they are doing inside the barrier and deal with the problem accordingly. But you will soon find out that all is not as it appears.

See ya Soonish, Space Cowperson – Sat 9 am – LAWMAN

GM: michael cantin

Explore the cosmos, looking to break noses, bust kneecaps, crack ribs, fracture skulls, scream obscenities, and haul in riff-raff for the proverbial fat stack of cash-money. Plus "healthcare." Employment provided by the Sirius corporation. *survival not guaranteed. **payment provided only if within bounds of Approved Bounty Activities standards

Shadow Under Devil's Reef – Sun 2 pm – Dungeon Crawl Classics (DCC)

GM: Hank Wong

A raging storm has made the waters around Devil's Reef impossible to navigate safely. The noble galleon The Royal Dawn has run aground and Princess Kaeko is now missing! Level 1 pregen is provided.

Shooting Party – Fri 8 pm – Call of Cthulhu 7th

GM: Sam Carter

Call of Cthulhu - Classic Era You are invited to spend a crisp fall day hunting in the woods and fields surrounding Highcoombe House! It should be much fun... surely nothing untoward will happen.

STFU: Deniable Assets – Sun 2 pm – Monster Hunter International (Hero System)

GM: Dustin Laurence

The invitation to you and certain other monsters to volunteer for clandestine dirty work for the most secret, most ruthless, and most rogue agency of the US government, STFU, was not a request. It's probably better than being hunted by the limitless resources of the US government, but why is STFU secretly sending monsters to the Ukraine during a war in which the US denies direct involvement?

Stonecutters of Dawa – Sun 2 pm – AD&D 1st Ed

GM: Zood

You are humble laborers, stonecutters. On holiday, you seek adventure!

Stranded and Surrounded – Sat 8 pm – Star Trek Adventures

GM: Jeff McArthur

Your ship was destroyed, but you managed to make an emergency landing with the saucer section. Comms are destroyed, so you'll need to find a way to send out a signal. Getting somewhere you can do this will be difficult in this hostile environment. And to make matters worse, the Romulans you were battling are still out there, too. This is an ongoing story for RPG Storytime.

Sun Conflicts – Sun 2 pm – Paranoia

GM: Ed Murphy

Greetings, citizen! Friend Computer has selected you for a safe and fun mission to help keep the Alpha Galactic Republic secure. The Senate is convening to confirm the selection of Valorum of NBO Sector as Chancellor of the Republic. Due to your involvement in pacifying the NBO Uprising, you have been assigned to be present during the transition. Your competence, loyalty, and discretion makes you a valuable asset.

Temple Siege! – Sat 9 am – Dungeon Crawl Classics (DCC RPG)

GM: Paul Schipitsch

As the power of Yoangyr waned, the master of The Temple of the Broken Angels knew that the Zhokar raiders would sooner or later ransack the temple, to say nothing of greedy adventurers from distant lands. So he secreted his greatest treasures, the Standard of Yoangyr and the Axe of the Hunter, somewhere within. A level 1 DCC RPG adventure by Julian Bernick.

The Adventure of the Sword Tournament – Sat 2 pm – Pendragon 6th Edition

GM: Scott Joest

The Player-knights are gathered in Londinium to attend a grand tournament—the first of its kind—shortly after the New Year. This is bound to be one of the great events of their lives! For it is at this tournament that a new High King shall be appointed, or so the high nobility have said.

RPGs

The Caves of the Sacred Seven – Sat 9 am – Old School Essentials

GM: Heath Row

The adventurers live in Cundras, a clerical outpost on the edge of the Solori wilds, forests populated with clans of primitive men. The group seeks to scale the peak of a nearby mountain in search of the Caves of the Sacred Seven, once inhabited by legendary heroes who slew an ancient dragon, amassing a treasure trove still sought to this day. Will you reach the mountaintop or find the caves? Premades provided.

The City Can't Forgive – Sun 2 pm – Death was the only road out of town

GM: Sam Carter

A unique, rules-light game in the noir style. Your character is stuck in another's dream, doomed to repeat the same night, but they don't know that's why they feel the way they do... if only you could break out, get out of the city...

The Collapse – Sat 9 am – GURPS

GM: Michale Shupe

The so-called "cure" was an infection! Find the cure to the cure! Regenerated Characters Provided. Sponsored Event with prizes!

The Collapse: Biometa Strikes Back – Sat 2 pm – GURPS

GM: Dustin Laurence

The survivors in your post-pandemic enclave narrowly avoided becoming a puppet of the sinister Biometa corporation, in the end killing everyone responsible for the deadly Trojan-horse "cure" they offered. But defiance has consequences, and Biometa is playing for keeps. Can your enclave survive the company's wrath? (pregens provided)

The Gauntlet – Sat Midnight – Parallels

GM: Jonathan Albin

Set in the Star Trek Next Generation/DS 9 timeline, there is trouble brewing near the Bajoran Wormhole. 24 players across 6 teams. No knowledge of the system or the story required, four hours runtime

The Love of Asisilon – Sat 8 pm – Dreamland

GM: Aaron Vanek

A new ROLE-playing game that has Players talking in character using random Words as a mechanic (plus a die roll). Based on the Dream Stories of Lord Dunsany, H.P. Lovecraft, plus The Neverending Story, Alice in Wonderland, OZ, isekai anime, fairy tales, Marco Polo, etc. Your Waking World character is pre-made, but Players have choice of their Dream role. Plot: Help a city find true love. Romance & comedy themes.

The Mist / Misuto – Fri 2 pm Sat, Sun 9 am, 2 pm –

D&D 5e Custom setting

GM: Keith Estanol

The Mist has taken our memories, our civilization and now it's time to take it all back! Play in a customized 5e setting with familiar mechanics and characters, have adventures where YOU are the final line of defense in a world gone mad. This is a Tier 1 game for standard 5e PCs. Pre-Gens are available but you are welcome to bring your own PC (level varies with sussion).

The Nebula - A Happy Jacks RPG Network Sponsored Game – Sat

9 am – Starscape - Powered by the Apocalypse

GM: Kimi Hughes - Happy Jacks RPG

Starscape is a Powered by the Apocalypse game that focuses on the ebb and flow of trust and the dynamic relationships that form between a crew as they explore the stars. It is a found-family game that is ideal for stories that focus on a small number of main characters who agree on a central goal, such as in Star Trek, Farscape, or Firefly. This is a beta test of a new system! A Happy Jacks RPG Podcast Sponsored Game

The Skeletons – Sat 2 pm – The Skeletons

GM: michael cantin

You play not the intruders, but the guardians, cursed to spend all of eternity defending a tomb. As time passes, both the tomb and its guardians will change. Ferocious battles are fought and won, and the skeletons slowly remember who and what they once were. Melancholy, introspective and spanning epochs, The Skeletons is unlike anything you've ever played

The Tremere Chronicles – Sat 2 pm – Vampire the Masquerade 5th edition

GM: Louis Garcia

They call them warlocks, hemetics, usurpers...they are the Tremere. The Tremere are a clan with secrets and they horde knowledge known only to them. What scares the Tremere has they hide away in their Channies? Only they know. The Tremere Chronicles is an ongoing Stratigicon Vampire the Masquerade campaign. New and experienced players are welcome. Presented by the Dead Gamers

The Twelfth Annual Fermentation Challenge – Sun 2 pm – Dungeon World

GM: Seth Halbeisen

Once Again, travelers have come far and wide to test their metal against this years Contestants, the most divers and strangest collection ciders and brews created this year, and submitted to our board, whether your working behind a booth, desperately attempting to maintain order, or just to taste test, this weekend is set to blast off at high noon! (Security Positions still available! Free End of Shift Drinks!)

The Wyrmbreaks, A Happy Jacks RPG Network Sponsored Game – Sat 2 pm – Dungeoncaster (Story-Driven Fantasy RPG)

GM: Christopher Grey

The Wyrmbreaks is a setting for the story-driven fantasy ruleset Dungeoncaster. You play dregs of society who have gone past the frontiers of their homelands to vie for greatness by going into the dark places of the world to fight horrors and monsters.-Experience how a dungeon-delving adventure can be cinematic and unforgettable! Try out the system that can run all of your adventure paths and adventures.

This Is Only A Test – Sun 9 am, Mon 10 am – One D&D

GM: Michale Shupe

Playtesting One D&D. Play Time includes time to create characters and a short scenario. Pregens will be provided, however for those who don't want to craft their own.

Trouble in The Valley of Mist – Sun 9 am – Tales of Xadia: The Dragon Prince

GM: Richard Warren

As the border between Xadia and the human kingdoms opened, a group of humans moved into Xadia, settling in the Valley of Mists. Relations between the human settlers and the surrounding earth elves had been tense, but then the earth elves found the dead body of a mistling drake with all of its primal magic drained. King Ezra has dispatched you, a mixed team of humans and elves, to resolve things peacefully.

Trouble On The Rocks – Sun 8 pm – DCC - Weird Frontiers

GM: grady catterall

The Notorious Bandit leader - Pisco Sour - has recently been captured, and is coming through your town before being brought to trial in the nearby city. The local sheriff has deputized your group to help bring him to justice. This is an original level 1 adventure where players will have access to a variety of premade characters, or feel free to bring your own

Wonders of the World – Fri 8 pm – AD&D 1st Ed

GM: Zood

Play the defenders of a doomed civilization . . . or the barbarians at their gates.

War Games

War Games

Los Angeles B & C

1775: Rebellion – Fri 3 pm

Players take the roles of the American Continental Army and Patriots against the British Army and the Loyalists. Each side tries to control the colonies, provinces, and territories.

1812: The Invasion of Canada – Sun 3 pm

Players take on the roles of the major factions in the War of 1812. On the British side, the Redcoats, Canadian Militia, and Native Americans the American Regular Army and American Militia comprise the American players. The side that controls the most enemy Objective Areas wins.

Axis & Allies – Sat 10 am, Sun 9 am

WWII on a grand scale. Play as the major belligerents of World War II: Germany, Japan, the Soviet Union, the United Kingdom, and the United States.

Battle Cry – Sun 11 am

A low complexity game of American Civil War battles. Players manage a hand of cards that provide different orders to your troops in the right flank, left flank, and center position of the battlefield. Easy to learn, fun to play.

Diplomacy – Sat 11 am

The original, old school, face to face game played the way Henry Kissinger and JFK liked it. Come learn and experience the game or relive the excitement from years gone by.

Fall of Rome – Fri Noon, Sun 6 pm

Combining the cooperative gameplay of Pandemic with new mechanisms, Fall of Rome takes players back in history to the time of the world's greatest empire: Rome. You must recruit armies, fortify cities, forge alliances, and face off against the invading Barbarians.

Kriegsspiel – Sun 10 am

Star Wars Inspired Kriegsspiel: Space Wars in a Galaxy Pretty Far Away. This umpired, double-blind simulation employs strategic and tactical decisions that affect fleet operations and planetary force deployment, with a focus on asymmetrical warfare and force mobility.

Adventurers League

Plaza C

All games are Dungeons & Dragons 5e unless stated otherwise.

DDAL05-02 The Black Road – Fri 2 pm, Sun 9 am, Mon 2 pm

Caravans are having a difficult time getting through to Parnast via the Black Road. Organized attacks by orcs and other monstrous humanoids working in concert with one another have folks baffled. SEER has sent her emissary HSING, to task your group to accompany a caravan with a very special cargo destined for the Shrine of Axes in Parnast, and to figure out who is responsible.

DDAL05-03 Uninvited Guests – Sat 2 pm, Mon 9 am

The Shrine of the Axes has been restored and Ragnnar, who previously conspired with dragon cultists, is trying to restore his reputation in Parnast by sponsoring a feast. There is just one thing he needs, meat. Game is supposed to be plentiful in the Weathercote Wood, but the townsfolk are all busy with their own work, and the minions of Bad Fruul are still out causing trouble. What can go wrong on a simple hunt?

Panzer Grenadiers: Black Panthers – Mon 11 am

Celebrating Black History month come and check out Panzer Grenadier's "Black Panthers" expansion, a World War II tactical level game highlighting the U.S. Army's 761st all black tank battalion during the Battle of the Bulge.

Sails of Glory: Frigates – Sun 6 pm

Recreates naval combat in the Age of Sail (1750–1815).

Sails of Glory simulates the different movement capabilities of each individual ship using miniatures, cards, and board game mechanics.

Sails of Glory: Ships of the Line Small Tournament – Fri 6 pm

Recreates naval combat in the Age of Sail (1750–1815).

Sails of Glory simulates the different movement capabilities of each individual ship using miniatures, cards, and board game mechanics.

Sturm Europa – Sat 10 am

World War 2 in the 21st century! Simultaneous action selection and deck-building are featured in this fast-paced grand strategic ETO simulation.

The Napoleonic Wars – Mon 11 am

A fast-paced, tension-filled, card-driven wargame using a point to-point movement system for this pivotal period of history. Every Monday for many years Barry Lew ran Napoleonic Wars- we keep the tradition going in his memory.

The War Game – Sat 10 am – WWII Axis vs Allies

Axis and Allies on steroids. Strategy game generally 5 players. Britain U.S. Russia (Allies) vs Germany Japan (Axis) With it's own rules system but very similar to A&A in play style.

Virgin Queen – Sat 10 am

Virgin Queen: Wars of Religion 1559-1598 is a game of grand strategy for two to six players based on the military, political and religious conflicts within Europe during the reigns of Elizabeth I of England and Philip II of Spain.

DDAL05-04 In Dire Need – Fri, Sun 7 pm

An expedition of dwarf warriors from Citadel Adbar finds itself isolated and besieged by Ice Spire ogres and their allies. They require immediate relief or they risk being destroyed to a dwarf. SEER has directed you to their location in the hopes that you can rescue the dwarves and save their precious cargo, a tablet bearing secrets of ancient rune magic.

DDAL05-05 A Dish Best Served Cold – Fri, Sun 2 pm

Stagwick's long-standing peace with giant-kind is threatened as a patrol of Blood Riders spark a feud with a local tribe of giants. With word of strange activity coming from the Ice Spires, Good King Hartwick can't be too careful. Can you quench the giants' thirst for revenge?

DDAL05-06 Beneath the Fetid Chelimer – Fri 7 pm, Sun 2 pm

The ruined wizard tower in the Marsh of Chelimer may hold a clue to defeating the super-intelligent hill giant, Bad Fruul, and prevent him troubling the town of Parnast. To find the tower, adventurers must overcome the watery magic of the fetid marsh and discover or clear a route to the ruins of a previously lost tower. (Part 1 of 2).

Adventurers League

DDAL05-07 Chelimber's Descent — Sat 9 am, Sun 7 pm

Deep in the Marsh of Chelimber lie the ruins of a great wizard's tower. SEER has received intelligence, which she imparts via her emissary Hsing, that deep beneath the marsh in the remains of an old tower is knowledge of older magics. This could be just what Parnast needs to resist the onslaught of Bad Fruul and his armies! (Part 2 of 2.)

DDAL05-08 Durlag's Tower — Sat 2 pm, Mon 9 am

East of Beregost, nestled in the outskirts of the Wood of Sharp Teeth, Durlag's Tower has intrigued and stymied adventurers for decades. Stuffed full of mechanical traps and arcane wards, and rumored to be inhabited by fiends, very few have managed to extract any REAL treasure from the former home of Durlag Trollkiller. However, a powerful item in the ancient fight against the giants is said to be housed there.

DDAL05-09 Durlag's Tomb — Sun 9 am, Mon 2 pm

East of Beregost, nestled in the outskirts of the Wood of Sharp Teeth, Durlag's Tower has intrigued and stymied adventurers for decades. Stuffed full of mechanical traps and arcane wards, and rumored to be inhabited by fiends, very few have managed to extract any REAL treasure from the former home of Durlag Trollkiller. However, a powerful item in the ancient fight against the giants is said to be housed there.

DDAL05-11 Forgotten Traditions — Sat, Mon 9 am

The origin of runes has long been lost to the majority of sages and wizards, save those with giant blood. However, with the shattering of the Ordning, the magic of runes has once again emerged into the Realms. Adventurers must delve into a ruined complex beneath the Spine of the World, suspected by SEER to be the birthplace of that arcane tradition.

DDAL05-13 Jarl Rising — Sat, Mon 2 pm

The giants of the Ice Mountains have long believed that a 1 Jarl will one day step forward to unite the families as King. With the Ordning shattered, Jarl Ryndolg believes that if he has located Hartkiller's Horn, a legendary artifact, he could be the one. A great clarion call has echoed across the Hartvale for 2 days, and the giants are marching north. SEER calls upon you to investigate.

DDAL05-14 Reeducation — Fri, Sun 2 pm

HSING bears foul news: SEER has been captured. While exploring the ruins of Ulcaster in search of knowledge pertaining to runemagic (or perhaps even how to create them), they were separated and now the pseudodragon fears the worst. Without SEER's guidance, the efforts of the assembled factions in these recent events may all be for naught! (Part 1 of 2)

DDAL05-15 Reclamation — Fri, Sun 7 pm

HSING bears foul news: SEER has been captured. While exploring the ruins of Ulcaster in search of knowledge pertaining to runemagic (or perhaps even how to create them), they were separated and now the pseudodragon fears the worst. Without SEER's guidance, the efforts of the assembled factions in these recent events may all be for naught! (Part 2 of 2)

DDAL05-17 Hartkiller's Horn — Sun 9 am

Claiming to possess Hartkiller's Horn, Ryndolg makes his move to take control of the Hartvale. The non-giant residents have been pressed to declare their allegiance or be destroyed. Do they swear fealty to Jarl Ryndolg, or is there another option? Is there another contender to the throne? Sometimes the best choices can be the most dangerous.

DDAL05-18 The Mysterious Isle — Fri 7 pm, Sun 9 am, 7 pm

Baron Rajiram's forces have secured the Nelanther Isles and scoured the Sword Coast for treasure. Now they explore a mysterious island that just recently popped into existence nearby. SEER seems to believe that an aboleth artifact is their goal. It is up to you, in competition with the baron, the aboleths, the Kraken Society, and the caretaker of the island, to locate the Eye of Xxiphu and avert disaster. (Part 1 of 2)

DDAL05-19 Eye of Xxiphu — Sat 9 am, Sun 2 pm, Mon 9 am

Baron Rajiram's forces have secured the Nelanther Isles and scoured the Sword Coast for treasure. Now they explore a mysterious island that just recently popped into existence nearby. SEER seems to believe that an aboleth artifact is their goal. It is up to you, in competition with the baron, the aboleths, the Kraken Society, and the caretaker of the island, to locate the Eye of Xxiphu and avert disaster. (Part 2 of 2)

DDAL-CGB Cloud Giant's Bargain — Sat 9 am, Sun 2 pm

Acquisitions Inc hires you to infiltrate a castle - but not just any castle. This is a flying fortress built by a cloud giant, who is preparing to destroy the sword coast. Your mission: meet with his son, who claims to want to prevent the war and establish peace between the giants and the small folk. If the son can be trusted discover the secrets of the castle, survive, & you can earn acclaim with Acquisitions Inc.!

DDEP05-02 The Ark of the Mountains — Sat 7 pm

The flying galleon Thunderbound descends on Beregost, unleashing the wrath of the cloud giants! To save the town from annihilation, heroes from far and wide must awaken the lost machine entombed under Durlag's Tower. Dare you board the Ark of the Mountains and do battle in the burning skies?

SJ-DC-DWR-01 Dohwar Heist — Sat 9 am

On the Rock of Bral the dohwar of the Silver Beak merchant cartel are feeling the squeeze as the mercane move in on their turf. Worse, a recent raid by vampirates has resulted in the loss of the secret mooncake production facilities. With time running out the dohwar require skilled adventurers infiltrate the vampirate stronghold, liberate the valuable cargo and get out without drawing much heat. Simple enough right?

SJ-DC-DWR-02 Last Flight Of The Orca — Sat 9 am, Sun 2 pm

You're hired aboard a dohwar ship as security for an conference. The last few days have been quiet as the Uspo rockets across Wildspace, until the ship is ripped unceremoniously from spelljamming speed. Laying before you, the massive form of a derelict Whaleship, drifting silently. The ship appears to be the source of an intense gravity well keeping your crew from escaping. What awaits our heroes onboard The Orca?

SJ-DC-NBDD-01 Where in the Worlds? —

Fri 7 pm, Sun 9 am, Mon 2 pm

Carmille Santiago strikes again! Carmille Santiago has stolen a spelljamming ship and escaped into Wildspace - now it's up to you to track her down! Explore Wildspace, discover new and classic systems, and collect the clues to see where Carmille's next heist has taken her. Danger awaits in the depths of space, but if you can put the pieces together, you can still save the day.

SJ-DC-SCN-01 Monkey Business — Fri, Sat 2 pm, Mon 9 am

The Volo's Guide, first of the Flumph Class Vessels, is about to launch from Spelljammer Academy. Its mission: explore the furthest reaches of Wildspace. Join the crew and answer the call to adventure! You receive a distress signal from a ship while passing by a large asteroid field. It will be difficult to navigate and going in could damage the ship. Are you up for a perilous rescue? Part 1 of 2

Adventurers League

SJ-DC-SCN-02 Monkey King – Fri 7 pm, Sun 9 am, Mon 2 pm
The ape tribes of planet Houzi can't agree on who should ascend to the throne of the Monkey King, so the next ruler must be determined by ritual competition. Choose your tribe and help them win the crown! Part 2 of the Just Can't Wait to be King series.

SJ-DC-TKM-01 Lost Stars – Sat, Sun 7 pm
You are onboard the maiden voyage of the Coalition's first exploration ship. As the ship departs, it receives a distress signal from a cold desert planet and you are tasked to investigate it. Will your first mission with this organization be a success? Part 1 of the Lost Generations Series

General Events

Pacific Ballroom, Carmel, International F, 1635, Bel Air, Santa Monica A, Executive Boardroom

An Evening of Close Up Magic – Sat 9 pm
Award winning frequent Magic Castle performer, the Grandmaster Myth-tifyer Michael Mirth will put on an intimate show of close up magic and comedy to blow your mind. Show limited to 25 attendees.

An Evening of Magic and Comedy – Sun 8 pm
Award winning frequent Magic Castle performer, the Grandmaster Myth-tifyer Michael Mirth will astound you with his world-renowned Magic and Comedy.

Ark Nova – Sat, Sun 7 pm – Ark Nova
Come play a game of Ark Nova with the winner of each game receiving prizes which include \$10 dealer dollars. Sponsored and run by The Game Chest. Outside the dealer's room in the Pacific Foyer

Auction – Mon 11 am
High quality entertainment with games! Strategicon's triannual redistribution of wealth and games from one closet to ? One never knows what one may find here, but it's sure to be interesting.

Board Game Geek No-Ship Math Trade – Sat 10 am
This is a No-Shipping Math Trade specifically for Strategicon attendees. You must have a badge to participate. and can be purchased at the convention. Please see the Hosted Events under the shopping tab for full details.

Board Game Geek Virtual Flea Market – Sat 11 am
This event is for pickup only, You must have a badge to participate. and can be purchased at the convention. Please see the Hosted Events under the shopping tab for full details.

Dealer Room Opens! – Fri 5 pm, Sat, Sun, Mon 9:30 am
Dealer Room Closes – Fri 9 pm, Sat, Sun 6:30 pm, Mon 2:30 pm

Feedback Forum – Sun 6 pm – Feedback Forum
Welcome to 2023. What's the state of the con? How are we doing? How are you doing? How is the industry doing? What has changed? All this and more.

Flea Market – Fri 8 pm, Sat, Sun 11 am
Orcon's version of the Bazaar of the Bizarre - full of games. One never knows what one might find for sale here.

Grand Raffle Drawing – Mon Noon
Raffle drawing in the Dealers Room for 3 tickets worth 25 Dealer Tokens each! Come to the Strategicon booth and see if you win! There will be additional tickets drawn for people attending this drawing for more prizes. Pacific Ballroom

GRID GAME Raffle Drawing – Sun 4 pm
The drawing for the GRID GAME will pull 8 tickets for 25 Dealer Tokens each! There will also be a separate drawing for people in attendance of items donated by our vendors and Strategicon. Pacific Ballroom

Happy Jacks RPG Advice Show - LIVE! – Sat 7 pm
Join us at 7pm for a LIVE recording and stream of the Happy Jacks RPG Network's world famous advice show, which will be available on Twitch, Youtube and as a podcast. We invite all convention TTRPG participants to come share about the games they ran or played!

Jonathan Albin Debrief – Sun 7 pm
The Game Master, Jonathan Albin, hosts a round table discussion of all things Nycos, Mortis, and Parallels, and the direction of the games business as a whole. No topics are off-limits, and every question will be answered, that can be answered.

Kid Friendly Movie – Sat 10 am, Sun 2 pm
Join us for a Kid-friendly movie in Carmel

Meet & Greet – Fri 7 pm
Join us for a unique Meet & Greet with our special guests Gillian Fraser, Jonathan Albin, and Michael Mirth. Food, beverages, and wonderful conversation with the guests. 1635

Party Penguins – Sat 8 pm
Come try "Party Penguins" with the Designer. Outside the dealers room in pacific Foyer.

Raffle Drawing! – Fri 6 pm, 8 pm, Sat, Sun 11 am, 2 pm, 5 pm
Raffle drawing at the Strategicon Booth in the Dealers Room! Three tickets will be pulled to win 10 Dealer Tokens each. Pacific Ballroom

Those Four Misfits – Sat 7 pm
An improvisational sketch comedy group made up of award-winning comedians who have been in films, theater, web series, podcasts, and more. Their specific brand of comedy is created on the spot, based on audience input and participation.

TSL California Crucible Series Tournament – Sun 2 pm
TSL California Crucible Series Tournament – a collaboration with SMAF.

TSL/SMAF Collaboration Event – Sat 2 pm – TSL/SMAF
Collaboration Event
TSL California Crucible Series Tournament – a collaboration with SMAF.

Play to Win

Play to Win

East Foyer (Hours: Friday 3 – 9 pm, Saturday 9 am – 9 pm, and Sunday 9 am – 4 pm.)

Amasser Dragons - learn to play – Sat 9 am

A fantasy adventure game that allows you to become a dragon. As the dragon, your ultimate goal is to amass the largest treasure hoard. Learn to play - this is an overview session, not a full game. Get a chance to win the copy of the game!

Boba Mahjong – Fri 3 pm, Sun 10 am

A rummy / set collection card game for two. In the game, players compete to create their best boba drink by collecting ingredient cards from the sets created then scoring points from them. Play. Maybe win!

Crows Overkill – Sun 3 pm

“When a crow cries, I must leave this place.” Birds gather outside each player’s door, and you must play Shamisen cards to remove birds, or send birds to your opponents. Play with a Play to Win GM or on your own for a chance to win that copy of this beautiful game.

Cubitos – Fri 6 pm, Sun Noon

In this AEG game, players take on the role of participants in the annual Cube Cup a race of strategy and luck to determine the Cubitos Champion. Be careful not to push your luck rolling too much or you could bust! Playing this game gives you a chance to win that copy!

Deadly Doodles - Learn to Play – Sat 11 am

Learn to play Deadly Doodles, a quick-playing doodle game and then play in the tournament! Playing with a Steve Jackson MIB, or on your own, gets you a chance to win that copy of the game.

Deadly Doodles - Tournament – Sat Noon

Play in the Deadly Doodles tournament, a quick-playing doodle game. Fight monsters, find treasure, and don’t let your paths cross any traps! Win fun and weird prizes! Playing in this event also makes you eligible to win that copy of the game.

Ethnos – Sat 4 pm – by CMON

In Ethnos, players call upon the support of giants, merfolk, halflings, minotaurs, and other fantasy tribes to help them gain control of the land. After three ages of play, whoever has collected the most glory wins! This game is out of print and in demand!

FORK – Sat 10 am, 2 pm

A 15 min 2 to 6-player food chain trick-taking game. It’s fun and easy to learn and play. In each trick, cards are played face-down except kale, then resolve from the highest in the food chain to the lowest. The game ends when a player has five scorecards. Most VP wins the game.

Pathfinder Society

Los Angeles A

Learn to play Pathfinder 2nd Edition –

Sat, Sun 10 am, 1 pm, 4 pm

Learn to Play Pathfinder 2nd edition in 2 hours. Create a new character or select a pre-made one and take them on a short adventure! Discover the fun in an easy low-pressure experience! RPG materials provided. Up to 6 players. Easy. Ages 12+, minors must be accompanied by an adult.

Learn to play Starfinder – Sat, Sun 10 am, 1 pm, 4 pm

Learn to Play Starfinder in 2 hours. Create a new character or select a pre-made one and take them on a short adventure! Discover the fun in an easy low-pressure experience! RPG materials provided. Up to 6 players. Easy. Ages 12+, minors must be accompanied by an adult.

Kung Pao Chicken – Fri 5 pm, Sun Noon

In each of three rounds of Kung Pao Chicken, players are either a fox or a chicken, but they don’t know which one. Instead, they know who everyone else is. Through card play, players deduce which team they are on and take actions to help their team win. Play! Maybe win!

Munchkin - Learn to Play! – Fri 3 pm, 4 pm, Sat 2 pm, 3 pm

Learn to play Munchkin, or just come to brush up on your monster fighting, treasure hunting, and backstabbing skills! Play with a Steve Jackson MIB (special honors go to they who beat a MIB in a game of Munchkin), or play on your own, and you could win that copy of the game!

Munchkin Tournament – Sun 1 pm

Who is the Munchkinest Munchkin at the table? They will walk away with recognition and treasures that only a Munchkin will realize the value of. Fun and weird prizes to be awarded, as well as the opportunity to win that copy of the game.

Reputation – Sat 2 pm

Reputation is a dystopian corporate themed bidding & auctioning game. You are the CEO of a megacorporation balancing sponsoring Public and Private Sector projects. Your goal is to make money through profitable projects while maintaining your reputation. Games take app. 60 min.

Steve Jackson Games “Mixed Bag” –

Fri 4 pm, 5 pm, Sat 5 pm, 6 pm, Sun 10 am, 11 am

Play a variety of Steve Jackson Games, and you could win one! Learn to play with a Steve Jackson MIB: Illuminati, Hack & Slash, Scarf & Barf, Z-Shot, and more. When you play the game, whether in a demo or on your own, you get a chance to win that copy of the game!

Yokai Septet – Sat 10 am

A trick-taking game about capturing high-scoring Boss Yokai. Each turn, players play a card from their hand. The player who played the best card takes all cards, some of which may be Boss Yokai.

Zombicide 2nd Edition – Sat 8 pm

Play in this cooperative boardgame with miniatures - complete the group objective without bringing harm to your fellow survivors, but try to get the most kills. Remember though, the more zombies you kill, the more they come!

Pathfinder Society Games – Fri 2 pm, 8 pm, Sat, Sun 9 am, 2 pm, 8 pm, Mon 9 am, 2 pm – Pathfinder Roleplaying Game
Looking to play some Pathfinder? We’ve got you covered. Come see us in person at our HQ in Los Angeles Ballroom A!

Starfinder Society Games – Fri 2 pm, 8 pm, Sat, Sun 9 am, 2 pm, 8 pm, Mon 9 am, 2 pm – Starfinder Roleplaying Game
Looking to play some Starfinder? We’ve got you covered. Come see us in person at our HQ in Los Angeles Ballroom A!

Miniatures Painting Contest

Bring your figure(s) for any of the categories listed below. Entries will be accepted from 10 am Saturday until noon Sunday at the Painting Contest table in Miniatures HQ. Judging will take place at 2 pm on Sunday. Miniatures can be picked up after 4pm. Prizes for up to 1st, 2nd, and 3rd place in each category will be awarded. Each Judge will also select a 'Judge's Choice' award.

Categories

- * Fantasy Single
- * Fantasy Unit
- * Fantasy Large
- * Science Fiction Single
- * Science Fiction Unit
- * Science Fiction Large
- * Historical Single
- * Historical Unit
- * Historical Large
- * Open
- * Strategikids
- * Strateliteen

* Single: All single 25 mm to 35 mm scale human-sized and smaller models. Model should be on an appropriately sized base. The majority of miniatures fit into this size range. The upper limit may reasonably include things such as an orc on a boar (fantasy), Space Marine Terminator (science fiction), and mounted cavalry (historical). Judges reserve the right to move entries intended for the Single category to Large.

* Unit: Groups of two to twelve miniatures grouped together as a cohesive unit. Entry should follow legal games system rules where available. It is suggested you use some form of tray for loose units but is not required.

* Large: All miniatures larger than a normal 28 mm human-sized model. This may include models such as dragons (fantasy), tanks and similar vehicles (science fiction and historical), and large-scale models.

* Open: Entry can be anything from a single model straight out of the package to a sweeping diorama with dozens of figures. Have dueling dragons, blow-up tanks, or a completely scratch-built model? This is where it goes. The only restriction is that entries can be no larger than 18" x 18" x 18".

* Strategikids: For contestants 12 years of age and under. Any model of any scale may be entered. This is intended for beginning painters.

* Strateliteens: For contestants 13 to 17 years of age. Any model of any scale may be entered. This is intended for intermediate painters.

Rules

1. Entries must be submitted in person by the painter and must be the work of the painter submitting them.
2. You may not enter any miniature that has previously won any type of prize or award in any other competition.
3. Only one (1) entry per category per person. An entry may be refused if it is too large.
4. If there are not enough entries in a category, the judges reserve the right to cancel that category. An entry may be moved to a different qualifying category on Sunday if the original category has been canceled. Check back after 1 pm Sunday to confirm category status.
5. You must have a full-con or one-day badge to enter the contest.
7. All entries must be in good taste and are subject to disqualification if the judges decide that any common rule has been violated.
8. Display bases are not considered for purposes of size restrictions or for judging of the miniature itself. Conversions and base scenics may contribute overall to a miniature's ranking but are not the primary consideration for judging. Judges will rank entries based on painting technique, neatness, skill in execution, coherent color scheme, and overall appearance. The

judging team consists of notable artists in the miniature-painting community who are well versed in the craft, and their decisions are final.

9. The greatest care will be afforded to all entries, by staff who share a passion for the miniature-painting hobby, but Strategicon staff, volunteers, and judges cannot be held responsible for damaged or lost miniatures. We will do our best to ensure the safety of all entries.

10. All entries must be reclaimed by noon Monday. Entries must be reclaimed by the person submitting them unless plans have been established and approved beforehand. ID will be required.

11. All entries will be photographed, and a submission to the competition indicates permission for Strategicon to use such images for any purpose, including posting to an online photo gallery or to social media for marketing purposes.

Our sponsors include:

Advanced Grafix	Kayenta Publishing
AEG	Konami
Arcane Wonders	Looney Labs
Area 88	Magic Meeple Games
Army Painter	Mayday Games
Blue Panther	NycosRPG
Celebrity Body Contouring	Paizo Publishing
Critical Hit Games	Reaper Paints & Miniatures
CMON	Renegade Game Studios
Dan Verssen Games	Rio Grande Games
Days of Wonder	Steve Jackson Games
Decision Games	The Game Chest
Existence Games	Ultra Pro
Fire & Dice	Vallejo Paints
Gamecraft Miniatures	Warlord Games
Games Workshop	White Wizard Games
Gate Keeper Games	Wizards of the Coast
Gather 4 Games	Wizkids
Ghost Brush	World of Game Design
Imperial Outpost Games	

Shopping

Dealer Room

The Dealer Room is located across from the board gaming area in the Pacific Ballroom.

Hours:

Friday	5 pm to 9 pm
Saturday	9:30 am to 6:30 pm
Sunday	9:30 am to 6:30 pm
Monday	9:30 am to 2:30 pm

Individuals found selling wares at Orcon in an unauthorized manner (i.e., not as an authorized dealer in the Dealer Room, at the Game Auction, or through a paid Flea Market table) will be expelled without a refund.

Orcon 2023 Dealer Room Vendors:

Arcknight	DE Distribution
Area 88	Deck and Dice Games
BGE's Tabletop	Dice Envy
Bits and Pips	Dice Hooligans
Blue Panther	Fire & Dice
Board Game Promos	Frog Knight Games
Christopher Grey	Gillian Fraser
Clyde Jones & Son	Hobby Goblins
Cobblestone Games	Janken Deck
Crazy Bob's Dream Emporium	Line of Sight Terrain
Critical Hit Games	Loscon

Meepleshop	Sovereign Chess
Moonlit Moor Games	Spellbinders
Numbskull Games	Strategicon Market
Obscure Reference Games	Super Dimension Convention
Odyssey Games	Table Top Witchy
Party Penguins	The Collector's Corner
Play 5	The Game Chest
Ramen Sandwich Press	The Weekend Warrior
Ratmasters House of Anime and Stuff	Tiny Shiny Squids
Reality Simulations Inc.	Warlord Games
RosaleenDhu Designs	Yu-Gi-Holics

The Grid Game!

Participation sheets available at Registration. To get your sheet stamped, go to the Dealer Room and visit the participating Dealers. They will briefly tell you about their show specials, new products, describe their game, etc.

Sheets do not have to be completely stamped. Turn in your sheet at the Dealer Room HQ Booth – you will receive raffle tickets based on how many stamps you have acquired. There will be a drawing of 10 tickets on Sunday at 4 pm in the Dealer Room. Each drawn ticket will award a prize of \$25 Dealer Tokens! Full game rules are printed on the Grid Game! sheet and are available at the Dealer Room HQ Booth.

Flea Market

Flea Market tables are rented by the convention at \$10 per hour per full table. You must have either a full-con or one-day badge in order to rent a Flea Market table. Flea Market tables are available on Friday 8 pm to 10 pm and Saturday and Sunday 11 am to 5 pm.

Anyone not qualifying as an exhibitor may be interested in having his or her own “gamer’s garage sale” right here at the convention site. The Flea Market has been provided for the buying, selling, and rummaging of used game collections.

Note: if you wish to sell anything at this convention, you must buy either a Flea Market or Exhibitor table.

Convention Seller Rules

1. All persons behind the Flea Market table or involved in selling at the Flea Market table must have a paid one-day or full-con badge.
2. You must sign up with an authorized roving Convention Services person, who will magically appear at the Flea Market area once per hour at 10 minutes before the hour to collect money and assign tables.
3. All disputes regarding space, participant status, and wares should be brought to the attention of Convention Services. All judgments are the decision of the Convention Management. Judgments are final!
4. No gambling or games of chance for prizes – no dice games, grab bags, roulette wheels, etc.
5. Please exercise good taste in what you offer.

Buyer Guidelines

1. CAVEAT EMPTOR (“let the buyer beware”). The convention does not verify any claims made by the sellers. Shop carefully and ask questions.
2. Price and terms are to be determined between the seller and buyer. Standard terms are cash only and delivery on payment.

Participation Procedures

1. You may obtain a maximum of one table at a time. If things are slow, the Convention Services person might let you get a second table, but don’t count on it!
2. You must pay for a Flea Market table in advance. Payment, with your completed paperwork (available from the Convention Services person), is at the rate of \$10 per table per hour. The Convention Services person in the Flea Market area will collect payment for Flea Market tables. PLEASE, DO NOT ASK AT THE REGISTRATION DESK!
3. At the expiration of your time, if people are waiting for Flea Market tables, you have to relinquish yours. If no one is waiting for a Flea Market table when your time is up, you may renew by the hour based on availability.
4. You may not set up before your hour begins and when your time is up, you must leave. THERE IS NO GRACE PERIOD.
5. If you set up early, or if you are late leaving, you must pay the hourly FULL PRICE of the table.

Product Policy

Game manufacturers or their designees have exclusive rights to sell their products at this convention. You may not violate any attending exhibitor’s product exclusivity. Therefore, the sale by any individual at the Flea Market, in the judgment of Strategicon or the attending manufacturer/designee, of new games produced by an attending manufacturer/designee is prohibited and constitutes a violation of this policy.

In addition, the selling of any appreciable quantity of new product (in or out of shrink wrap, freight damaged, etc.) is not allowed. The convention reserves the right to refuse the use of Flea Market tables. Individuals judged in violation of any of these policies and regulations may be expelled from the convention site for the remainder of the event without a refund of fees paid.

Notice from the State of California

If you do not have a seller’s permit and are not an occasional seller you MAY NOT sell at this event. A temporary seller’s permit can be obtained at any Board of Equalization office, at no cost to you. The business address on your temporary permit should be the address of the temporary selling location. The mailing address is your permanent place of business or residence.

Occasional sellers are persons who will not be making a series of sales sufficient in number, scope, and character to constitute an activity requiring the holding of a seller’s permit. Occasional sellers are typically people who clear out their own garage and who sell those items.

Game Auction

The convention hosts, as one of its prime attractions, the auction of games and related products. This entertainment highlight, where items often sell for below retail price, will be held on Monday at 11 am in the Carmel room.

Auction Registration Rules

What is sellable at the auction includes any boxed, bagged, or envelope-packaged games or game-related materials (originals only please; no copies). This includes magazines, variants, and spare components.

A Note About Lots

A lot is auctioned off as a single unit. It may contain any number of items (a trilogy of games or a year’s worth of magazines, for example). The Lot Registration Slip should list what items the lot

contains specifically along with any special features of the items. Details such as edition, condition (mint, punched, or partially punched), extra units and variants included should be listed. War games should have the scale and period depicted (Tactical WWII naval, for example) in the lot's description. Role Playing Games should have the system for which the item was designed listed in the description.

Auction Seller rules

If you wish to sell at the auction, please follow the rules below.

1. You must have either a full-convention badge or a one-day Monday badge in order to enter lots.
2. Auction lot slips will be sold beginning at **10 am** on Saturday at the Registration Desk. Slips are sold on a first-come, first-served basis with a \$2.00 (nonrefundable) per-lot fee. Limit 10 per person/family.
3. All lots containing multiple items must be bound together in some way. The convention does not supply wrapping material! Lots are issued until Monday at 10 am. You must hold your games until 10 am MONDAY before handing them over in the Carmel Room.
4. If you want to declare a minimum bid for your lot, you must declare this on your auction slip.
5. Collectors' Items will be determined by the auction staff prior to the start of the auction. Please contact the auctioneer to see if your lot qualifies as a Collectors' Item.
7. A 10 percent commission (\$50.00 max) per lot is charged on all items auctioned. The \$2 lot fee counts towards this.
8. Unsold items unclaimed by the sellers immediately after the auction become property of the convention.
9. Money due to the sellers will be distributed at the auction site approximately 30 minutes after the conclusion of the auction. Any money not picked up within an hour after the auction ends risks becoming lunch money for the convention staff.
10. This is a game auction. Non-gaming items will be rejected.

Auction Buyer rules

1. All sales are cash only. No credit cards or personal checks will be accepted. Dealer Dollars from this year's conventions and Traveler's Checks will be accepted.
2. Call out your bids loud and clear, raising your hand for the auctioneer to see. Please leave your hand up as long as you are bidding on the item.
3. The minimum bid increment for each bid is \$1 unless the auctioneer declares otherwise.
4. CAVEAT EMPOR ("Let the buyer beware"): All auction items are sold "as is", and we cannot guarantee or verify any claims made by the seller concerning the condition or value of any item.
5. When you have made the winning bid for an item proceed immediately to the cashier's table, pay, and receive it.

Convention Rules

1. Please wear your badge at all times in the convention area. Your badge is required in order to participate in any convention activities. It should be worn above the waist, in front, so it's visible to our convention staff. If you lose your badge, a new one will cost full price!
2. Never use the table space in the tournament gaming rooms or demonstration area for open gaming.
3. Please bring a copy of the game to be played in any tournaments you enter. Otherwise, your participation in the tournament will not be assured, since there may not be enough copies of the game to go around. If you do not have a copy of the game, you may be replaced by someone who does!

4. Keep an eye on your property! We are not responsible for the safekeeping of your belongings, with the exception of items left with us at the auction.

4a. Do not move seemingly abandoned property found in any convention area. Please ask a Strategicon staff member to move it for you.

5. Single day badges gain you admission from the time you register until 8 am the next morning. After 8 am you must reregister and pay the difference in admission fees if you wish to continue your attendance.

6. There is no rule number 6.

7. All Live-Action Role-Playing Games (LARPs) must be organized by convention staff. All unauthorized LARPs and events associated with said LARPs are prohibited. Anyone caught participated in a non-sanctioned activity at the hotel may be removed from the convention without refund of admission.

8. The legal age to drink or purchase alcohol in California is 21. No drinking is allowed in the convention meeting areas, except at bars and in hotel rooms. Violation may result in expulsion without a refund.

9. No weapons, real or facsimile, are allowed in the hotel. Weapons that are purchased in the Dealer Room must be wrapped and removed to your room or car immediately.

10. We are not responsible for your children. If a child is found in a convention area not appropriate for them and we are unable to contact a guardian within a reasonable amount of time, they will be treated as lost and turned over to hotel security.

11. Strategicon is for humans only. ALL humans are to be treated equally, with respect, by everyone involved in any way with Strategicon. If you feel that anyone is willfully inhibiting your ability to enjoy Strategicon events, please contact your nearest Staff member and report the incident.

Convention Policy: Bonding

Individuals still pay a preregistration fee in order to attend, even though they intend to work for a free admission. This policy of BONDING their convention fees is in case of poor performance, or failure to perform the required work.

The fee is refundable upon the satisfactory completion of the required convention work. Simply bring your properly completed paperwork to Registration for reimbursement.

Hilton Hotel Rules

1. No gaming is allowed in the stairwells, roof, hallways, restaurants, or poolside. Plenty of room has been provided for you by the convention organizers, so please keep your gaming in the designated areas.
2. The elevator capacity is only 16 persons or 2,500 pounds. Don't overload them, because they do break down. Just wait for the next elevator.
3. The pool closes at midnight.
4. If you're planning on sleeping here, you must sleep in a hotel room. That's the law! We must wake anyone napping.
5. A 10 pm "noise curfew" will be strictly enforced on all room floors. Remember, the third floor is a guest room floor. Complaints received about guests after hours may result in expulsion from the hotel.
7. No propping open fire exits and no hallway horseplay
8. Water coolers are not to be opened. Please do not reach inside to get ice as this is a health hazard. The hotel will prosecute anyone, regardless of age, to the furthest extent of the law!
9. No outside food or beverage items are permitted in public areas.
10. No smoking is allowed anywhere within the Hilton Hotel.
11. Do not use the fire exits unless there is an emergency.

Gateway 2022 Winners

Board & Card Games	1st Place	2nd Place	3rd Place
7 Blunders	Winton Lemoine	Darrell Stark	Scott Samarel
7 Wonders	Jenn Van Persaud	Ariel Levi	Bill Persaud
7 Wonders: Leaders	Darrell Stark	Chris Davis	Kyle Greenwood
A Feast for Odin	Jon Getty, Evan Sarafian		
Acquire: David Woolcott Memorial	Mark Sanfilippo	Rocco Garcia	Daniel Halloran
Agricola	Reid Barkell	Jenn Van Persaud	Tracy Sangster
Ankh	Adam Diprofo	Tim Cox	Joseph Blodgett
Ark Nova	Jenn Van Persaud	Tracy Sangster	Reid Barkell
Ark Nova	Scott Samarel & Mark Applegate	Jenn Van Persaud & Eric Elder	
Ark Nova	Darren Eskandari	Valerie Lake	Joseph Beck
Art Decko	Emily Moran	Angela York	Jonathan Zev
Art Decko	Andrew Ma	Bradley Cohen	Susan Finland
Azul	Jonathan Zev	Sage Garver	Andre Chautard
Battlestar Galactica	Ivan Demoura & Alfonso Weilbach	Jake Hampton & Matthew Panesis	
Blue Moon City	Jenn Van Persaud	Christine Marciniak	Lance Sullivan
Carcassonne	Darrell Stark	Jaye R.	Gavin Glenn
Carnegie	Erick Vallejos	G. Jay Christensen	Tara Haughton
Cartographers Heroes	Aviva Pressman	David Mines	Kirk Lynch
Castles of Mad King Ludwig	Lance Sullivan	Sean Growley	Kyle Greenwood
Catan	Vikram Kirby	Hayden Kirby	Emmett Kirby
Catan: Expansions	Bridget Landry	Mark Sanfilippo	Amnon David
Category 5	Lisa Burola	Richard Potthoff	Gilbert Quinonez
Century: Spice Road	Jonathan Zev	Darrell Stark	Steven Estrella
Cinque Terre	Jonathan Zev	Karen Haugland	Vanessa Gonsalves
Coloretto	David Moskowitz	Kyle Greenwood	Mark Nadeski
Cyclades	Robert Whiteside	John Heydorn	Michael Gardner, Caleb Jones
Dune	Martin Juarez	Ryan Miller	
Dune Imperium	Stanley Cascone	Candy Lehman	Francis Roberts
Dune Imperium	Stanley Cascone	Candy Lehman	Francis Roberts
Fireball Island	Clare Forde	Ciaran Forde-Sexe	Robert Lamarre
Grand Austria Hotel	Kyle Greenwood	Winton Lemoine	Susan Finland
Icecool / Icecool 2	Eli Beck	Evan	Satyen Prasad
Ingenious	Darrell Stark	Erika Hansen	Rowan Vuong
Kanban EV	Jack Holland, Evan Sarafian	Kevin Roberts, Jake Hampton	Joellen Shendy
King of Tokyo	Adam Brown	John Spence	Brian Conwell
Kingdomino	Leo Hyman	Rei Holland	Arryn Holland
Kingsburg	David Parayre	Darrell Stark	Angela York
Last Days of Athobrae	Edward Tu	Jeremy Langdon	Steven Rodriguez
Last Days of Athobrae	Damon Sutton	Madelyn Brass	Breanne Terrazas
Liar's Dice	Steven Estrella	Gilbert Quinonez	Keira Estrella
Lords of Waterdeep	Mark Applegate	Christine Marciniak	Jeremy Estrella
Merchants of the Dark Road	Andrew Ma	Michael Rizzo	Christine Marciniak
Monster Derby	Travis Grady	Michelle Olson	Erick Olson
Nexus Ops	Darrell Stark	David Parayre	
No Thanks!	Alex Trujillo, Bill Gallagher		Steven Estrella
Nuclear War	Darrell Stark	Richard Potthoff	John Spence
Palaces	Edward Boning	Michael Gardner	
	John Byun, Christine	Lisa Burola, Heide Nichols,	Gilbert Quinonez, Bill
PGWT: Europe	Marciniak, John	Brian Simmons, Christopher	Harris, Michell Mills, Mary
	Cuthbertson, Chris Mills	Ramirez	Ann Canfield
		Reid Barkell, Lisa Burola,	
PGWT: Middle East	Mike Munson	John Cuthbertson, Michelle	
		Mills, Brian Simmons	
	Reid Barkell, Mike Munson,	Lisa Burola, Bill Harris,	John Byun, John
PGWT: North America	Brian Simmons, Michelle	Jonathan Flagg, Mary Ann	Cuthbertson, Heide Nichols,
	Mills	Canfield	Chris Mills, Mark Applegate
	Gilbert Quinonez, Mike		Reid Barkell, Christine
	Munson, Jonathan Flagg,	Lisa Burola, Bill Harris, Brian	Marciniak, John
PGWT: South Africa	Gavin Griffin, Kyle	Simmons, Michelle Mills,	Cuthbertson, Chris Mills, Bill
	Greenwood	Ken Woodruff	Gallagher
	Reid Barkell	Gilbert Quinonez	Lisa Burola
PGWT: Year End	Kristi Ross	James Aldrich	Tanya Aldrich
Phase 10	Andrew Lee	Kyle Greenwood	Whitney Kamena
Photosynthesis	John Byun	David Parayre	Mike Badgley
Power Grid	Cameron David	Hector Vortac	Warren Usui
Puerto Rico			

Red Dragon Inn	Darrell Stark	Jake Hampton	Adam Brown
Rising Sun	Mark Dierking	Ryan Jacobson	Solomon Chang
Root Expansions	Eric Gould	Kyle Greenwood	Ada Mclark
Smash Up	Janelle Riley	Spencer	Jonathan Crespin
Space Base	Peerawat Prasatcharoen	Darrell Stark	Jeff Gray
Splendor	Andre Chautard	Emmett Kirby	Joshua Dennison
Stone Age	Gilbert Quinonez	John Cuthbertson	Steven Estrella
Talisman	Kenneth Thomas	Geoffrey Greer	Josh Spurgeon
Terraforming Mars #1	Alan Wood	Winton Lemoine	Cameron David
Terraforming Mars #2	Alan Wood	Lisa King	Amnon David
The Castles of Burgundy	Mark Nadeski	Valerie Lake	Stephanie Wilborn
The Princes of Florence	Winton Lemoine	Ivan Demoura	Edward Tu
Thurn and Taxis	Darrell Stark	Steven Estrella	Lisa Burola
Ticket to Ride: Asia	Darrell Stark, Jaye R.	Prince Aj, Andre Chautard	Trelawney Williams,
Ticket to Ride: Europe	Chris Mills	Abe Sculler	Gerald Delker
Ticket to Ride: India	Daryl Pruett	Andre Chautard	Michelle Mills
Ticket to Ride: Japan	Jonathan Crespin	Andre Chautard	Lance Sullivan
Ticket to Ride: Mini Games	Cameron David	John Heydorn	Trelawney Williams
Ticket to Ride: Rails and Sails	Courtney Holland	Jeannette Albright	Jeremy Estrella
Ticket to Ride: Rails and Sails	Trelawney Williams	Heide Nichols	Heide Nichols
Ticket to Ride: USA 1910	David Parayre	Jaye R.	Gerald Delker
Transeuropa	Keith Aldrich	Siven Prasad	Cameron David
Twilight Imperium Fourth Edition	Matthew Priestley	Charles O'Connor	Satyen Prasad
Twilight Imperium Fourth Edition	Mac Clay	Matthew Priestley	Mac Clay
Vegas Showdown	David Mines	Jonathan Flagg	Rowie Nameri
Wasteland Express Delivery Service	Lacey Pitino	Cassandra Hardy	Scott Samarel
Worst Game Ever	Travis Grady	Jonathan Albin	Brian Mccain
Zombie Dice	Matthew Jacoby	Avinash Calidas	Joshua Dennison,
Collectible Cards & Minis	1st Place	2nd Place	3rd Place
Ark Nova	Evan Sarafian	Chris Buskirk	Rocie Carrillo
Ascension - #1	Chuck Watson	Katie Ritchie	Nathan Morelli
Ascension - #2	Gabriel Sartori	Ephraim Silverman	Ephraim Silverman
Clank!	Justin Gray	Daryl Pruett	Chuck Watson
Dice Throne - 1v1 Tournament	Quan Vuong	Sierra Clark	Poppy Clark
Its a Wonderful World with Corruption [...]	Jonathan Zev	Rebecca Ou	Candy Lehman
Lost Ruins of Arnak w Expedition Leaders	Ken Osborne	Alex Trujillo	George Carceres
Magic: the Gathering - Baldur's Gate Draft	Kai Bunyak	Albert Chen	Siven Prasad
Magic: the Gathering - Commander #1	Travis Grady	Chuck Watson	Zach Mirman
Magic: the Gathering - Commander #3	Robert Knight	Isaac	Josh Badger
Magic: the Gathering - Commander #4	Edward Boning	Chuck Watson	Josh Badger
Magic: the Gathering - Commander #5	Kai Bunyak	Perrin Weiss	Keith Aldrich
Magic: the Gathering - K&J Pauper	Tanya Aldrich, Jon Brown	Keith Aldrich,	Siven Prasad, Perrin Weiss
Magic: the Gathering - Two-Headed Giant	Jon Brown, Jaime Estrada	Hailey Genova	Rachel Adams
Sagrada	Valerie Lake	Paul Slavich	
Star Wars Miniatures - Sealed Draft #1	Scott Mesich	Andre Bashay	
Star Wars Miniatures - Sealed Draft #2	Andre Bashay	Scott Mesich	
Transformers TCG Booster Draft	David Ziegert	Ronen Ziegert	
Wonderland's War	Bill Persaud	Jeff Gray	Stephanie Mazourek
General	1st Place	2nd Place	3rd Place
Strategicon Football League 2022	Jim Foster		
Miniatures	1st Place	2nd Place	3rd Place
BattleTech: Alpha Strike - WNRP 350	Philip Abramowitz	Zachary Johnson	Robert Kent
Circus Maximus	Andy Chung	Ray Chase	Suzy Kenney
Classic Battletech - A Game of Armored	San Vuong	Jonathan Taylor	David Selby
Combat - Circle of Death	Igor Torgeson	Carlos Campa	Ramses Juarez
Flames of War v4 - The Longest Day	Daryl Pruett	Short Fritzie	Rowan Vuong
Formula De Super-Incredisized Spectacular	Veero Derkarabetian	Mark Rizzo	Frank Vassallo
Marvel Crisis protocol	David Zitkovich	Willie Malone	Mike Riley
Star Wars Legion - 500 point	Christian Ramirez	Anthony Martin	Giacomo Vergara -
Warhammer 40K 9th edition - Ironman	Chris Harris		Best Painted
Warhammer 40K: Kill Team Day 2			3rd Place
Miniatures Painting Contest	1st Place	2nd Place	3rd Place
Fantasy Large	Frank Vassallo	Cortney Navarchi	Joseph Cook
Fantasy Single	Peter Schultz	Nephele Rudin,	Michael Basnight
Fantasy Unit	Blake Livesay	Blake Livesay	Peter Schultz
Historical Single	Matt Denny	Nephele Rudin	
Modern Pulp Single	Giacomo Vergara	M H	
Modern Pulp Unit	Giacomo Vergara	Joseph Vigil	
Open	Michael Revier	Robert Blair	Blake Livesay
Sci Fi Large	Nephele Rudin	Giacomo Vergara	Veero Derkarabetian

Sci Fi Single	Veero Derkarabetian	Ilya Rakhlin	Jim Sandoval
Sci Fi Unit	Ilya Rakhlin	Nephele Rudin	Veero Derkarabetian
Strategikids	Marlena Maldonado	Alexandra Schultz	Crestyl Mendoza
Party Games	1st Place	2nd Place	3rd Place
America	Michelle Estrella	Jaye R.	Katrina Lo
Awkward Guests	Players Lost		
Awkward Guests	David Bolinger		
Cash 'n Guns Live	Racacooney	The Fivers	Team 7
Cash 'n Guns Live	Dinosooce Tecuppezzz	MMF?	Team Minecraft
Cash 'n Guns Live	Dead Unicorn	The Viking Mafia	MRN
Ninja: Playground Game	Keira Estrella	Stella Guisto	Keira Estrella
Ninja: Playground Game	Traci Garland	Traci Garland	Justin Mcguigan
The Genius - Survivor for Gamers	David Moskowitz		
The Great Strategicon Karaoke Competition	Aaron Franklin	Hillary Pedersen	Joseph Vigil
The Great Strategicon Karaoke Competition	Aviva Pressman	Lisa Adams	Ben Ziek
Ultimate Werewolf	Villagers - 4	Wolves - 3	
You Can't Be Sirious!	Sasha Bunyak, Steve Bunyak	Stevie Wegrzyn, David Parayre	
Role Playing Games	1st Place	2nd Place	3rd Place
Dungeons & Dragons 5E - PvP Tournament	Chris Hayes		
Fuzzy Heroes - Jurassic Park Minions	Kids Won		
Video Games	1st Place	2nd Place	3rd Place
Multiversus Head-to-Head	Kyle Moreno	Patrick Ward	
Multiversus Team-up	David Beck, Devi Hughes	Lia Mcclark, Jose Velasquez	
Smash Bros Big Rumble	Prince Aj	Kenneth Phuong	Kyle Moreno
Smash Bros Head-to-Head	Alex Trujillo	Cody Schwarm	Asher
Starcraft 2	Enrique Jimenez	Solomon Chang	
Starcraft 2	Kyle Moreno	Asa Gentry	
War Games	1st Place	2nd Place	3rd Place
1775: Rebellion	Sander Valyocsik,		
Axis & Allies	Craig Caven		
Battle Cry	Charles Bantum	Ryan Voznick	
Command & Colors: Medieval	Craig Caven	Gerald Delker	
Sails of Glory: Frigates	David Beck	Eric Noel	
Sails of Glory: Ships of the Line	David Kuhn	Michael Kuhn	
	Doran Davis	Alastair Valyocsik	



Strategicon Mask and Vaccine Policy

Overview: Due to changes in the recommendations made by the CDC and the lack of a mask mandate from Los Angeles County, Strategicon has elected not to reinstate its masking policy. However, in acknowledgment of recommendations for mega events made by the state of California and the safety of our attendees, we will continue to require proof of full vaccination for all eligible individuals, a negative PCR test performed within 48 hours of your arrival at the convention, or an antigen test performed by a medical professional within 24 hours of your arrival. This page's goal is to provide attendees with an overview and details of this policy, how to make sure attendees and volunteers are in compliance with the policy before the convention, and provide details on the enforcement of these policies.

Vaccine Eligibility: All attendees must have completed the two-week exclusion period after their second dose by their arrival, or have either a negative lab-performed PCR or antigen COVID test performed at an approved testing site. Per the California SMART Guidelines, PCR tests must have been performed within 48 hours of arrival at the convention, with appropriate documentation dating the test, and antigen tests (performed at a testing site by a medical professional—NO HOME TESTS) must have been performed within 24 hours of arrival, with appropriate documentation dating the test. Children under six months are not eligible for the vaccine and must be tested as stated above to be admitted into public convention spaces.

Currently, there are four vaccines approved for use against COVID-19 in the United States, and two vaccines fully approved by the FDA (Pfizer and Moderna). At this time, vaccines are only available to individuals six months and older, meaning that children under the age of six months are currently ineligible for vaccination and will need to enter Strategicon spaces with a negative PCR or antigen test.

If you and your children are eligible for vaccination, the CDC and California DPH highly recommends that you be vaccinated and boosted before taking part in indoor mega events such as Strategicon, in order to safeguard your health and preserve the full capabilities of local medical infrastructure. Remember that Strategicon is a multi-day, indoor mega event featuring thousands of people from across the country in a business hotel frequented by international travelers, and our events often oblige our attendees to spend long periods in close proximity to people from outside their own households. Please take these conditions into account when considering your level of risk and exposure, as well as the best ways to protect yourself and your family members.

Compliance: Three of the four available vaccines in the United States are two-dose vaccines. If you're planning to come to Strategicon, are eligible to get vaccinated, and have not yet received your first dose, begin scheduling your doses so that you will be out of your exclusion period (about two weeks after the second dose) by the time of your arrival at the convention. If you plan to continue unvaccinated, begin looking for a testing site and prepare to have your lab-grade test(s) taken within 48 hours of you and your party's arrival (24 hours if you plan to do an antigen test). If you do not use the online QR code system to upload your vaccination status, you will need to show your proof of vaccination or negative test results at the COVID Check station upon arrival at Registration.

Vaccine Enforcement: We will be asking all attendees (and guardians of underage attendees) to sign a waiver holding the convention harmless in case of COVID exposure during our event. The COVID Check station will be present at Registration, but you can bypass the line by uploading your vaccination QR code through our online registration system. If you have already done this for a previous con, you are good to go.

Testing: Per the California SMART Guidelines, unvaccinated individuals will need to take a PCR or antigen (either one performed at a lab) COVID test at an approved testing site and show a negative result within 48 hours (PCR test) or 24 hours (antigen test) of your arrival at the convention. Unvaccinated attendees will need to show their negative test result at COVID Check before picking up their badge, and guardians will need to show negative test results for their unvaccinated children. A waiver will be required for every individual once proof of vaccination or a negative COVID test has been shown at the check station. Strategicon will not be databasing any medical information beyond vaccinated/unvaccinated status for the purposes of badge registration, and is not a covered entity under HIPAA restrictions. Strategicon will not share your vaccination or eligibility status with any other entity.

Mask Mandate: As of April 1, 2022 Los Angeles County has dropped its blanket mandate requiring masking, but Los Angeles and the state of California continue to highly recommend masking for large indoor events, such as Strategicon. At Orcon 2023, we will not be enforcing masking. However, given the spike in cases in Los Angeles County over the summer and medium-high level of community transmission, we highly recommend mask use (N95 or similar) for all attendees, in accordance with California and Los Angeles County recommendations. We also ask that attendees be polite and kind about other attendees' choice to mask or not to mask.

Strategicon Doxxing and Social Media Harassment Policy

While Strategicon Conventions normally concerns itself primarily with incidents that occur at Strategicon shows, we also recognize that our staff, volunteers, and supervisors are operating digitally in the course of their duties.

Strategicon will not tolerate:

Digital or in-person harassment of a Strategicon volunteer, member of staff, or supervisor for acting in the course of their duties
Social media campaigns against particular members of staff, volunteers, or supervisors in order to create pressure on staff, engender a change in policy, or force an issue.

Doxxing of volunteers and their personal information including private phone numbers, email addresses, social media handles, physical address, etc.

Spamming, phishing, sending malware, shock images or otherwise engaging in adverse digital actions against Strategicon staff members, volunteers, supervisors, or any participant as a result of their activities at or for Strategicon.

General social media posts discussing general policy or concerns are fine, but targeting and attacking a particular member of staff or volunteer will not be tolerated. If you have any questions or concerns regarding the actions of a volunteer, supervisor, or member of staff for Strategicon Conventions, please contact a member of the board in order to resolve it at safety_help@strategicon.net.

A Word (or two) from the Con Man

Welcome to Orcon 2023

It's now Game Convention Season! Welcome to Orcon 2023, Strategicon's first show of 2023. Glad you could make it.

State of the rebuild

Gateway 2022's attendance was a solid 1600 – officially 1650. It was obvious that things were semi back to normal. This con, pre reg wise at least, is up over 20 percent from last show, so we might hit 2000 this show. Still down from our 2500 pre pandemic peak, but hey, progress is progress.

It's So Big!

Another indication that things are returning to normal is this con book has expanded its page count by 20 percent. That's due to us having over 100 more events than last show – over 700 in total. The largest shows we've run have gotten close to 900, so again, we still have a ways to go.

Recurring Nightmare

I've had nightmares about conventions for 40 years now, and this show was no different. Most of the time back in the old days it was forgetting that I was running an event or missing the show entirely. Nowadays it's that the con book doesn't get done or the hotel reschedules our event. Thankfully, those didn't happen this time around – you're holding the evidence that the former didn't happen and if you're reading this at the con then it's clear the latter didn't happen either.

We're not the only ones

A shout out to PolyCon, who is attempting to reboot their convention after not having run one since 2019. It's largely due to PolyCon that the current ownership of these shows resides with us, and we're glad to see them back up and running again.

Hobby Drama

It's no secret the hobby itself, and Wizards of the Coast in particular, has spent the last few months generating more than their share of drama surrounding two of the largest properties in the hobby, namely Magic the Gathering and Dungeons & Dragons. For some of our local game stores the collateral damage has been catastrophic. Unfortunately this drama will not subside any time soon – expect some major changes in the hobby in the next few months. If we have time we might even discuss this at the Feedback Forum Sunday evening.

Awards!

We finally got around to taking care of the backlog of awards from prior shows that hadn't been given out. We have an updated Annual Awards section that covers the five physical conventions we had from 2020 to 2022. Check them out.

YouTube?

We have kicked around the idea of doing a Strategicon YouTube channel for a while now. Supposedly we'll be filming our first episode here at the con. No idea how well this will work, but we're going to give it a try. Gotta do something with all that extra hardware.

Have fun!

It's why we do these shows – to have fun. Don't forget it! Have a great con everyone.



HMGS-PSW

HMGS-PSW Demonstration Table



The Historical Miniatures Gamers Society - Pacific Southwest has been around since the late 1980s. We get together to learn history via table top battle games. At Orcon this year we are sponsoring a miniature game learning table with demonstrations on Saturday and Sunday. The game times are listed below. You can find them in the International Room

- Wings of Glory. 10:00AM - noon. Fly a biplane over no man's land during World War I.
- Flames of War. Noon - 2:00PM - The enemy tanks are approaching during WWII. Do you know how to defend your position against them?
- Black Powder. 2:00PM - 4:00PM Waterloo. Napoleon against Wellington in 1815.
- Bolt Action 4:00PM - 6:00PM Platoon v Platoon infantry action during WWII.
- Battletech 6:00PM - 8:00PM It is 3025, command a Battlemech on a training mission.

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POLYCON XL

WE RISE AGAIN!

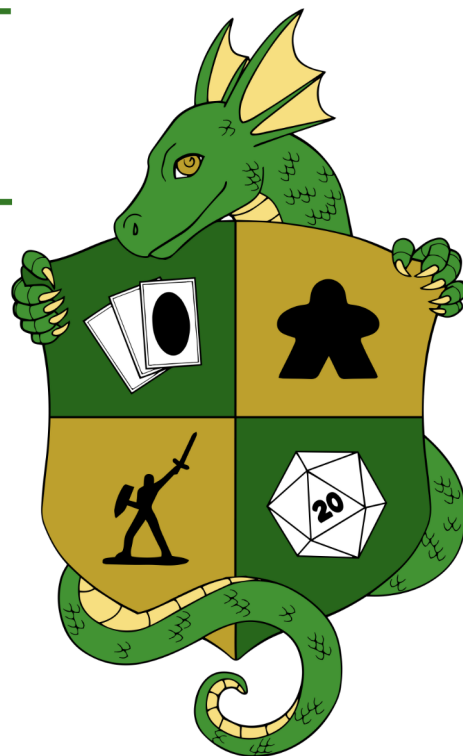
TABLETOP GAMING CONVENTION
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- | | |
|-----------------------------|--------------------------|
| D&D Tournament | Free Saturday BBQ |
| Miniature Wargaming | Ice Cream Social |
| Board Game Pit | Midnight Waffles |
| Tabletop RPGs | Bad Movie Night |
| Magic: The Gathering | PolyCon Auction |
| Nerf War | Dealer's Alley |
| LARP | |

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Two different Convention Shirts
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