

Strategicon presents

GAMEX

2023

MEMORIAL DAY
WEEKEND
MAY 26-29



HILTON LOS ANGELES AIRPORT
5711 W Century Blvd.
Los Angeles, California 90045

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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	Tara Leederman
Miniatures	Mike James Frank Vassallo
Party Games	Alex Ho
Indie New Games	Touradj Mansouri
Role-Playing Games	Jim Sandoval
RPGs on Demand	Tomer Gurantz
Adventurers League	Felix Rodriguez
Pathfinder Society	Cy Merriex
Auctioneer	Alfonzo Smith
Family Area & Webmaster	Tanya Aldrich
Play To Win	Karla Freeman
War Games	Braden Boe
Library	Travis Cheney
Open Gaming	Michael Fryer Robyn L. Nixon
Lots of Stuff	Mark Hyman Michael J. Russell Eric Burgess
Quartermaster	William Altpeter
CTO	Robert Prag
Marketing Director	Malakai Unland

Welcome

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

Gamex 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

Gamex 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, etc.), 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 Gamex 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:
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 Gamex 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!

Gamex 2023 Special Guests



John D. Clair

Enjoying sunshine and great people, John lives in Los Angeles and designs board games all of the time, and does data analytics some of the time. John's game designs range from light and silly to thinky and complex. He is probably best known for designing Space Base and for inventing the Card Crafting System™ that is used in several of his designs, including Mystic Vale and Dead Reckoning.

In his spare time he continues obsessively designing and playing board games. When not gaming, he likes masquerading as an outdoorsman – hiking, biking, running, playing bad golf, and, once-up-a-time, playing pretty decent baseball. Homeschooled as a youth, he likes to think he appears normal in public, and he somehow managed to marry a beautiful woman with whom he shares the fun and challenge of parenting three wonderful kiddos.



Peter Schultz

Peter loves God, games, and his family (but not always in that order). After discovering modern euro games twenty-some years ago, he jumped fully into the hobby which complemented his enjoyments of RPGs and miniature gaming. As an analytical person (he's got a finance degree after all), the underpinnings of game design and what makes gameplay work, came naturally to him. After learning about Kickstarter while researching Viticulture, Peter decided to try his hand at game design with his first title, Builders of Blankenburg. Combining his love of history with deeply thematic gameplay, he strives to create family friendly games with simple rules and deep strategic potential. As a Christian, Peter was very disappointed with the lack of quality, faith based games. He sought to fix this by designing The Acts as his second title, creating a biblical game that requires no Bible knowledge to play and enjoy. Since then, he has also created multiple expansions for his games, along with two new standalone games, Quatermain and Flight of Icarus (which is live on Kickstarter during this convention).

Tuck Davion

The creator of the YouTube series "Battle Bound", where he travels the country doing the two things he loves most: trying new food and playing BATTLETECH, the tabletop game that's held his attention steadily since age 13. Now in its 3rd year of operation, Battle Bound seeks out players from all walks of life to game and share a bite to eat. The show presents a cinematic Battle Report of the events of their game, told in a narrative fashion. Originally a Southern California native, he resides, for now, in the city of Tulsa, Oklahoma.



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

Friday

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

Departments: 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, May 26

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Type	Host
12:00 Noon	1	Brass: Lancashire 101	International B	B	A	B	B
	4	Fury of Dracula	International B	B	T	B	B
	2	Liar's Dice Small	International B	A	F	B	B
	1	Scythe 101	International B	B	A	B	B
	1	Skyway Robbery 101	International B	B	T	B	B
	5	Transformers TCG 101	La Jolla	A	A	C	C
	5	Yu-Gi-Oh! 101	La Jolla	A	A	C	C
	4	Party Wanted Demo *	Santa Monica A	B	T	B	I
1 pm	3	Brass Lancashire	International B	A	A	B	B
	1	Fireball Island	International B	A	A	B	B
	2	Quacks of Quedlinburg	International B	A	A	B	B
	3	Scythe Small	International B	E	T	B	B
	2	Skyway Robbery	International B	A	T	B	B
	2	Transformers TCG Light Tournament	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! Light Sponsored Tournament	La Jolla	A	A	C	C
	1	Sagrada Sponsored Demo	East Foyer	A	T	B	T
	1	Stool Pigeon Sponsored Demo	East Foyer	A	T	B	T
2 pm	3	Dominant Species: Marine Small	International B	A	T	B	B
	2	No Thanks! Small	International B	A	F	B	B
	2	Photosynthesis	International B	A	A	B	B
	1	Thurn and Taxis 101	International B	B	A	B	B
	2	Tzolk'in	International B	A	A	B	B
	4	Dungeons & Dragons 5E DDAL07-03 A Day at the Races (lvl 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E DDAL07-06 Fester and Burn (lvl 5-10)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E DDAL07-09 Unusual Opposition (lvl 11-16)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5E DDHC-TOA-04 Cellar of Death (Lvl 1-4)	Plaza C	A	T	R	A
	6	Epic 'Mech Models of Battletech History Grinder Special Demo *	International A	A	T	M	M
	2	Plumber Go-Karts Race to the Finish! [...] Gaslands Race	International A	A	F	M	M
	4	Zombicide: Undead or Alive Demo	International A	A	M	M	M
	3	Baldes in the Dark A Fatal Fete 101	San Lorenzo A	A	M	R	R
	4	Cypher System Numenera	San Lorenzo B	A	T	R	R
	5	DCC: Dungeon Crawl Classics Sisters of the Moon Furnace	San Lorenzo A	A	M	R	R
	4	D&D 3.5 Tabbat the Free City	Chair Boardroom	A	T	R	R
	4	Dragonbane Adventures in the Misty Vale	San Lorenzo C	A	A	R	R
	4	Dungeon Crawl Classics Sailors on the Starless Sea - zero level [...]	San Lorenzo C	A	A	R	R
	4	GURPS Project ASPIRE - Incursion Sponsored	San Lorenzo D	A	T	R	R
	4	Star Wars West End Games D6 The Blade of Mandalore	San Lorenzo D	A	T	R	R
	1	Boss Battle Sponsored Demo	East Foyer	A	T	B	T
	6	Churchill Small	Los Angeles C	A	T	B	W
3 pm	1	Amsterdam 101	International B	B	A	B	B
	1	Mosaic: A Story of Civilization 101	International B	B	T	B	B
	3	Thurn and Taxis Tournament	International B	E	A	B	B
	2	Ticket to Ride: Mini Games Small	International B	A	A	B	B
	2	Yu-Gi-Oh! Advance Sponsored Tournament	La Jolla	E	T	C	C
	1	Hard Time Sponsored Demo	East Foyer	A	M	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
4 pm	3	Amsterdam	International B	A	A	B	B
	1	Catan 101	International B	B	A	B	B
	2	Coloretto	International B	A	F	B	B
	3	Mosaic: A Story of Civilization Small	International B	A	T	B	B
	3	Gaslands Refuelled Gaslands Deathmatch Intro Demo	International A	A	T	M	M
	4	Judge Dredd: I am the Law On the mean Streets of Sector 43 Demo	International A	B	T	M	M
	2	From the Shadows Demo	Santa Monica A	A	T	B	I
	1	Get in My Belly Sponsored Demo	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
5 pm	1	Antiquity 101	International B	B	M	B	B
	2	Battlestar Galactica 101	International B	B	A	B	B
	1	Castles of Burgundy 101	International B	B	A	B	B

Friday

Fri, May 26

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Type	Host
	4	Catan Sponsored Tournament	International B	E	A	B	B
	1	Marvel United: X-Men 101	International B	B	A	B	B
	1	Power Grid 101	International B	B	T	B	B
	1	Yu-Gi-Oh! Jeopardy	La Jolla	A	A	C	C
	4	Dealer Room Opens	Pacific	A	A	G	G
	2	Hidden Role Game Jam	Newport D	A	A	B	P
	1.5	Yu-Gi-Oh! Sponsored	Catalina B	A	F	B	P
	4	Arcknight TTRPG Demo *	Pacific	A	A	R	R
	1	Boba Mahjong / Kung Pao Chicken Sponsored Demo	East Foyer	A	T	B	T
	1	Texas Hold'em with ZOMBIES Sponsored Demo	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
6 pm	3	Antiquity	International B	E	M	B	B
	5	Castles of Burgundy Tournament	International B	E	A	B	B
	1	Great Western Trail 2d Ed Expansions 101	International B	B	A	B	B
	1	Space Base 101	International B	B	A	B	B
	2	Ticket to Ride: Pennsylvania Small	International B	A	A	B	B
	4	Clank: Catacombs With Adventuring Party Small	La Jolla	A	T	C	C
	2	Yu-Gi-Oh! Draft Sponsored Tournament	La Jolla	A	A	C	C
	0.1	Raffle Drawing!	Pacific	A	A	G	G
	3	Alpha Strike	International A	A	T	M	M
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	6	Marvel Crisis Protocol 101	International A	A	T	M	M
	4	Warhammer 40K 9th edition Apocalypse Deployments	International A	A	A	M	M
	2	2 rooms and a boom	Catalina B	A	A	B	P
	1	Ninja: Playground Game	Newport C	A	A	B	P
	1	Steve Jackson Games Players' Choice!!! Sponsored Demo	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	Sails of Glory: Ships of the Line Tournament	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	Great Western Trail 2d Ed Expansions	International B	E	A	B	B
	3	PGWT: France	International B	E	T	B	B
	2	Raccoon Tycoon	International B	A	A	B	B
	3	Space Base Tournament	International B	E	A	B	B
	1	Meet & Greet Special	1635	A	A	G	G
	4	Dungeons & Dragons 5E DDAL07-04 A Walk in the Park (lvl 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E DDAL07-07 Rotting Roots (lvl 5-10)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E DDAL07-10 Fire, Ash, and Ruin (lvl 11-16)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5E DDAL07-15 Streams of Crimson (lvl 17-20)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5E SJ-DC-STRATCON-01 The Lost God (lvl 5-10)	Plaza C	A	T	R	A
	1.5	Blood on the Clocktower	Newport B	B	A	B	P
	2	Cash 'n Guns Live	Newport C	A	A	B	P
	2	Hidden Role Game Jam 2	Newport D	A	A	B	P
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
8 pm	1	1856 101	International B	B	T	B	B
	2	Camel Up	International B	A	A	B	B
	2	Catacombs Small	International B	A	A	B	B
	2	Cry Havoc	International B	E	T	B	B
	4	Stadium: A Sport Odyssey Demo *	International B	B	T	B	B
	2	Uno	Catalina A	A	A	B	B
	3	Magic: the Gathering Friday Night Magic: Draft Sponsored Tournament	La Jolla	A	T	C	C
	2	Flea Market	International F	A	A	G	G
	0.1	Raffle Drawing!	Pacific	A	A	G	G
	4	Murder Mystery Endgame	Bel Air	A	M	L	L
	4	Parlor LARP Iliad	Malibu Garden	A	T	L	L
	1	Social Deduction Medley	Catalina B	A	A	B	P
	4	Astate The Woebegone Crescent	San Lorenzo D	A	T	R	R
	4	Call of Cthulhu 7E Why Is That Rabbit Looking At Me?	San Lorenzo B	A	M	R	R
	4	D&D 3.5 Tabbat the Free City	Chair Boardroom	A	T	R	R
	4	Dungeon Crawl Classics The Veiled Vaults of the Onyx Queen	San Lorenzo C	A	A	R	R
	4	GURPS A Snowball's Chance Sponsored	San Lorenzo A	A	T	R	R
	4	GURPS ASPIRE	San Lorenzo B	A	M	R	R
	4	Original Dungeons & Dragons (1974) The Alchemist's Repose	San Lorenzo C	A	A	R	R
	4	Pathfinder 2E The Exterminators	San Lorenzo A	B	T	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	A	R	R
	4	Ten Candles Ten Candles	Exec Boardroom	A	M	R	R
	4	Vampire the Requiem 2nd Edition Paterfamilias	San Lorenzo D	A	T	R	R

Friday

Fri, May 26

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Type	Host
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
9 pm	3	1856 Small	International B	A	T	B	B
	1	Alien Frontiers 101	International B	B	A	B	B
	2	Havoc! The Combat Card Game Demo *	International B	B	T	B	B
	2	War of the Ring The Card Game	International B	A	T	B	B
	0	Dealer Room Closes	Pacific	A	A	G	G
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	3	Battletech: Alpha Strike 4th Skye Rangers v 1st Kuritan Ghosts	International A	A	A	M	M
	2	Blood on the Clocktower	Newport B	E	A	B	P
	3	Ultimate Werewolf	Catalina C	A	A	B	P
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf	Catalina B	A	A	B	P
10 pm	2	Alien Frontiers Small	International B	A	T	B	B
	2	Lost Cities: The Board Game	International B	A	A	B	B
	2	Nexus Ops Small	International B	A	A	B	B
	3	Magic: the Gathering Commander Sealed! Sponsored Tournament	La Jolla	A	A	C	C
	2	Star Wars: The Deckbuilding Game Small	La Jolla	A	T	C	C
	1	Keep It Sunny	Newport C	A	M	B	P
11 pm	4	Dogville Playtest *	International B	B	T	B	B
	2	Northgard Uncharted Lands	International B	A	T	B	B
	2	Blood on the Clocktower	Newport B	A	A	B	P

* = 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

Departments: 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, May 27

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Type	Host
Midnight	3	Cards Against Humanity	La Jolla	A	M	C	C
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf	Catalina C	A	A	B	P
	3	Ultimate Werewolf	Catalina B	A	A	B	P
	4	Mage the Ascension Second Edition On the Edge of Forever	Chair Boardroom	A	T	R	R
9 am	3	Blue Moon City Small	International B	A	A	B	B
	4	Caylus Small	International B	A	T	B	B
	1	Dwellings of Eldervale 101	International B	B	T	B	B
	1	Ticket to Ride: Expansions 101	International B	B	A	B	B
	1	Wingspan 101	International B	B	A	B	B
	1	Marvel Champions 101	La Jolla	A	A	C	C
	4	Dungeons & Dragons 5E DDAL07-05 Whispers in the Dark (lvl 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E DDAL07-08 Putting the Dead to Rest (lvl 5-10)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E DDAL07-11 A Lesson in Love (lvl 11-16)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5E DDAL07-16 Pools of Cerulean (lvl 17-20)	Plaza C	E	T	R	A
	9	D&D 5E DDHC-TYP Ch.3 The Hidden Shrine of [...] (Lvl 5-10) Special	Plaza C	E	T	R	A
	4	Pathfinder 2E Learn to Play Pathfinder 2E *	Los Angeles A	A	F	R	F
	2	Escape Room The Alchemist's Workbench Special *	Catalina B	A	T	L	L
	2	Clay-O-Rama (Kids Edition)	International A	A	K	M	M
	9	Homebrew WWII 28mm Squad Rumble *	International A	A	A	M	M
	8	Warhammer 40K 9th edition Apocalypse	International A	A	A	M	M
	4	Call of Cthulhu 7th Covenant of Salt	San Lorenzo A	A	M	R	R
	5	DCC: Dungeon Crawl Classics The Corpse that Love Built	San Lorenzo A	A	M	R	R
	4	D&D 5e My Forever Adventure *	San Lorenzo F	A	T	R	R
	4	Dungeoncaster Highcaster: Epic Fantasy	Exec Boardroom	A	T	R	R
	4	GURPS Land Without Fairytales – Snow Over Waikiki Sponsored	San Lorenzo B	A	T	R	R
	4	GURPS The Collapse: Who Can You Trust? Sponsored	San Lorenzo C	A	T	R	R
	4	Realms of Peril Starting Fresh!	San Lorenzo D	A	T	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	A	R	R
	4	Sentinels Comics RPG Working Overtime	San Lorenzo B	A	A	R	R
	4	Starscape - Powered by the Apocalypse Ship in the Stars[...] Playtest *	Chair Boardroom	A	T	R	R
	1	Boba Mahjong / Kung Pao Chicken Sponsored Demo	East Foyer	A	T	B	T
	6	Axis & Allies - D-Day Small	Los Angeles C	A	A	B	W
9:30 am	9	Dealer Room Opens	Pacific	A	A	G	G
10 am	1	Ark Nova 101	International B	B	A	B	B

Saturday

Sat, May 27

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Type	Host
	4	Dwellings of Eldervale	International B	A	T	B	B
	1	Monster Factory	Catalina A	A	K	B	B
	2	Tiny Town Small	International B	A	A	B	B
	8	Vampire: The Masquerade Rivals Sponsored *	International B	E	T	B	B
	4	Wingspan Big	International B	E	A	B	B
	14	Magic: the Gathering Commander Sponsored Tournament	La Jolla	A	A	C	C
	3	Marvel Champions	La Jolla	A	A	C	C
	1	Pokemon 101	La Jolla	A	A	C	C
	2	Transformers TCG 101	La Jolla	A	A	C	C
	1	Board Game Geek No-Ship Math Trade	Bel Air	A	A	G	G
	2	Kid Friendly Movie	Carmel	A	A	G	G
	12	Saber Legion - California Charter: The Foundry *	Pasa Garden	A	F	G	G
	4	Pathfinder 2E Learn to Play Pathfinder 2E *	Los Angeles A	A	F	R	F
	3	Battletech: Alpha Strike 4th Skye Rangers v 1st Kuritan Ghosts	International A	A	A	M	M
	2	Chivalry is Dead Sponsored Demo *	International A	A	A	M	M
	4	Classic Battletech [...] Kaiju Invasion [...] Sponsored	International A	A	A	M	M
	7	Paint and Take	International A	A	A	M	M
	2	From the Shadows Demo	Santa Monica A	A	T	B	I
	2	Widgets n' Digit\$	Santa Monica A	A	F	B	I
	1	Dungeon Doors Sponsored Demo	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	8	Sturm Europa	Los Angeles B	A	T	B	W
	6	The War Game	International B	E	T	B	W
11 am	6	Ark Nova Qualifier	International B	E	A	B	B
	3	Dream Factory	International B	A	A	B	B
	2	If Only... Playtest *	International B	B	T	B	B
	1	Ra 101	International B	B	A	B	B
	4	To The Pit Demo	International B	B	M	B	B
	3	Ascension Tournament	La Jolla	A	A	C	C
	4	Magic: The Gathering Cube: Live Draft	La Jolla	A	T	C	C
	2	Pokemon Light Sponsored Small	La Jolla	A	A	C	C
	2	Transformers TCG Light Sponsored Small	La Jolla	A	A	C	C
	1	Board Game Geek Virtual Flea Market	Bel Air	A	A	G	G
	6	Flea Market	International F	A	A	G	G
	0.1	Raffle Drawing!	Pacific	A	A	G	G
	4	Pathfinder 2E Learn to Play Pathfinder 2E *	Los Angeles A	A	F	R	F
	2	Escape Room The Alchemist's Workbench Special	Catalina B	A	T	L	L
	1	Battle of Souls	Santa Monica A	A	T	B	I
	1	Texas Hold'em with ZOMBIES Sponsored Demo	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	1775: Rebellion Tournament	Los Angeles B	A	A	B	W
Noon	1	Nacho Loco	Catalina A	A	F	B	B
	2	Ra Small	International B	A	A	B	B
	1	Talisman 101	International B	B	T	B	B
	3	Terra Mystica: Merchants of the Seas	International B	E	T	B	B
	2	Ticket to Ride: Mega USA Tournament	International B	E	A	B	B
	2	Clash Royale 2v2 Small	La Jolla	A	A	C	C
	4	Magic: The Gathering Draft	La Jolla	E	A	C	C
	4	Transformers TCG Booster Draft Tournament	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! 101	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! Light Sponsored Small	La Jolla	A	A	C	C
	4	Pathfinder 2E Learn to Play Pathfinder 2E *	Los Angeles A	A	F	R	F
	6	Classic Battletech Raiders of the Lost Art: Cranston Snord's [...] Special	International A	E	M	M	M
	2	Clay-O-Rama Hot Potatoes	International A	A	F	M	M
	3	Gaslands Refuelled Death Race	International A	A	T	M	M
	5	Judge Dredd: Block War Introductory Scenario	International A	A	T	M	M
	4	Party Wanted Demo *	Santa Monica A	B	T	B	I
	1	Boss Battle Sponsored Demo	East Foyer	A	T	B	T
	1	OROS Sponsored Demo	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
1 pm	1	Cyclades 101	International B	B	A	B	B
	1	Kingsburg 101	International B	B	A	B	B
	2	Last Days of Athobrae Small	International B	A	T	B	B
	4	Talisman Small	International B	E	T	B	B
	4	Pathfinder 2E Learn to Play Pathfinder 2E *	Los Angeles A	A	F	R	F
	2	SciFi Movie Hour	Carmel	A	A	G	G
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M

Saturday

Saturday

Sat, May 27

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Type	Host
	2	Chivalry is Dead Sponsored Demo *	International A	A	A	M	M
	4	Conquest the Last Argument of Kings Demo	International A	A	T	M	M
	1	Blood on the Clocktower	Newport B	B	A	B	P
	1	Battle of Souls	Santa Monica A	A	T	B	I
	2	From the Shadows Demo	Santa Monica A	A	T	B	I
	1	Sagrada Sponsored Demo	East Foyer	A	T	B	T
	1	Stool Pigeon Sponsored Demo	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
2 pm	1	Cat Lady 101	International B	B	F	B	B
	2	Cyclades Small	International B	A	A	B	B
	3	Everdell	International B	B	F	B	B
	3	Fast Break Sponsored Demo	International B	B	M	B	B
	4	Kingsburg Big	International B	E	A	B	B
	1	Outer Rim 101	International B	B	A	B	B
	2	Clash Royale 1v1 Small	La Jolla	A	A	C	C
	3	Magic: the Gathering Sealed Sponsored Tournament	La Jolla	A	A	C	C
	0.1	Raffle Drawing!	Pacific	A	A	G	G
	4	Dungeons & Dragons 5E CCC-SRCC01-01 Trouble in the Old City (lvl 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E DDAL07-12 In Search of Secrets (lvl 11-16)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5E DDAL07-17 Cauldron of Sapphire (lvl 17-20)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5E DDHC-TOA-04 Cellar of Death (Lvl 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E SJ-DC-STRATCON-01 The Lost God (lvl 5-10)	Plaza C	A	T	R	A
	4	Pathfinder 2E Learn to Play Pathfinder 2E *	Los Angeles A	A	F	R	F
	2	Escape Room The Alchemist's Workbench Special	Catalina B	A	T	L	L
	2	Boffer Showcase Foam Combat The Isle of Loot	Malibu Garden	A	T	L	L
	4	The Gate of Light and Shadow The Other Side of Sunset *	Bel Air	A	M	L	L
	3	Battletech: Alpha Strike 4th Skye Rangers v 1st Kuritan Ghosts	International A	A	A	M	M
	4	Zombicide: Undead or Alive Demo	International A	A	M	M	M
	2	Just One	Catalina C	A	A	B	P
	4	Avatar RPG The Dragon of Blackrock Harbor	San Lorenzo D	A	A	R	R
	4	Cypher The Shinsei Job - Cyberpunk Heist	San Lorenzo D	A	A	R	R
	4	DCC: Dying Earth The Sorcerer's Tower of Sanguine Slant	San Lorenzo D	A	A	R	R
	4	DCC: Lankhmar No Small Crimes in Lankhmar	San Lorenzo C	A	A	R	R
	4	D&D 3.5 Tabbat the Free City	San Lorenzo A	A	T	R	R
	4	D&D 5e My Forever Adventure	San Lorenzo F	A	T	R	R
	4	Dungeoncaster D&D Without the D&D: Temple of Elemental Evil [...] *	San Lorenzo A	A	T	R	R
	4	Dungeon Crawl Classics Tournament of Pigs Sponsored Tournament *	San Lorenzo E	A	A	R	R
	4	Good Society Englewater Hall	Chair Boardroom	A	T	R	R
	4	GURPS The Collapse - Moving Forward Sponsored	San Lorenzo B	A	T	R	R
	4	Original Dungeons & Dragons (1974) Winter's Daughter	San Lorenzo D	A	A	R	R
	4	Realms of Peril Continuing the Adventure!	San Lorenzo B	A	T	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	A	R	R
	8	Savage Rifts Pursuit of Pazuzu: Sand/Swamp Sojourn Tournament	Exec Boardroom	A	T	R	R
	4	Spirit of Disco Ambulance	San Lorenzo B	A	T	R	R
	4	Vampire the Masquerade 5th edition The Tremere Chronicles	San Lorenzo C	A	T	R	R
	1	Siege Storm Sponsored Demo	East Foyer	A	T	B	T
	1	Yokai Septet Sponsored Demo	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	1	Super Smash Bros Ultimate Switch Small	Marina	A	A	V	V
	1	Starcraft 2 Windows PC Tournament	Marina	A	A	V	V
3 pm	1	Brass: Birmingham 101	International B	B	A	B	B
	2	Dominion	International B	A	A	B	B
	1	Homeland: The Game 101	International B	B	T	B	B
	4	Power Grid: Recharged! Small	International B	A	T	B	B
	3	Ticket to Ride: Mega Europe Tournament	International B	E	A	B	B
	1	Gamer Game Show Family Feud Gamer Edition	La Jolla	A	A	C	C
	4	Lost Ruins of Aranak With Expedition Leaders Small	La Jolla	A	T	C	C
	1	Pathfinder 2E Learn to Play Pathfinder 2E *	Los Angeles A	A	F	R	F
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	4	Classic Battletech [...] Kaiju Invasion [...] Sponsored	International A	A	A	M	M
	1	Blood on the Clocktower	Newport B	B	A	B	P
	1	Magic Maze Kids Sponsored Demo	East Foyer	A	F	B	T
	1	Texas Hold'em with ZOMBIES Sponsored Demo	East Foyer	A	T	B	T
4 pm	1	Azul 101	International B	B	A	B	B
	4	Brass: Birmingham Small	International B	A	A	B	B
	5	Catan Qualifier	International B	E	M	B	B
	2	Homeland: The Game	International B	E	T	B	B

Saturday

Sat, May 27

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Type	Host
	5	Star Trek: Ascendancy	International B	A	A	B	B
	4	Magic: The Gathering Planechase: Capture The Flag	La Jolla	A	T	C	C
	2	Yu-Gi-Oh! Advance Sponsored Small	La Jolla	A	A	C	C
	3	Face Painting	Catalina A	A	A	G	G
	1	Q&A Session with John D. Clair	Carmel	A	A	G	G
	1	Pathfinder 2E Learn to Play Pathfinder 2E *	Los Angeles A	A	F	R	F
	2	Escape Room The Alchemist's Workbench Special	Catalina B	A	T	L	L
	2	Boffer Showcase Foam Combat The Isle of Loot Continues	Malibu Garden	A	T	L	L
	2.5	Blood on the Clocktower	Newport D	E	A	B	P
	1	Blood on the Clocktower	Newport D	B	A	B	P
	1	Battle of Souls	Santa Monica A	A	T	B	I
	2	From the Shadows Demo	Santa Monica A	A	T	B	I
	1	Boss Battle Sponsored Demo	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	6	Wellington: The Peninsular War 1812-1814 Tournament	Los Angeles C	A	A	B	W
5 pm	3	Azul Tournament	International B	E	A	B	B
	1	Beyond The Sun 101	International B	B	M	B	B
	1	Blood Rage 101	International B	B	T	B	B
	2	Builders of Blankenburg Demo *	International B	B	T	B	B
	2	Cryptid Small	International B	A	T	B	B
	4	Magic: the Gathering Commander: Pods Sponsored Tournament	La Jolla	A	A	C	C
	0.1	Raffle Drawing!	Pacific	A	A	G	G
	1	Pathfinder 2E Learn to Play Pathfinder 2E *	Los Angeles A	A	F	R	F
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	6	Circus Maximus 10th Year of Caesar's Reign Tournament	International A	A	A	M	M
	1	Steve Jackson Games Players' Choice!!! Sponsored Demo	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
6 pm	2	Beyond The Sun	International B	E	M	B	B
	3	Blood Rage Tournament	International B	E	T	B	B
	1	Champions of Midgard 101	International B	B	A	B	B
	1	Kingdom Builder 101	International B	B	A	B	B
	3	Ticket to Ride: Old West	International B	A	A	B	B
	1	Transamerica / Transeuropa	Catalina A	A	F	B	B
	1	Pathfinder 2E Learn to Play Pathfinder 2E *	Los Angeles A	A	F	R	F
	3	Battletech: Alpha Strike 4th Skye Rangers v 1st Kuritan Ghosts	International A	A	A	M	M
	6	Marvel Crisis Protocol Ultimate Encounter Extravaganza	International A	A	T	M	M
	2	2 rooms and a boom	Catalina B	A	A	B	P
	1	Blood on the Clocktower	Newport D	B	A	B	P
	1	Ninja: Playground Game	Newport C	A	A	B	P
	1	Battle of Souls	Santa Monica A	A	T	B	I
	6	Dungeons & Dragons 5.0 Player vs Player Tournament *	San Lorenzo E	E	T	R	R
	1	Hard Time Sponsored Demo	East Foyer	A	M	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	1	Super Smash Brothers Ultimate Doubles Switch Small	Marina	A	A	V	V
6:30 pm	0	Dealer Room Closes	Pacific	A	A	G	G
7 pm	1	1846 101	International B	B	T	B	B
	3	Champions of Midgard Expansions	International B	A	A	B	B
	3	Kingdom Builder Tournament	International B	E	A	B	B
	3	PGWT: Italy	International B	E	T	B	B
	4	Quatermain: Deck Building Adventures Small *	Pacific Foyer	A	F	B	B
	4	Stadium: A Sport Odyssey Demo *	International B	B	T	B	B
	8	Titan Small	International B	B	T	B	B
	3	Magic: the Gathering Draft Sponsored Tournament	La Jolla	A	A	C	C
	2	Star Wars: The Deckbuilding Game Small	La Jolla	A	T	C	C
	2	The Happy Jacks RPG Podcast - LIVE!	Carmel	A	T	G	G
	4	Dungeons & Dragons 5E DDEP07-01 Peril at the Port (Lvl 1-10) Special	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E DDAL07-03 A Day at the Races (lvl 1-4)	Plaza C	A	T	R	A
	3	Warhammer 40K 9E Ironman Tournament Small	International A	A	A	M	M
	16	Your choice Free play	International A	A	A	M	M
	2.5	Blood on the Clocktower	Newport D	E	A	B	P
	1.5	Blood on the Clocktower	Newport B	B	A	B	P
	2	Cash 'n Guns Live	Newport C	A	A	B	P
	4	D&D 5e My Forever Adventure *	San Lorenzo F	A	T	R	R
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
8 pm	3	1846 Small	International B	A	T	B	B
	3	Gunslinger	International B	B	T	B	B
	2.5	Orléans	International B	B	M	B	B

Saturday

Sat, May 27

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Type	Host
	3	Play 5 Sponsored *	International B	A	T	B	B
	2	Magic: the Gathering K&J Pauper	La Jolla	A	A	C	C
	1	Pathfinder 2E Learn to Play Pathfinder 2E *	Los Angeles A	A	F	R	F
	4	Gate of Light and Shadow The Other Side of Sunset *	Malibu Garden	A	M	L	L
	4	Parlor LARP Endgame Alternate	Bel Air	A	M	L	L
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	4	Dungeons & Dragons 5E The Undergoblin Heist *	San Lorenzo C	B	T	R	R
	4	AD&D 1e, OSRIC The Ghost Tower of Inverness	San Lorenzo D	A	A	R	R
	4	Avatar Legends: The RPG Earth & Root 101	San Lorenzo C	B	T	R	R
	4	Caladrius Academy Welcome to the Academy!! Playtest *	San Lorenzo D	A	M	R	R
	4	D&D 3.5 Tabbat the Free City	Chair Boardroom	A	T	R	R
	4	D&D Red Box Welcome to the Isle of Dead Men #1	San Lorenzo D	A	T	R	R
	4	GURPS ASPIRE	San Lorenzo D	A	M	R	R
	4	Party Penguins TTRPG *	Pacific Foyer	A	F	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	A	R	R
	4	To Change TBD	Exec Boardroom	A	T	R	R
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	1	Marvel Snap Mobile/PC Tournament	Marina	A	A	V	V
9 pm	1	Dune 101	International B	B	A	B	B
	2	Havoc! The Combat Card Game Demo	International B	B	T	B	B
	4	Mansion of Madness 2nd Ed	International B	A	T	B	B
	2	Small World	International B	A	A	B	B
	1	Pathfinder 2E Learn to Play Pathfinder 2E *	Los Angeles A	A	F	R	F
	2	Blood on the Clocktower	Newport C	E	A	B	P
	2	Two Rooms and a Boom	San Lorenzo A	A	T	B	P
	3	Ultimate Werewolf	Catalina B	A	A	B	P
	3	Ultimate Werewolf	Catalina C	A	A	B	P
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	1	Why Did the Chicken...?	Newport C	A	A	B	P
10 pm	2	Dune Small	International B	A	T	B	B
	2	King of Tokyo Small	International B	A	F	B	B
	1	Pathfinder 2E Learn to Play Pathfinder 2E *	Los Angeles A	A	F	R	F
	2	Clay-O-Rama King of the Hill	International A	A	M	M	M
	2	Blood on the Clocktower	Newport D	E	A	B	P
	1	Keep It Sunny	Newport C	A	M	B	P
11 pm	3	Magic: the Gathering Commander Sealed! Sponsored Tournament	La Jolla	A	A	C	C
	1	Pathfinder 2E Learn to Play Pathfinder 2E *	Los Angeles A	A	F	R	F
	2	Blood on the Clocktower	Newport C	A	A	B	P
	1	Punderdome	Newport C	A	T	B	P

* = 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

Departments: 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, May 28

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Type	Host
Midnight	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf	Catalina C	A	A	B	P
	3	Ultimate Werewolf	Catalina B	A	A	B	P
	4	Vampire the Masquerade Revised Edition Big Night	Chair Boardroom	A	T	R	R
9 am	4	Blood Moon: Fangs v Fur Demo *	International B	B	T	B	B
	1	Ingenious	International B	A	A	B	B
	4	One Letter Better Demo *	International B	B	A	B	B
	1	Stone Age 101	International B	B	A	B	B
	1	Terraforming Mars: Ares Expedition 101	International B	B	A	B	B
	8	Saber Legion - California Charter: The Foundry *	Pasa Garden	A	F	G	G
	4	Dungeons & Dragons 5E CCC-SRCC01-02 Down the River of [...] (lvl 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E DDAL07-06 Fester and Burn (lvl 5-10)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E DDAL07-13 Old Bones and Older [...] (lvl 11-16)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5E DDAL07-18 Turn Back the Endless [...] (lvl 17-20)	Plaza C	E	T	R	A
	1	Pathfinder 2E Learn to Play Pathfinder 2E *	Los Angeles A	A	F	R	F
	2	Clay-O-Rama (Kids Edition)	International A	A	K	M	M
	3	Wings of War/Wings of Glory WWI or WWII Air Combat *	International A	A	A	M	M

Sunday

Sun, May 28

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Type	Host
	4	Carolina Death Crawl Carolina Death Crawl (sleep-in 9am slot)	San Lorenzo A	A	M	R	R
	4	D&D 5e My Forever Adventure *	San Lorenzo F	A	T	R	R
	4	Dungeoncaster D&D Without the D&D: Temple of Elemental Evil [...] *	Chair Boardroom	A	T	R	R
	3	Dungeon Crawl Classics VUDU (Compatible with DCCRPG) *	San Lorenzo C	A	A	R	R
	4	GURPS Land Without Fairytales – ASPIRE-ing Hunter Sponsored	San Lorenzo D	A	T	R	R
	1	OROS Sponsored Demo	East Foyer	A	T	B	T
9:30 am	9	Dealer Room Opens	Pacific	A	A	G	G
10 am	3	Ark Nova Final Big	International B	E	A	B	B
	1	A Study in Emerald 101	International B	B	T	B	B
	1	Ghost Fightin' Treasure Hunters	Catalina A	A	K	B	B
	5	Stone Age Big	International B	E	A	B	B
	1	Terraforming Mars 101	International B	B	T	B	B
	3	The Princes of Florence Small	International B	A	T	B	B
	14	Magic: the Gathering Commander Sponsored Tournament	La Jolla	A	A	C	C
	1	Pokemon 101	La Jolla	A	A	C	C
	2	Kid Friendly Movie	Carmel	A	A	G	G
	1	Pathfinder 2E Learn to Play Pathfinder 2E *	Los Angeles A	A	F	R	F
	8	Classic Battletech [...] Circle of Death [...] Sponsored Tournament	International A	A	A	M	M
	5	Judge Dredd: I am the Law Draft Play	International A	E	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	From the Shadows Demo	Santa Monica A	A	T	B	I
	1	Dungeon Doors Sponsored Demo	East Foyer	A	T	B	T
	1	Steve Jackson Games Players' Choice!!! Sponsored Demo	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	8	Kriegsspiel: Star Wars - The Battle Of Endor Tournament	Los Angeles B	A	A	B	W
11 am	2	A Study in Emerald	International B	A	T	B	B
	1.5	Flight of Icarus Demo	International B	B	T	B	B
	2	Icecool + Icecool 2	Catalina A	A	F	B	B
	1	Splendor 101	International B	B	A	B	B
	10	Terraforming Mars Big	International B	E	T	B	B
	8	Twilight Imperium 4th Ed Expansions Sponsored Small	International B	B	T	B	B
	3	Ascension Tournament	La Jolla	A	A	C	C
	1	Dice Masters Superman Krytonite Crisis 101	La Jolla	A	A	C	C
	4	Magic: The Gathering Planechase: Capture The Flag	La Jolla	A	T	C	C
	2	Pokemon Light Sponsored Small	La Jolla	A	A	C	C
	6	Flea Market	International F	A	A	G	G
	0.1	Raffle Drawing!	Pacific	A	A	G	G
	1	Pathfinder 2E Learn to Play Pathfinder 2E *	Los Angeles A	A	F	R	F
	4	BattleTech: Alpha Strike Battle of Tukayyid - Lake Losijje	International A	A	T	M	M
	1	Texas Hold'em with ZOMBIES Sponsored Demo	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	Battle Cry Tournament	Los Angeles C	A	A	B	W
Noon	1	Beyond The Sun 101	International B	B	A	B	B
	4	Catan Finals Sponsored	International B	E	M	B	B
	2	Outer Rim	International B	A	A	B	B
	4	Séance Party Demo *	International B	B	A	B	B
	4	Splendor Tournament	International B	E	A	B	B
	1	Dice Masters Superman Krytonite Crisis	La Jolla	A	T	C	C
	4	Isle of Cats Small	La Jolla	A	T	C	C
	8	Yu-Gi-Oh! Sponsored 101	La Jolla	A	A	C	C
	1	Pathfinder 2E Learn to Play Pathfinder 2E *	Los Angeles A	A	F	R	F
	2	Clay-O-Rama Zombie Attack	International A	A	F	M	M
	3	Gaslands Refuelled Death Race	International A	A	T	M	M
	4	Party Wanted Demo *	Santa Monica A	B	T	B	I
	1	Boss Battle Sponsored Demo	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
1 pm	2	Beyond The Sun	International B	A	A	B	B
	5	Power Grid Tournament	International B	E	T	B	B
	1	Rallyman: GT 101	International B	B	A	B	B
	2	The 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
	2	Yu-Gi-Oh! Light Sponsored Small	La Jolla	A	A	C	C
	1	Pathfinder 2E Learn to Play Pathfinder 2E *	Los Angeles A	A	F	R	F
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	2.5	Blood on the Clocktower	Newport B	E	M	B	P
	1	Blood on the Clocktower	Newport D	B	A	B	P

Sunday

Sunday

Sun, May 28

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Type	Host
	2	From the Shadows Demo	Santa Monica A	A	T	B	I
	1	Reputation Sponsored Demo	East Foyer	A	T	B	T
	1	Sagrada Sponsored Demo	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
2 pm	1	Dungeon Lords 101	International B	B	A	B	B
	1	Eclipse 101	International B	B	A	B	B
	2	Overdrive Sponsored *	International B	B	M	B	B
	1	Rallyman: GT	International B	A	A	B	B
	4	Ticket to Ride: Rails and Sails Tournament	International B	E	T	B	B
	3	Magic: the Gathering Sealed Sponsored Tournament	La Jolla	A	A	C	C
	3	Face Painting	Catalina A	A	A	G	G
	2	Fantasy Movie Hour	Carmel	A	A	G	G
	0.1	Raffle Drawing!	Pacific	A	A	G	G
	4	Dungeons & Dragons 5E DDAL07-07 Rotting Roots (lvl 5-10)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E DDAL07-14 The Fathomless Pits of [...] (lvl 11-16)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5E DDAL07-15 Streams of Crimson (lvl 17-20)	Plaza C	E	T	R	A
	1	Pathfinder 2E Learn to Play Pathfinder 2E *	Los Angeles A	A	F	R	F
	4	Starship Valkyrie Bloody Nowhere	Bel Air	A	T	L	L
	3	Battletech: Alpha Strike 4th Skye Rangers v 1st Kuritan Ghosts	International A	A	A	M	M
	2	Paint Contest Judging	International A	A	A	M	M
	3.5	Star Wars Legion Tournament	International A	A	T	M	M
	1	Funemployed	Catalina C	A	M	B	P
	4	5E Dungeons and Dragons Get the bum to the ship!	San Lorenzo C	A	M	R	R
	4	Cypher System Numenera: Vortex Part 1	San Lorenzo A	A	T	R	R
	4	Dark Champions Manhattanverse: Alone, Together	San Lorenzo D	A	M	R	R
	5	DCC: Dungeon Crawl Classics Blood for the Serpent King	San Lorenzo D	A	M	R	R
	3	DCC funnel The Forsaken Vault of the Crimson Oracle Playtest	San Lorenzo E	A	A	R	R
	4	D&D 3.5 Tabbat the Free City	Chair Boardroom	A	T	R	R
	4	D&D 5e My Forever Adventure *	San Lorenzo F	A	T	R	R
	4	Dungeoncaster Highcaster: Epic Fantasy	San Lorenzo A	A	T	R	R
	4	Hard Wired Island Double Vision	San Lorenzo B	A	T	R	R
	3	Magonomia The Curse of the One-Eyed Witch (Fate) 101 *	San Lorenzo B	A	T	R	R
	4	Original Dungeons & Dragons (1974) Prison of the Hated Pretender	San Lorenzo E	A	A	R	R
	4	Ragnarok: Fate of the Norns Run Aground	San Lorenzo D	A	M	R	R
	4	Realms of Peril Third Times the Charm!	San Lorenzo B	A	T	R	R
	4	Spirit of BEAST Bound And Down	Newport C	A	T	R	R
	4	Weird Frontiers Death Rides the Rails	San Lorenzo C	A	T	R	R
	1	Hard Time Sponsored Demo	East Foyer	A	M	B	T
	1	Steve Jackson Games Players' Choice!!! Sponsored Demo	East Foyer	A	T	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	1	Super Smash Brothers Ultimate Switch Tournament	Marina	A	A	V	V
3 pm	1	Acquire 101	International B	B	A	B	B
	3	Dungeon Lords	International B	A	A	B	B
	6	Eclipse Tournament	International B	E	A	B	B
	1	Ready Set Bet	International B	A	A	B	B
	1.5	Yspahan	International B	B	T	B	B
	2	Star Wars: The Deckbuilding Game Small	La Jolla	A	T	C	C
	2	Transformers TCG Sponsored Small	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! Advance Sponsored Small	La Jolla	A	A	C	C
	1	Pathfinder 2E Learn to Play Pathfinder 2E *	Los Angeles A	A	F	R	F
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	1	Blood on the Clocktower	Newport D	B	A	B	P
4 pm	3	Acquire: David Woolcott Memorial Tournament Sponsored Tournament	International B	E	A	B	B
	1	Puerto Rico 101	International B	B	A	B	B
	1	Spirit Island 101	International B	B	T	B	B
	5	Star Trek: Ascendancy	International B	A	A	B	B
	2	The Acts Demo	International B	B	T	B	B
	4	Magic: The Gathering Cube: Live Draft	La Jolla	A	T	C	C
	0.5	GRID GAME Raffle Drawing *	Pacific	A	A	G	G
	1	Pathfinder 2E Learn to Play Pathfinder 2E *	Los Angeles A	A	F	R	F
	1	Rising Sun 101	International A	A	T	M	M
	2.5	Blood on the Clocktower	Newport B	A	M	B	P
	1.5	Blood on the Clocktower	Newport D	B	A	B	P
	2	From the Shadows Demo	Santa Monica A	A	T	B	I
	0.5	WINNERS ANNOUNCED!!!! Sponsored	East Foyer	A	A	B	T
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	1	Starcraft 2 Windows PC Tournament	Marina	A	A	V	V

Sunday

Sun, May 28

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Type	Host
5 pm	1	Cat Lady	International B	A	F	B	B
	1	Honshu	International B	B	T	B	B
	4	Puerto Rico Tournament	International B	E	A	B	B
	2	Spirit Island	International B	B	T	B	B
	4	Magic: the Gathering Commander: Pods Sponsored Tournament	La Jolla	A	A	C	C
	4	Wonderland's War Small	La Jolla	A	T	C	C
	2	Yu-Gi-Oh! - Draft Sponsored Small	La Jolla	A	A	C	C
	0.1	Raffle Drawing!	Pacific	A	A	G	G
	1	Pathfinder 2E Learn to Play Pathfinder 2E *	Los Angeles A	A	F	R	F
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	1	Fuzzy Heroes: The Matrix Special *	East Foyer	A	K	M	M
	3	Rising Sun	International A	A	T	M	M
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	6 pm	3	Age of Empires III Small	International B	A	A	B
1		Dune Imperium 101	International B	B	A	B	B
2		Gloomhaven 101	International B	B	A	B	B
1		Race for the Galaxy 101	International B	B	T	B	B
2		Feedback Forum	Carmel	A	A	G	G
1		Pathfinder 2E Learn to Play Pathfinder 2E *	Los Angeles A	A	F	R	F
1		Blood on the Clocktower	Newport D	B	A	B	P
1		Ninja: Playground Game	Newport C	A	A	B	P
1		Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
4		1812: The Invasion of Canada Tournament	Los Angeles C	A	A	B	W
4	Sails of Glory: Frigates Tournament	Los Angeles B	A	A	B	W	
6:30 pm	0	Dealer Room Closes	Pacific	A	A	G	G
7 pm	1	7 Wonders 101	International B	B	A	B	B
	4	Ark Nova Small	Pacific Foyer	A	A	B	B
	7	Dune Imperium Big	International B	E	A	B	B
	1.5	Nehemiah	International B	B	T	B	B
	3	PGWT: Spain/Portugal	International B	E	T	B	B
	1	Race for the Galaxy	International B	A	T	B	B
	2	The Thing The Board Game	International B	A	T	B	B
	3	Magic: the Gathering Draft Sponsored Tournament	La Jolla	A	A	C	C
	4	Dungeons & Dragons 5E DDAL07-03 A Day at the Races (lvl 1-4)	Plaza C	A	T	R	A
	4	Dungeons & Dragons 5E DDAL07-09 Unusual Opposition (lvl 11-16)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5E DDAL07-16 Pools of Cerulean (lvl 17-20)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5E SJ-DC-STRATCON-01 The Lost God (lvl 5-10)	Plaza C	A	T	R	A
	2.5	Blood on the Clocktower	Newport B	E	A	B	P
	2	Cash 'n Guns Live	Newport C	A	A	B	P
1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V	
8 pm	3	7 Wonders Small	International B	A	A	B	B
	2.5	Endeavor: Age of Sail	International B	B	M	B	B
	1	One Night Ultimate Werewolf	International B	A	A	B	B
	1	Sushi Go	Catalina A	A	F	B	B
	1	Pathfinder 2E Learn to Play Pathfinder 2E *	Los Angeles A	A	F	R	F
	4	Murder Mystery Arsenic and Lies	Bel Air	A	T	L	L
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	4	Caladrius Academy Welcome to the Academy!! Playtest *	San Lorenzo A	A	M	R	R
	4	D&D Red Box Welcome to the Isle of Dead Men #2	San Lorenzo B	A	T	R	R
	4	Dungeon Crawl Classics (DCC) Hunt For The Howling God	San Lorenzo C	A	M	R	R
	4	Feng Shui Lords of the Night	Chair Boardroom	A	T	R	R
	4	GURPS Lost in ?	San Lorenzo D	A	M	R	R
	4	GURPS Project ASPIRE - Resurgence Sponsored	San Lorenzo D	A	T	R	R
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
9 pm	2	7 Wonders: Leaders	International B	A	A	B	B
	1	Rival Restaurants 101	International B	B	T	B	B
	4	War of the Ring 2nd Ed	International B	A	M	B	B
	1	Pathfinder 2E Learn to Play Pathfinder 2E *	Los Angeles A	A	F	R	F
	2	Two Rooms and a Boom	Newport C	A	T	B	P
	3	Ultimate Werewolf	Catalina C	A	A	B	P
	3	Ultimate Werewolf	Catalina D	A	A	B	P
3	Ultimate Werewolf	Catalina B	A	A	B	P	
10 pm	2	7 Blunders Small	International B	A	A	B	B
	3	Rival Restaurants	International B	A	T	B	B
	1	Pathfinder 2E Learn to Play Pathfinder 2E *	Los Angeles A	A	F	R	F
2.5	Blood on the Clocktower	Newport B	E	A	B	P	
11 pm	3	Magic: the Gathering Commander Sealed! Sponsored Tournament	La Jolla	A	A	C	C

Sunday

13

Sunday

Sun, May 28

Start Time	Dur (hrs)	System	Title or Type	Room	Exp.	Mat.	Type	Host
	1	Pathfinder 2E	Learn to Play Pathfinder 2E *	Los Angeles A	A	F	R	F

* = 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

Departments: 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, May 29

Start Time	Dur (hrs)	System	Title or Type	Room	Exp.	Mat.	Type	Host
Midnight	3		Ultimate Werewolf	Catalina C	A	A	B	P
	3		Ultimate Werewolf	Catalina B	A	A	B	P
8 am	2		Clay-O-Rama (Kids Edition)	International A	A	K	M	M
9 am	1		Castles of Mad King Ludwig 101	International B	B	T	B	B
	1		Fury of Dracula 101	International B	B	T	B	B
	2		Inis	International B	A	T	B	B
	3		PGWT: Brazil Tournament	International B	E	T	B	B
	5		Terraforming Mars: Ares Expedition Sponsored MEGA	International B	E	A	B	B
	4		Dungeons & Dragons 5E DDAL07-04 A Walk in the Park (lvl 1-4)	Plaza C	A	T	R	A
	4		Dungeons & Dragons 5E DDAL07-10 Fire, Ash, and Ruin (lvl 11-16)	Plaza C	E	T	R	A
	4		Dungeons & Dragons 5E DDAL07-17 Cauldron of Sapphire (lvl 17-20)	Plaza C	E	T	R	A
	4		Dungeons & Dragons 5E SJ-DC-STRATCON-01 The Lost God (lvl 5-10)	Plaza C	A	T	R	A
	5		DCC: Dungeon Crawl Classics Frozen in Time	San Lorenzo A	A	M	R	R
	4		Dungeoncaster D&D Without the D&D: Temple of Elemental Evil [...]	San Lorenzo B	A	T	R	R
9:30 am	5		Dealer Room Opens	Pacific	A	A	G	G
10 am	3		Castles of Mad King Ludwig	International B	A	T	B	B
	3		Fury of Dracula	International B	E	T	B	B
	1		Planet Unknown 101	International B	B	T	B	B
	3		Transformers TCG 101	La Jolla	A	A	C	C
	3		Yu-Gi-Oh! Sponsored 101	La Jolla	A	A	C	C
	2		Formula De Super-Incredisized [...] Long Beach Gran Prix Tournament	International A	A	F	M	M
	2		From the Shadows Demo	Santa Monica A	A	T	B	I
	4		GURPS Relocated - Pilot Episode Sponsored	Chair Boardroom	A	T	R	R
11 am	5		Dune Imperium	International B	A	T	B	B
	3		Planet Unknown	International B	A	T	B	B
	2		Transformers TCG Light Sponsored Small	La Jolla	A	A	C	C
	3		Auction	Carmel	A	A	G	G
	2		Shores of Tripoli	Los Angeles B	A	A	B	W
	6		The Napoleonic Wars Tournament	Los Angeles B	A	A	B	W
Noon	1		Vikings Gone Wild 101	International B	B	T	B	B
	0.5		Grand Raffle Drawing *	Pacific	A	A	G	G
1 pm	2		Nuclear War	International B	A	T	B	B
	3		Vegas Showdown	International B	A	A	B	B
	2		Vikings Gone Wild	International B	A	T	B	B
2 pm	4		Dungeons & Dragons 5E DDAL07-05 Whispers in the Dark (lvl 1-4)	Plaza C	A	T	R	A
	4		Dungeons & Dragons 5E DDAL07-08 Putting the Dead to Rest (lvl 5-10)	Plaza C	A	T	R	A
	4		Dungeons & Dragons 5E DDAL07-11 A Lesson in Love (lvl 11-16)	Plaza C	E	T	R	A
	4		Dungeons & Dragons 5E DDAL07-18 Turn Back the Endless [...] (lvl 17-20)	Plaza C	E	T	R	A
2:30 pm	0		Dealer Room Closes	Pacific	A	A	G	G
3 pm	3		Category 5	International B	A	F	B	B
	3		Legends of Luche Libre Demo *	International B	B	M	B	B

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STRATEGICON SCHEDULE

Convention	Dates	Location
Gateway 2023	Sep 1-4	Hilton Los Angeles Airport
Orccon 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, Orccon 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 B, East Foyer, International A, Plaza C, 1635

Classic Battletech – Sat Noon – Raiders of the Lost Art: Cranston Snord's Irregulars vs House Marik

GM: Tuck Davion

In a swashbuckling adventure, Cranston Snord & his group of treasure hunters, the Irregulars, nab a trove of ancient Terran art from a cave location near a Marik HQ. Between them is Cmdr. Halbert of the Marik Militia! If Battletech Adventure has a name, it must be Cranston Snord! International A

DDEP07-01 Peril at the Port (Levels 1-10) – Sat 7 pm –

Dungeons & Dragons 5th Edition

Pirates! Dastardly ne'er-do-wells have been spotted just outside of the harbor! Not content with scratching a living off of the rich port city's scraps, pirates are making for the city by land and sea. But Port Nyanzaru is far from defenseless pick up a yklwah, climb aboard a dinosaur, or man the wall but whatever you do, don't let those rapsallions into the city! Plaza C

DDHC-TYP Ch.3 The Hidden Shrine of Tamoachan (Levels 5-10) –

Sat 9 am – Dungeons & Dragons 5E

The ancient ruined city of Tamoachan is familiar to a select few scholars and fortune seekers, who know of it but not always exactly where it is. Even more secluded, lying somewhere within or beneath the ruins, is a hidden shrine said to be dedicated to Zotzilaha, the vampire god of the underworld. Adventurers who catch wind of the place are likely to find its lure irresistible. Lunch Break from approx 1p - approx 2p Plaza C

Epic 'Mech Models of Battletech History – Fri 2 pm – Grinder

GM: Tuck Davion

What will YOUR legend be? Come learn to play Classic Battletech with the host of YouTube's Battle Bound, where you'll take control of ONLY the most Legendary of Mechwarriors and their personal war machines, both Clan AND Inner Sphere! Learn the basics, & play as long as you like! International A

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.

1846 101 – Sat 7 pm

1846 – Sat 8 pm

Short 18xx game set in Eastern US

1856 101 – Fri 8 pm

1856 – Fri 9 pm

18xx game set in Canada. Loans to be had and government ready to receive trashed companies.

7 Blunders – Sun 10 pm

It is 7 Wonders, but you are trying to get the lowest score possible. It is harder than you think.

7 Wonders 101 – Sun 7 pm

7 Wonders – Sun 8 pm

You are the leader of one of the 7 great cities of the Ancient World. Gather resources, develop commercial routes, and affirm your military supremacy. Build your city and erect an architectural wonder which will transcend future times.

Feedback Forum – Sun 6 pm

Our mid-term report card. Please stop by and tell us how we're doing. Rumors of Italian pastries are highly exaggerated. Carmel

Fuzzy Heroes: The Matrix – Sun 5 pm

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 East Foyer

Meet & Greet – Fri 7 pm

Join us for an unique Meet & Greet with our special guests John D. Clair, Peter Schultz, and Tuck Davion. Food, beverages, and wonderful conversation with the guests. Suite 1635

Q&A Session with John D. Clair – Sat 4 pm

Come join us for a discussion with John D. Clair, the designer of Mystic Vale, Space Base, and the new hit Ready, Set, Bet. Hosted by Boardgame Babylon's E.R. Burgess, we'll discuss John's innovative designs, inspiration, and methods for producing so many hit board games. Please note this session will be recorded for a podcast so if your questions and comments will be featured on the broadcast. Carmel

The Alchemist's Workbench – Sat 9 am, 11 am, 2 pm, 4 pm

Escape Room

GM: Ryan McMullan, Jamie McMullan

Your group has at last uncovered the alchemical workbench of Paracelsus of Basel, famed alchemist said to have recreated the Philosopher's Stone. But can you unravel its mysteries? Form teams of 5 players and try to find the Philosopher's Stone in this escape room-style puzzle. How fast can you solve this mystery based on historical alchemy texts? Catalina B

7 Wonders: Leaders – Sun 9 pm

Adds 42 new cards to the base game of 7 Wonders, comprising four new guilds, one new wonder card, and 36 white "Leader" cards. At the start of the game, each player takes a hand of four leaders and may play one at the start of each of the three Ages.

Acquire 101 – Sun 3 pm

Acquire: David Woolcott Memorial Tournament – Sun 4 pm

Place your tiles and create hotel chains. Buy stock in hotels and anticipate hotel 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

One of the first implementations of worker placement in a board game.

Alien Frontiers 101 – Fri 9 pm

Alien Frontiers – Fri 10 pm

Be the first player to fully colonize an alien world. Worker/dice placement mechanism.

Board Games

Amsterdam 101 – Fri 3 pm

Amsterdam – Fri 4 pm

Stefan Feld's remake and update of Macao. Players must carefully draft cards, select action cubes, and spend action cubes to do what they need. When selecting cubes, you can get more but you'll have to wait until you get all of them. The player with the most points wins.

Antiquity 101 – Fri 5 pm

Antiquity – Fri 6 pm

A strategy game set in an environment loosely modeled on Italy in the late Middle Ages. Players choose their own victory condition: they can focus on population growth, trade, conquest, or city building by choosing their patron saint.

Ark Nova 101 – Sat 10 am

Ark Nova – Sun 7 pm

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

Ark Nova Final – Sun 10 am

If the Saturday Ark Nova tournament goes to 3 rounds, the final round will be played at this time.

Ark Nova Qualifier – Sat 11 am

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. Final is on Sunday.

A Study in Emerald 101 – Sun 10 am

A Study in Emerald – Sun 11 am

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. 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 101 – Fri 5 pm

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 he or she seems!

Beyond The Sun 101 – Sat 5 pm, Sun Noon

Beyond The Sun – Sat 6 pm, Sun 1 pm

Collectively develop a tech tree to fuel the automation and colonization of space.

Blood Moon: Fangs v Fur – Sun 9 am

Strategy based game of Lycans vs Vampires. Players "turn" humans to add to their army. Humans are game AI and move to the Citadel. Beware! Some humans are stronger than others and some are killer Zombies. Meta Progression game. All the fun of Legacy games without the destruction.

Blood Rage 101 – Sat 5 pm

Blood Rage – Sat 6 pm

Each player controls their own Viking clan's warriors, leader, and ship. Ragnarök has come, and it's the end of the world! It's the Vikings' last chance to go down in a blaze of glory and secure their place in Valhalla at Odin's side!

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.

Brass: Birmingham 101 – Sat 3 pm

Brass: Birmingham – Sat 4 pm

Players are industrialists building businesses and canal infrastructure to ship their goods. This time beer plays a major role to help ship your goods. After scoring, canals are removed to make way for trains. At the end of the rail era, the player with the most points wins.

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.

Brass: Lancashire 101 – Fri Noon

Builders of Blankenburg – Sat 5 pm

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.

Camel Up – Fri 8 pm

Up to eight players bet on five racing camels, trying to suss out which will place first and second in a quick race around a pyramid. The earlier you place your bet, the more you can win – should you bet correctly, of course.

Castles of Burgundy 101 – Fri 5 pm

Castles of Burgundy – Fri 6 pm

Congratulations you own land in eastern France! Develop it to be the best territory. Roll dice, use workers, and plan ahead to score the most victory points as you fill your estate with castles, ships, pastures, and more. The final round will use the 2011 edition of the game.

Castles of Mad King Ludwig 101 – Mon 9 am

Castles of Mad King Ludwig – Mon 10 am

The King has commissioned players (contractors) to each build him a castle using various room tiles. Players earn points as they build each room, build popular rooms, achieve secret goals, and respond well to the King's demands. The player with the most points wins.

Catacombs – Fri 8 pm

Play the role of Vareshe 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 – Fri 4 pm

Catan – Fri 5 pm

A one day Settlers of Catan tournament with some sponsored prize support. Modified round robin format with single elimination finals. Semi finals as well if attendance requires it. All ages welcome.

Catan Finals – Sun Noon

Top 16 players from Saturday's qualifier play two rounds, single elimination to determine the tournament winner and an invitee to the Catan Studio United States Championship September 16-17, 2023 in Minneapolis, MN.

Board Games

Catan Qualifier – Sat 4 pm

Three games of Catan. Top 16 players advance to the finals on Sunday. Must be 18 years old to play in the tournament per Catan Studio rules.

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!)")

Cat Lady 101 – Sat 2 pm

Cat Lady – Sun 5 pm

Do you love cats? Prove it!

Caylus – Sat 9 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.

Champions of Midgard 101 – Sat 6 pm

Champions of Midgard Expansions – Sat 7 pm

Lead your dice warriors to valiant death in this dice placement classic. Fear not! The Valhalla expansion allows you to use the souls of your dead warrior to win honor and victory points from the Gods in Valhalla.

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. Each player commands one of four unique factions with varying abilities and units.

Cryptid – Sat 5 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.

Cyclades 101 – Sat 1 pm

Cyclades – Sat 2 pm

Expand your horizons and try a new game based on Greek Warfare and Mythology. Island conquests, miniatures, bidding, dice, dramatic acts of the gods. Recruit troops, build ships, create fortresses and construct metropolises.

Dogville – Fri 11 pm

A worker-placement game where you adopt dogs of various breeds and skills who then become your eager workers. Amplify their achievements with competitive careers and training, pass dog milestones, and enjoy a barrage of adorableness on the joy-packed Road Trip.

Dominant Species: Marine – Fri 2 pm

The streamlined follow up to Dominant Species, where players compete for dominance primarily across the vast expanses and depths of the oceans to wetlands.

Dominion – Sat 3 pm

Each player starts with an identical set of cards. There is a selection of other cards the players can buy as they can afford them. Through their selection of cards to buy, the players construct their deck, striving for the most efficient path to gain victory points by game end.

Dream Factory – Sat 11 am

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 101 – Sat 9 pm

Dune – Sat 10 pm

Gale Force 9's reprint of Avalon Hill's classic game of conflict. Intense strategy and negotiation between players.

Dune Imperium 101 – Sun 6 pm

Dune Imperium – Sun 7 pm, Mon 11 am

The Great Houses of the Landsraad compete for control of Dune, the desert planet.

Dungeon Lords 101 – Sun 2 pm

Dungeon Lords – Sun 3 pm

You are an evil dungeon lord who is trying to build the best dungeon out there. You hire monsters, build rooms, buy traps and defeat those pesky adventurers who are trying to ruin your fun!

Dwellings of Eldervale 101 – Sat 9 am

Dwellings of Eldervale – Sat 10 am

An epic worker placement game set in a once lost magical world. Gather resources, explore dungeons, fight epic battles against men and monsters, and build your Dwellings in the land of Eldervale!

Eclipse 101 – Sun 2 pm

Eclipse – Sun 3 pm

Places you in control of a vast interstellar civilization, competing for success with its rivals. You explore new star systems, research technologies, and build spaceships with which to wage war.

Endeavor: Age of Sail – Sun 8 pm

Billowing out over the sea like a bank of clouds, our ships bear us to our fortunes in this game of exploration. Across 8 rounds & 7 seas, players deal with the high costs of war, the uncertainty of political appointments, the complications of slavery, and the rush of success!

Everdell – Sat 2 pm

Welcome to Everdell! Industrious forest animals bustle all around, trying to build the most charming village beneath the shadow of the Evertree. The berry harvest is coming in & you only have time for 15 tasks. Hurry & scurry to get your village ready in time for the Festival!

Fast Break – Sat 2 pm

A fast-paced card game of basketball action, strategy, and tactics. It's unique system features one standard deck of cards, which represent players, their abilities, tactics, and highlight plays. App 30 min game

Fireball Island – Fri 1 pm

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 11 am

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

Fury of Dracula 101 – Mon 9 am

Fury of Dracula – Fri Noon, Mon 10 am

A cooperative game where the players hunt down Dracula.

Board Games

Ghost Fightin' Treasure Hunters – Sun 10 am – Ghostbusters
Pick a character and keep ghosts at bay and collect treasure from a haunted house. Cooperate to get all the treasure and everyone out of the house while preventing six rooms from becoming haunted at the same time. Playing basic game rules.

Gloomhaven 101 – Sun 6 pm

Great Western Trail 2d Ed Expansions 101 – Fri 6 pm

Great Western Trail 2d Ed Expansions – Fri 7 pm
America in the 19th century: You are a rancher and repeatedly herd your cattle from Texas to Kansas City, where you send them off by train. This earns you money and victory points. Needless to say, each time you arrive in Kansas City, you want to have your most valuable cattle.

Gunslinger – Sat 8 pm

The Avalon Hill game of western gunfights. You play a character caught up in a sudden gunfight. The game is based on a quick and easy game system that recreates the split-second nature of gunplay.

Havoc! The Combat Card Game – Fri, Sat 9 pm

Taught by the designer. A man to man melee combat game with cards and dice, currently on Kickstarter.

Homeland: The Game 101 – Sat 3 pm

Homeland: The Game – Sat 4 pm

A semi-cooperative game of intrigue, deception and hidden agendas. Players assume the roles of CIA analysts, directing agency resources to combat the rising tide of global terrorism. Be warned, not everyone is what they seem.

Honshu – Sun 5 pm

In this elegant spatial challenge, players bid for turn order, set up a pick-up-&-deliver scoring system, and build a village—all by use of just 12 cards! Meaningful decisions abound: tuck or cover? expand forests or the lake? save points for victory or burn them for preeminence?

Icecool + Icecool 2 – Sun 11 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.

If Only... – Sat 11 am

A word game using a board of 72 action squares, 4 decks of topic cards with categories, 2 dice, 4 timers and a scorekeeper. Players complete the opening phrase, "If Only..." basing their answers on 3 criteria in a set amount of time.

Ingenious – Sun 9 am

Classic abstract color-matching tile-placement game, easy and fun.

Inis – Mon 9 am

A game deeply rooted in Celtic history and lore in which players win by being elected King of the Island (Inis). Players can try to achieve one of three different victory conditions: Leadership, Land, Religion

Kingdom Builder 101 – Sat 6 pm

Kingdom Builder – Sat 7 pm

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 monster and go rampaging through downtown! Use your special abilities to spread mayhem while gaining points! But watch out! Other monsters lurk nearby, ready to claim your throne should you falter! Will you survive to become KING OF TOKYO?

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 1 pm

The Last Days of Athobrae is 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.

Legends of Luche Libre – Mon 3 pm

A card drafting and card based worker placement board Game with push your luck secret bidding wrestling matches at the end of every round.

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

Lost Cities: The Board Game – Fri 10 pm

Players play cards to move their playing pieces along stone paths. There are cards with 5 different colors/symbols, each corresponding to one path in addition, each card shows a number (0-10, twice each). In each color, each player can play his cards in ascending order.

Mansion of Madness 2nd Ed – Sat 9 pm

Dark Reflections is a scenario for 1-5 investigators in which the disappearance of Ada Miller ignites a series of events that warps the nature of reality. Investigators will travel to a crumbling country manor in search of Ada's ultimate fate.

Marvel United: X-Men 101 – Fri 5 pm

Monster Factory – Sat 10 am

Complete the biggest monster and have the rest of your completed monsters have the most eyes to win.

Mosaic: A Story of Civilization 101 – Fri 3 pm

Mosaic: A Story of Civilization – Fri 4 pm

An action selection game. On your turn, you will perform one of seven actions and acquire components. Acquiring Components is important in creating the unique mosaic of your civilization. They are used as prerequisites for many new technologies, as well as for scoring.

Nacho Loco – Sat Noon

Match your nachos before someone else does. Each unplayed nacho when a person goes out gives them points. 20 points wins the game.

Nehemiah – Sun 7 pm

Cyrus of Persia commissions 3 groups of displaced Jews to return to Jerusalem (after 70 years in Babylon) & rebuild it. His trusted cupbearer, Nehemiah, leads the 3rd group—his mission: rebuild the city walls! Let's answer the call with a sword in 1 hand & trowel in the other.

Nexus Ops – Fri 10 pm

A light, easy science fiction game. The game boasts a hexagonal board that is set up differently every time. By winning battles and fulfilling Secret Missions, you can obtain victory points. Players who lose battles or control the monolith get Energize cards.

Northgard Uncharted Lands – Fri 11 pm

Explore, expand, and exploit an uncharted land, and sometimes exterminate other players. Gain the most fame in order to become Jarl and win.

Board Games

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!

One Letter Better – Sun 9 am

A mashup of the classics Scrabble and Gin Rummy with a twist, Stealing! Draw cards and spell words, longer words get bonus points. Add letters and steal your opponent’s word or add to your own words for more points. Family friendly rules for younger players. Great education game.

One Night Ultimate Werewolf – Sun 8 pm

Don’t want to stay up all night playing werewolf? Come play this faster, slicker version full of deceit, trickery, and, of course, tasty villagers!

Orléans – Sat 8 pm

We’ve already got Orléans under our sway, why not try extending our business into the surrounding cities? If we keep up with our respectable duties in town & forge partnerships with the local carpenter, farmers, the monastery & nearby university, our success is all but assured!

Outer Rim 101 – Sat 2 pm

Outer Rim – Sun Noon

Will you make a mark hunting bounties, fighting other organizations, or by taking on a crew, flying about in space, flitting from planet to planet in the quest for fame and glory? Good luck in hyperspace!

Overdrive – Sun 2 pm

A fast-paced smooth-playing game of auto-racing, grand-prix style. Each race is set on a variable custom track layout. Each player operates a uniquely modified car, with a unique Driver, featuring essential abilities and various special effects.

PGWT: Brazil – Mon 9 am

Power Grid World Tour uses a different expansion map for each of the 4 days at all 3 cons - 12 total. You can play in as many or as few as you want. The Brazil map offers scarce resources and large connection costs for a more challenging game.

PGWT: France – Fri 7 pm

France, a land that has embraced nuclear power, has an earlier start with atomic plants and more uranium available.

PGWT: Italy – Sat 7 pm

Italy has more waste, but fewer coal and oil resources.

PGWT: Spain/Portugal – Sun 7 pm

The Spain & Portugal map introduces a rapid expansion of nuclear and ecological power. Players who want to stay competitive must branch out from fossil fuels.

Photosynthesis – Fri 2 pm

Welcome to Photosynthesis, the ecofriendly strategy board game! 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.

Planet Unknown 101 – Mon 10 am

Planet Unknown – Mon 11 am

Develop and colonize your planet with oddly shaped tiles served on a rotating tray

Play 5 – Sat 8 pm

Play 5 Tournament, \$50 1st place, \$20 2nd place \$10 3rd place dealer dollar prizes. Play 5 combines Poker and Scrabble. Instead of words form poker hands and wager for chips. The player with the most chips at the end is the winner.

Power Grid 101 – Fri 5 pm

Power Grid – Sun 1 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.

Power Grid: Recharged! – Sat 3 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.

Puerto Rico 101 – Sun 4 pm

Puerto Rico – Sun 5 pm

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.

Quacks of Quedlinburg – Fri 1 pm

Players are charlatans – or quack doctors – each making their own secret brew by adding ingredients one at a time. Take care with what you add, though, for a pinch too much of this or that will spoil the whole mixture!

Quatermain: Deck Building Adventures – Sat 7 pm

Come play a game of Quatermain with the winner of each game receiving prizes which include \$10 dealer dollars. Sponsored and run by Cobblestone Games. Outside the dealer’s room in the Pacific Foyer

Ra 101 – Sat 11 am

Ra – Sat Noon

An auction and set-collection game with an Ancient Egyptian theme. Each turn players are able to purchase lots of tiles with their bidding tiles (suns). Once a player has used up his or her suns, the other players continue until they do likewise.

Raccoon Tycoon – Fri 7 pm

Join the critters as they trade stock to make a fortune to buy their stake in the railroads. The turns are quick as the cash flows freely and the bidding prices skyrocket. Drive your friends out of business or go broke trying.

Race for the Galaxy 101 – Sun 6 pm

Race for the Galaxy – Sun 7 pm

Players build galactic civilizations by playing game cards in front of them that represent worlds or technical and social developments. Players select actions simultaneously and the player with the most points at the end wins!

Rallyman: GT 101 – Sun 1 pm

Rallyman: GT – Sun 2 pm

A Roll and Move game with a simple yet exciting dice mechanic that invites players to push their luck and navigate the terrain as best they can.

Ready Set Bet – Sun 3 pm

You and your friends head to the races for a day of cheering, jeering, and betting on your favorite horses, whose fates hang on every roll of the dice.

Board Games

Rival Restaurants 101 – Sun 9 pm

Rival Restaurants – Sun 10 pm

An asymmetrical, real time, strategy and negotiating game for 2-6 players. Each player plays as a different chef, each with a different chef power, and runs a different restaurant, each with different level up bonus.

Scythe 101 – Fri Noon

Scythe – Fri 1 pm

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

Séance Party – Sun Noon

Get ready for Séance Party! Strategize and attack your opponents using your custom Caster and wisely chosen Spell cards. Enhance your spells with Boosts and dice for powerful effects. You can win by bringing your opponents Health to 0 or by mastering ESP! Plays in about 15 min.

Skyway Robbery 101 – Fri Noon

Skyway Robbery – Fri 1 pm

Lead your gang on heists. Success will make you the most prestigious thief in the world.

Small World – Sat 9 pm

Players vie for conquest and control of a world that is simply too small to accommodate them all. Picking the right combination from the 14 different fantasy races and 20 unique special powers, players rush to expand their empires.

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 101 – Sun 4 pm

Spirit Island – Sun 5 pm

Up to 4 players control a unique spirit that grows and becomes more powerful. Work together cooperatively to defeat the invading colonizers or drive them away in fear. You will need to work together quickly or your island will become ravaged with blight.

Splendor 101 – Sun 11 am

Splendor – Sun Noon

A game of chip-collecting and card development. Players are gem merchants in the Renaissance

Stadium: A Sport Odyssey – Fri 8 pm, Sat 7 pm

Become a revered coach in a dark sci-fi future where victory is in the cards. Assemble your team, construct your playbooks, and hit the field in this intense competitive two-player collectible card-board game based on American football rules.

Star Trek: Ascendancy – Sat, Sun 4 pm

Boldly go where no one has gone before. Command the Federation, Klingons, Romulans or Ferengi. Encounter strange phenomena, new civilizations, new planets and cultures. Build production/research/cultural centers and research new tech. Your civilization awaits your decisions.

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 while also growing your family and developing tools.

Sushi Go – Sun 8 pm

Try to make the best sushi combos as the hands (sushi) go around the table (players). Three rounds to determine the sushi master.

Talisman 101 – Sat Noon

Talisman – Sat 1 pm

Includes Basic, Star Wars, Batman, Harry Potter. Prophetess uses one power. Basic applies to the Expansions that might be used. Fourth ed. Rev. will be used.

Terraforming Mars 101 – Sun 10 am

Terraforming Mars – Sun 11 am

All rounds will draft and use Preludes, no deferrals. Second round, all expansions and promos available with all players having veto power. Final round all expansions and promos available

Terraforming Mars: Ares Expedition 101 – Sun 9 am

Terraforming Mars: Ares Expedition – Mon 9 am

Players select what phase they want to trigger for a round (not all phases will happen). During each phase players act simultaneously to resolve the current phase. Most VP once Mars is terraformed is the winner. The final round will include the Discovery expansion.

Terra Mystica: Merchants of the Seas – Sat Noon

Play fantastical factions. Expand your influence by terraforming and joining cults. The new expansion adds traveling and new scoring opportunities to Terra Mystica.

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 Last Days of Athobrae – Sun 1 pm

The Last Days of Athobrae is 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.

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 Thing The Board Game – Sun 7 pm

A group of scientists are trapped in Antarctica with a devious alien that can assimilate and become any one of the scientists. Try to find out who is the alien player, survive the snow storm, and escape the base before either the cold takes you out or the alien consumes everyone.

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: Expansions 101 – Sat 9 am

Ticket to Ride: Mega Europe – Sat 3 pm

T2R using the 1912 Mega cards

Ticket to Ride: Mega USA – Sat Noon

T2R using the Mega cards from the 1910 Expansion

Board Games

Ticket to Ride: Mini Games – Fri 3 pm

Play 3 of the small games: New York, San Francisco and Ghost Train

Ticket to Ride: Old West – Sat 6 pm

T2R adding towns as well as a requirement to build from existing track

Ticket to Ride: Pennsylvania – Fri 6 pm

T2R adding stock certificates to increase final score

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

Ticket to Ride: Rails and Sails – Sun 2 pm

Harbors in The Great Lakes will count: 1, 10 pts 2, 20 points and 3, 30 points, The Great Lakes or The World will be used for the final round. Train decks only contain Wild Cards.

Tiny Town – Sat 10 am

You are the mayor of a tiny town in the forest in which the smaller creatures have created a civilization hidden away from predators. Cleverly plan and construct a thriving town, and don't let it fill up with wasted resources! Whoever builds the most prosperous tiny town wins!

Titan – Sat 7 pm

The classic Avalon Hill dice throwing monster slugathon.

To The Pit – Sat 11 am

Chutes and Ladders meets Sorry, but with the flavor of Cards Against Humanity. Games are 60 min.

Transamerica / Transeuropa – Sat 6 pm

Connect all your destinations first. Players lose ground for each incomplete track to their destinations. Thirteenth incomplete track runs you off the cliff and ends the game. Game will be played without moving the cliff unless multiple rounds are needed.

Twilight Imperium 4th Ed Expansions – Sun 11 am

An epic game that creates memorable moments that will last a lifetime. Vying for galactic domination through military & political conflicts leads to expansion, exploration, exploitation, and extermination throughout the galaxy.

Tzolk'in – Fri 2 pm

Presents a new game mechanism: dynamic worker placement. Players representing different Mayan tribes place their workers on giant connected gears, and as the gears rotate they take the workers to different action spots.

Uno – Fri 8 pm

Players race to empty their hands and catch opposing players with cards left in theirs, which score them points they don't want.

Vampire: The Masquerade Rivals – Sat 10 am

Compete for control of Los Angeles! Bring your coterie of Vampires and battle against other kindred for the title of Prince of the City. The winner will be immortalized in-game as a Vampire, and all attendees will receive prizes for participation.

Vegas Showdown – Mon 1 pm

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

Vikings Gone Wild 101 – Mon Noon

Vikings Gone Wild – Mon 1 pm

Develop and defend your village while also raiding others. Glory awaits!

War of the Ring 2nd Ed – Sun 9 pm

Play as either the Free People of Middle Earth or the Shadow army of Mordor. Win triumphantly in battle or by destruction of the Ring. Alternatively, lose by being corrupted by the Ring. Change the story of Middle Earth in an all out war and game of cunning with minis and cards.

War of the Ring The Card Game – Fri 9 pm

Card version of the minis game, War of the Ring. For 2-4 players, divide the factions of Free People of Middle Earth versus the Shadow Armies of Mordor. Play cards strategically by discarding cards from your hand, using them as resources but using them wisely.

Wingspan 101 – Sat 9 am

Wingspan – Sat 10 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. We will exclude the powerful birds (Chihuahuan Raven, Common Raven, Franklin's Gull, and Killdeer)

Yspahan – Sun 3 pm

For over a century Isfahan was the capital of Persia. Its location at the intersection of ancient trade routes made it an ideal center for trade. Over the course of 3 weeks (a mere 21 moves) players vie to supply goods to shops in the city's 4 districts (or to waiting caravans).

Indie New Games

International B

Battle of Souls – Sat 11 am, 1 pm, 4 pm, 6 pm

Come and try out the final updated version of Battle of Souls deck builder game. Can you defeat the Legendary Warrior before he takes over the realm? Come and give it your best shot.

From the Shadows –

Fri 4 pm, Sat, Sun 10 am, 1 pm, 4 pm, Mon 10 am

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.

Party Wanted – Fri, Sat, Sun Noon

Come play Party Wanted, an exciting deck-building, roguelike card game with optional drinking for 1-8 players! Explore the Pyramid of Chaos, vanquish monsters, meet the game designer and join the ultimate party adventure! Game plays in about an hour.

Widgets n' Digit\$ – Sat 10 am

Players: 2-4 Playtime: 2p (20-30 minutes) – 4p (45 mins – 1 hour) Difficulty: 3/5 (maybe a little trickier than catan, easier than wingspan). There is math involved – if you can handle monopoly you'll be fine. Categories: Economic, Strategy, Funny, Business

Party Games

Party Games

Catalina B, C, D, Newport B, C

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.

2 rooms and a boom – Fri, Sat 6 pm – Red vs Blue

There are two rooms with people, good, bad, president, and a bomber. We shuffle them around a few times, then the bomber goes boom (figuratively). The question is... where is the president?

Blood on the Clocktower –

Bad Moon Rising : Sat 10 pm

Bad Moon Rising or Sects & Violets: Sat 4 pm, Sun 1 pm, 4 pm

Custom: Sun 7 pm, 10 pm – Custom

Custom script: Ill Will Hunting: Sat 7 pm

Trouble Brewing: Fri 7 pm, Sat 1 pm, 3 pm, 4 pm, 6 pm, 7 pm, Sun 1 pm, 3 pm, 4 pm, 6 pm

A bluffing game with players on opposing teams of Good and Evil, overseen by a Storyteller who conducts the action and makes crucial decisions. The goal of the game is to successfully deduce and execute the demon before Evil outnumbers the townsfolk.

Blood on the Clocktower – Fri, Sat 9 pm – Sects & Violets

Sects & Violets is designed for experienced players who "want to do wild and unexpected things, pushing the limits of what can be achieved in a bluffing game." Players should already be familiar with Trouble Brewing...first-time S&V players are welcome, however.

Blood on the Clocktower – Fri, Sat 11 pm – Trouble Brewing + Al-Hadikhia

A late-night game of Trouble Brewing, with the Al-Hadikhia replacing the Imp on the script. Each night, the demon puts three players in a dilemma - who will choose to die, so that others may live? There will plenty of corpses...and fun for beginning and experienced players alike.

Cash 'n Guns Live – Fri, Sat, Sun 7 pm

You are 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 crazy party game where each player gets 4 random Qualification Cards, like Umbrella or Dingo Repellent. Each player then interviews using all 4 cards and has to talk their way into winning jobs, like Professional Cuddler, Coal Miner or even The President!

Hidden Role Game Jam – Fri 5 pm, 7 pm

Let's just play a pile of hidden role games. Bring one and maybe we will pay it or one from the library or one of these: Coup, Inkognito, Mascarade, One Night Werewolf, Resistance: Avalon, Saboteur, Secret Hitler, Shamans, Sultans of Karaya, When I Dream

Just One – Sat 2 pm

Play together to discover as many mystery words as possible. Find the best clue to help your teammate. Be unique, as all identical clues will be cancelled!

Keep It Sunny – Fri, Sat 10 pm

You've seen It's Always Sunny in Philadelphia, right? This is a game where you pretend to be those characters and create an episode of the show that never was.

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!

Social Deduction Medley – Fri 8 pm

Care to whet your appetite with quick social deduction games before all the bloody clocks and wearing wolves throughout the con? We're talking 10-minute games of titles such as Mafia de Cuba, Crossfire, Werewords, etc. Fan favorite games can get a 2nd playthrough if we have time!

Two Rooms and a Boom – Sat, Sun 9 pm

3 games will be played. Join any time! 10-25 players. Blue Team has the President. Red Team has the Bomber. Players will move between two different rooms. If the Bomber is in the same room as the President at the end of the timer... BOOM!

Ultimate Werewolf – Fri 9 pm, Sat, Sun Midnight, 9 pm, Mon Midnight

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.

Ultimate Werewolf – Sun Midnight – Experiment: Bloody Tower Clock

To address Werewolf's elimination mechanic, as an experiment, I will borrow mechanics from Blood on the Clocktower for this game. 1) Team affiliation is no longer revealed during daytime eliminations. 2) Dead players can still talk, but can no longer vote or use night actions.

Ultimate Werewolf – Sat Midnight – Experiment: Witch Hunt [Angels + Demons]

One concern of gameplay regarding Ultimate Werewolf is the elimination mechanic, especially for players who are often eliminated first. To address this, I will be borrowing a mechanic from another social deduction game, Witch Hunt, to allow dead players to interact with the game.

Ultimate Werewolf – Mon Midnight – Extreme Edition

Ultimate Werewolf Extreme box with a bunch of crazy new roles in it! Once I sleeve all the new cards so that they can blend in with cards from the base set, I could throw all these new roles at you for an even wilder time. Homebrews may be in too, so bluff away!

Ultimate Werewolf – Sun 9 pm – Homebrews Galore

The base game for Ultimate Werewolf also included blank cards to allow for homebrews. That means I could include any new roles I created and balanced myself for this game, and players could bluff any role they've created as a potential cover story.

Ultimate Werewolf – Fri 9 pm – Seer, Witch, Hunter

Kill your Villager friends and lie to others about it. This Seer/Witch/Hunter spread is as basic, balanced, and beginner-friendly as role distribution gets before I throw you to the wolves in later games.

Why Did the Chicken...? – Sat 9 pm

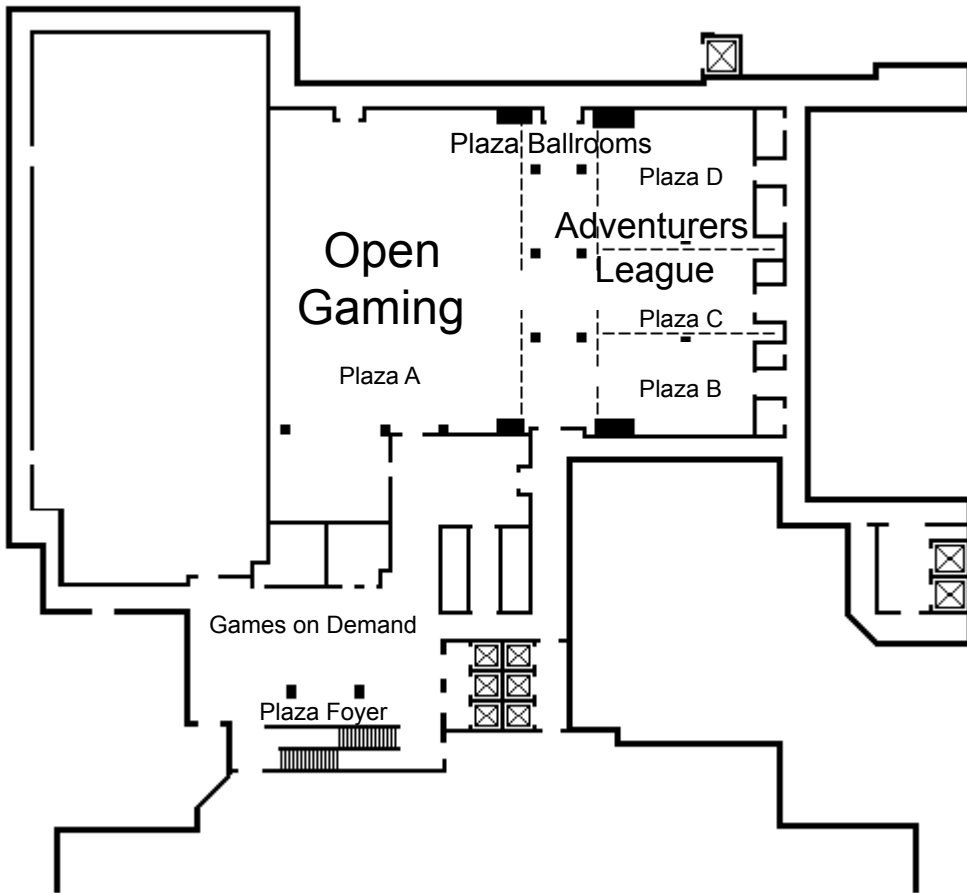
In each round, players have two minutes to create funny answers for a randomly generated riddle. Players take turns judging the answers. Hilarious fun!

Yu-Gi-Oh! – Fri 5 pm – Jeopardy

Join us for an entertaining afternoon on Strategicon's original game show "Yu-Gi-Oh! Jeopardy." We ask individuals Yu-Gi-Oh! related questions Jeopardy style to see who will be victorious!

GameX 2023 Maps

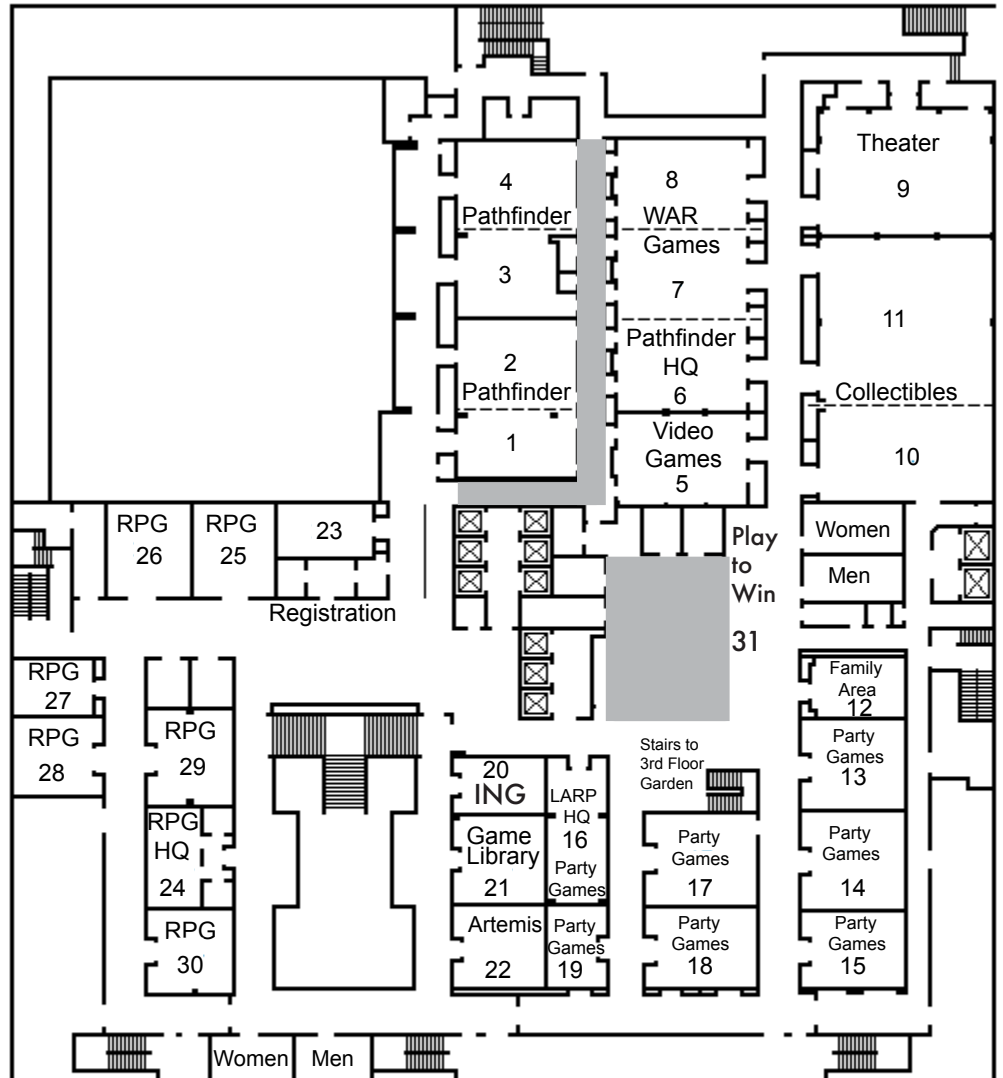
HILTON LOS ANGELES AIRPORT - LOWER LOBBY LEVEL



HILTON LOS ANGELES AIRPORT - LOWER LOBBY LEVEL

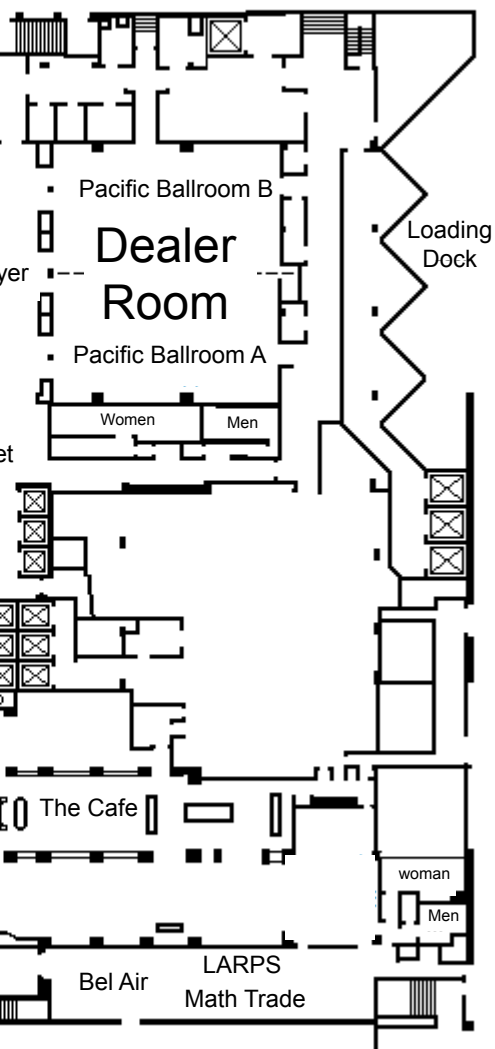


HILTON LOS ANGELES AIRPORT - SECOND FLOOR



- | | | |
|---------------------------|-------------------------|--------------------------|
| 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 |
| | | 31. East Foyer |

PORT - LOBBY LEVEL



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

Family Games

Family Games

Catalina A (Family Area)

For Gamex 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.

Hours: Fri: 5 pm to 9 pm, Sat: 9 am to 9 pm, Sun: 9 am to 9 pm

Kids Only

Board & Card Games

Ghost Fightin' Treasure Hunters - Ghostbusters
Monster Factory

Miniatures

Clay-o-Rama (Kids Ed) (3)
Fuzzy Heroes: The Matrix Special

Family

Board & Card Games

Cat Lady 101
Cat Lady
Category 5
Coloretto
Everdell
Icecool + Icecool 2
King of Tokyo
Liar's Dice
Magic Maze Kids Sponsored Demo
Nacho Loco

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.

Ascension – Sat, Sun 11 am

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

Cards Against Humanity – Sat Midnight

GM: Jon Brown
Do you have a favorite way to offend all the people in your life? Are you looking to find a few new ones? Most sets included. This game is strictly for adults.

Clank: Catacombs – Fri 6 pm – With Adventuring Party

GM: John Borders
Please bring a copy of the game AND Adventuring Party if you have it. 2 Round Elimination Tournament

Clash Royale – Sat 2 pm – 1v1

GM: Marcus Walker
1v1 Clash Royale Tournament Prizes to 1st, 2nd & 3rd place.

Clash Royale – Sat Noon – 2v2

GM: Marcus Walker
2v2 Clash Royale Tournament Prizes to 1st, 2nd & 3rd place.

Dice Masters 101 – Sun 11 am

Dice Masters – Sun Noon – Superman Krytonite Crisis
GM: Andres Fresquez
Draft pack setup (will use new set upon availability). Players face off in a "dice building" style game, building to buy better and better character dice from their own team. Those dice are then rolled and used to battle the opponent

No Thanks!

Quatermain: Deck Building Adventures
Sushi Go
Transamerica / Transeuropa
Widgets n' Digit\$

Collectible Cards & Minis / Party

Yu-Gi-Oh! Jeopardy Sponsored

Miniatures

Clay-O-Rama - Hot Potatoes
Clay-O-Rama - Zombie Attack
Formula De Super-Incredisized Spectacular Long Beach Grand Prix Tournament
Plumber Go-Karts Race to the Finish!/The Apocalypse Comes to Radiator Springs - Gaslands Race

RPG

Party Penguins
Pathfinder 2nd Ed - Learn to Play (28)

General

Saber Legion - California Charter: The Foundry (2)

Gamer Game Show – Sat 3 pm – Family Feud Gamer Edition

GM: Marcus Walker
Join us for an entertaining afternoon on Strategicon's #1 game show "Gamer Game Show." We ask teams game related questions in a family feud style to see which team will be victorious!

Isle of Cats – Sun Noon

GM: John Borders
Please bring a copy of the game if you have it. 2 Round Elimination Tournament

Lost Ruins of Aranak – Sat 3 pm – With Expedition Leaders

GM: John Borders
Please bring a copy of the game and Expedition Leaders if you have it. 2 Round Elimination Tournament

Magic: the Gathering – Sat, Sun 10 am – Commander

GM: Dae Kim / Josh Badger
Any open table for MTG is available for Commander!

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

GM: Josh Badger
Mix pods of 3-4 : Winner of each pod receives 5 Dealer Dollars
Event ran using the Magic Companion App Note: Use of the Companion App is not required.

Collectibles

Magic: the Gathering – Fri 10 pm, Sat, Sun 11 pm –

Commander Sealed!

GM: Dae Kim

Build a 60 card Commander deck with 8 March of the Machine Draft Packs! All Legendary Creatures has the Partner Ability! Set Pack Participation pack + Winner gets 1 Set pack! *Event ran using the Magic Companion App* Participation Promos! Note: Use of Companion App not required. \$45 Buy-in

Magic: The Gathering – Sat 11 am, Sun 4 pm – Cube: Live Draft

GM: Michael Arsellon

It's the Cube we draft *while* we play! The GM will provide all cards used in this casual multiplayer event.

Magic: The Gathering – Sat Noon – Draft

GM: Theo Cynghiser

Draft with whatever set is available. 15\$ registration, 8 players each get 3 draft booster packs. Each player opens one pack, takes one card, then passes the rest to their right. Once the pack is empty repeat the process with the other two packs.

Magic: the Gathering – Sat, Sun 7 pm – Draft

GM: Dae Kim

March of the Machine! Prizing in Set Booster Packs *Event ran using the Magic Companion App* Participation Promos! Note: Use of Companion App not required. \$20 Buy-in

Magic: the Gathering – Fri 8 pm – Friday Night Magic: Draft

GM: Josh Badger

March of the Machine! Prizing in Set Booster Packs *Event ran using the Magic Companion App* Participation Promos! Note: Use of the Companion App is not required. \$20 Buy-in

Magic: the Gathering – Sat 8 pm – K&J Pauper

GM: Melissa Weiss

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

Magic: The Gathering – Sat 4 pm, Sun 11 am –

Planechase: Capture The Flag

GM: Michael Arsellon

Battle across the many worlds of the multiverse in this multiplayer variant. This is a casual multiplayer event using modified Planechase rules.

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

GM: Josh Badger

March of the Machine! Prizing in Set Booster Packs *Event ran using the Magic Companion App* Participation Promos! Note: Use of the Companion App not required. \$35 Buy-in

Marvel Champions 101 – Sat 9 am

Marvel Champions – Sat 10 am

GM: Robert Reeley

Players use their decks to embody iconic heroes from the Marvel Universe as they battle to stop infamous villains from enacting their devious schemes. A Living Card Game. Need to be able to Read and basic addition.

Pokemon 101 – Sat, Sun 10 am

Pokemon – Sat, Sun 11 am – Light

GM: Charles Watson

Join us for a light Pokemon Tournament! There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! Prizes to 1st, 2nd & 3rd place. Deck support will be available!

Star Wars: The Deckbuilding Game –

Fri 10 pm, Sat 7 pm, Sun 3 pm

GM: John Borders

Please bring a copy of the game if you have it. 3 Round Tournament Round Robin

Transformers TCG 101 – Fri Noon, Sat 10 am, Mon 10 am

Transformers TCG – Sun 3 pm

GM: Marcus Walker

Join us for a Transformers Tournament! There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! Prizes to 1st, 2nd & 3rd place. Deck support will be available!

Transformers TCG – Fri 1 pm, Sat, Mon 11 am – Light

GM: Marcus Walker

Join us for a light Transformers Tournament! There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! Prizes to 1st, 2nd & 3rd place. Deck support will be available!

Transformers TCG Booster Draft – Sat Noon

GM: Bradley P. Thomas

In Transformers: TCG - Booster Draft, you 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. Just a small fee of \$10 is needed to buy in.

Wonderland's War – Sun 5 pm

GM: John Borders

Please bring a copy of the game if you have it. 2 Round Elimination Tournament

Yu-Gi-Oh! 101 – Fri, Sat, Sun Noon, Mon 10 am

Yu-Gi-Oh! – Fri 3 pm, Sat 4 pm, Sun 3 pm – Advance

GM: Marcus Walker

Join us for an advance Yu-Gi-Oh! Tournament! There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! Prizes to 1st, 2nd & 3rd place. Deck support will be available!

Yu-Gi-Oh! – Fri 6 pm, Sun 5 pm – Draft

GM: Marcus Walker

Join us for Yu-Gi-Oh! draft Tournament! There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! \$20 to enter and you get to keep the cards/packs you draft! Prizes to 1st, 2nd & 3rd place.

Yu-Gi-Oh! – Fri 5 pm – Jeopardy

GM: Marcus Walker

Join us for an entertaining afternoon on Strategicon's original game show "Yu-Gi-Oh! Jeopardy." We ask individuals Yu-Gi-Oh! related questions Jeopardy style to see who will be victorious!

Yu-Gi-Oh! – Fri 1 pm, Sat Noon, Sun 1 pm – Light

GM: Marcus Walker

Join us for a light Yu-Gi-Oh! Tournament! There is no skill level needed to participate. Come and have fun as we journey to find out who is the best duelist! Prizes to 1st, 2nd & 3rd place. Deck support will be available in the dealer room at 3pm!

Open Gaming

Plaza Ballroom A

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

LARPs

LARPs

Bel Air, Newport A, Malibu Gardens, 3103

Arsenic and Lies – Sun 8 pm – Murder Mystery

GM: Ross Cheung

Arsenic & Lies is a 3 hour larp for 5-12 players inspired by Downton Abbey and Agatha Christie novels. Rather than being a classical whodunnit, it focuses on the emotions, relationships and secrets of the characters involved: solving the murder might be less important to the characters than pursuing their clandestine affairs, arranging marriages of convenience, or blackmailing their enemies.

Boffer Showcase: The Isle of Loot – Sat 2 pm

Boffer Showcase: The Isle of Loot Continues – Sat 4 pm

Foam Combat

GM: Robert Prag

A stalwart band of loyal privateers and adventurers delve into the sprawling, treasure-filled labyrinth below a cursed island in this high energy, combat-based LARP fueled by fighting monsters for honor, glory and fat loot. While this game is absolutely friendly to teens and adults, an ability to follow rules and directions is required to participate. A waiver is required for this event.

Endgame – Fri 8 pm – Murder Mystery

GM: Andrew 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 Harringdon'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.

Endgame Alternate – Sat 8 pm – Parlor LARP

GM: Andrew Perrine

This is an original scenario that is meant for folks who have played the original Endgame and are looking for a new formulation: Even if the names are the same, find a whole new mystery.

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 – PC

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.

Marvel Snap – Sat 8 pm – Mobile/PC

PvP-friendly battle mode tournament. Both the overall champion, runner-up, and the victor of the eliminated bracket win dealer dollar and other prizes.

Starcraft 2 – Sat 2 pm, Sun 4 pm – PC

Welcome back to Starcraft 2. This event will be free for all tournament. Come and join the fun in playing against other players.

Iliad – Fri 8 pm – Parlor 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.

Starship Valkyrie: Bloody Nowhere – Sun 2 pm

GM: Robert Prag

LTT 17897 is a barren crap-hole of a star system with no livable planet, no infrastructure and many asteroids. It is *also* the deadliest battlefield in humanity's ongoing war with the Praezorians, with five hyperspace portals and near daily fleet actions as each side scrambles to take the crossroads. Valkyrie, it's your turn to lead the counter-offensive... Starship Valkyrie is a mechanical, rule based cooperative LARP about operating the largest and most advanced warships of 2152 AD Earth while fighting off aliens and solving spatial anomalies.

The Alchemist's Workbench – Sat 9 am, 11 am, 2 pm, 4 pm – Escape Room

GM: Ryan McMullan, Jamie McMullan

Your group has at last uncovered the alchemical workbench of Paracelsus of Basel, famed alchemist said to have recreated the Philosopher's Stone. But can you unravel its mysteries? Form teams of 5 players and try to find the Philosopher's Stone in this escape room-style puzzle. How fast can you solve this mystery based on historical alchemy texts?

The Other Side of Sunset – Sat 2 pm, 8 pm –

Gate of Light and Shadow

GM: Joe Landolph

When Sunset comes, the Gate will open. Players are mortals and fey who have come to the gate between their worlds. Each of them wants something from the other side, and from each other. Players will interact with each other and use character powers and ritual mechanics to accomplish tasks and achieve their goals.

Super Smash Bros Ultimate – Sat 2 pm – Switch

Prepare your fighters! This Gamex we're looking for both seasoned fighters and newcomers alike to join us for some super smash brothers mayhem! This will be a 1v1 casual tournament, with a larger tournament on Sunday.

Super Smash Brothers Ultimate – Sun 2 pm – Switch

Join us for a Sunday Showdown and bring your A game for a shot at the bigger prizes in this 1v1! Not sure how well you'll do? That's ok! Stay and play a match and meet some new friends along the way! Winners will be listed with the name of their choice on our Champion board.

Super Smash Brothers Ultimate Doubles – Sat 6 pm – Switch

Prepare your fighters! This Gamex we're looking for both seasoned fighters and newcomers alike to join us for some super smash brothers mayhem! It's primetime! Come join us in the 2v2 tournament in a challenge of teamwork and comradery and get to know your fellow challengers!

Miniatures

Miniatures

International Ballroom A, Catalina A (Family Area)

Alpha Strike – Fri 6 pm

GM: Francisco Vassallo

Clan Kitty Paw has taken the outskirts of Frankograd. Our brave Inner Sphere forces need to drive them out of the town. Armies will be provided. If you'd like to bring your own, make a list: 150 point forces, Clan invasion era mechs please.

Battlestations 2.0 HUGE! – Fri 6 pm, 9 pm,

Sat, Sun 1 pm, 3 pm, 5 pm, 8 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.

BattleTech: Alpha Strike –

Fri 9 pm, Sat 10 am, 2 pm, 6 pm, Sun 2 pm –

4th Skye Rangers v 1st Kuritan Ghosts

GM: Kay Sakaue

Come and try out the streamlined version of BattleTech, Alpha Strike. Legendary foes, the 4th Skye Rangers of the Federated Commonwealth look to defend themselves from the 1st Ghost Regiment of the Draconis Combine. All materials provided, no experience necessary. New players and lapsed BattleTech players alike are welcome!

BattleTech: Alpha Strike – Sun 11 am – Battle of Tukayyid - Lake Losiije

GM: Darren Eskandari

Clan Nova Cat Alpha Galaxy makes an audacious assault in the Lake Losiije Region in an effort to capture the objective cities of Joje and Tost, while the Com Guards 7th Army lays in wait, staring down the Cat's Maw! All materials will be provided. Players are encouraged to bring their own dice, tape measures, and laser pointers.

Chivalry is Dead – Sat 10 am, 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 – Sat Noon – Raiders of the Lost Art: Cranston Snord's Irregulars vs House Marik

GM: Tuck Davion

In a swashbuckling adventure, Cranston Snord & his group of treasure hunters, the Irregulars, nab a trove of ancient Terran art from a cave location near a Marik HQ. Between them is Cmdr. Halbert of the Marik Militia! If BattleTech Adventure has a name, it must be Cranston Snord!

Classic BattleTech - A Game of Armored Combat –

Sat 10 am, 3 pm, Sun 10 am –

Circle of Death - Sponsored by LOST PLANET GAMES

GM: Mario Acuña

Special Free-For-All format Tournament Beginners Welcome - All Materials Provided *** FREE DICE *** Free Pair of d6 dice for all participants

Clay-O-Rama – Sat Noon – Hot Potatoes

GM: Harmon Ward

Claydonians meet for their triannual battle to become the champion. Make a claydonian from Play-doh (which is provided) and go to war. This is a beginner friendly fast paced game of doughy combat. Scenario Information: There are glowing power stones all over the battle field. While a Claydonian wields a power stone their attacks are more powerful, but sometimes these stones explode!

Clay-O-Rama – Sat 10 pm – King of the Hill

GM: Harmon Ward

Claydonians 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. Scenario Information: There is a hill, Claydonians always look cooler when standing on hills. Plus you have the high ground and can knock other Claydonians down the hill. Be the last Claydonian standing on a hills of your opponents corpses.

Clay-O-Rama – Sun Noon – Zombie Attack

GM: Harmon Ward

Claydonians 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. Scenario Information: As if other Claydonians aren't bad enough, now there are zombies too. Worse yet, if the zombies kill a Claydonian, there is now a Claydonian Zombie. Be afraid!!!

Clay-O-Rama (Kids Edition) – Sat, Sun 9 am, Mon 8 am

GM: Adam Hicks

Come use play-doh to build gladiators in order to engage in combat for the whims of the gods of Claydonia! Great introduction to miniature gaming for kids, loads of fun!

Conquest the Last Argument of Kings – Sat 1 pm

GM: Colin Dimok

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

Epic 'Mech Models of BattleTech History – Fri 2 pm – Grinder

GM: Tuck Davion

What will YOUR legend be? Come learn to play Classic BattleTech with the host of YouTube's Battle Bound, where you'll take control of ONLY the most Legendary of Mechwarriors and their personal war machines, both Clan AND Inner Sphere! Learn the basics, & play as long as you like!

Formula De Super-Incredisized Spectacular – Mon 10 am –

Long Beach Gran 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!!!

Fuzzy Heroes: The Matrix – Sun 5 pm

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 Refuelled – Sat, Sun Noon – Death Race

GM: Eric Harman

Post apocalyptic autoduels death race. Win by being the fastest, or simply the last one alive.

Miniatures

Miniatures

Gaslands Refuelled – Fri 4 pm – Gaslands Deathmatch Intro
GM: Eric Harman

Drop-in Drop-out Autoduel deathmatch. Pick your car, blow up your friends, get blown up and respawn as much as you want.

Homebrew WWII – Sat 9 am – 28mm Squad Rumble

GM: Rob Boyens

Come run a US or British squad (perhaps with armor) and take control of a French town. All ages (with parental guidance). Everything provided. New players welcome. Join anytime.

Judge Dredd: Block War – Sat Noon – Introductory Scenario

GM: Jared Rutledge

This expansion for the Judge Dredd Miniatures Game introduces a whole new level of play to your tabletop – the (in) famous block wars of Mega-City One! Each player builds their own block with unique characteristics, gathers their residents together, and then unleashes them on the self-satisfied citizens of a neighboring block - who have had everything their own way for far too long!

Judge Dredd: I am the Law – Sun 10 am – Draft Play

GM: Jared Rutledge

A point system will be allocated among players. Players will be able to take gangers, villains', judge death and and justice system players and go against Dredd and Anderson. This game assumes you have played one of the previous Judge Dredd events.

Judge Dredd: I am the Law – Fri 4 pm – On the mean Streets of Sector 43

GM: Jared Rutledge

The year is 2080 and in Mega-City there are 400 million people, and every one of them a potential criminal – welcome to the world of Mega-City One and Judge Dredd – he is the law! Build a force and take to the streets, playing as the Justice Department or one of their many enemies...In this scenario a rookie judge and a street judge are going to address a bust some gangers.

Marvel Crisis Protocol 101 – Fri 6 pm

GM: Joey Vigil

Learn Marvel Crisis Protocol. All Materials will be provided. Learn how to play the most balanced skirmish game out on the market.

Marvel Crisis Protocol Ultimate Encounter Extravaganza – Sat 6 pm

GM: Joey Vigil

Select your squad of Heroes and Villains from the Marvel Universe. We will run your choice of Ultimate encounter. There will be minis provided for players to draft from. No previous rules knowledge is required. Teaching the game will precede the event.

Paint and Take – Sat, Sun 10 am

GM: Paul Gutierrez

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

Plumber Go-Karts Race to the Finish!/The Apocalypse Comes to Radiator Springs – Fri 2 pm – Gaslands Race

GM: Adam Hicks

Come race familiar looking go-karts along familiar looking tracks, throwing familiar looking items that may or may not have belonged to reptiles! Or, come to a demolition derby of sentient cars as you attempt to collect zombies on your windshields! Uses modified gaslands rules all welcome, primarily geared for kids and their parents!

Rising Sun 101 – Sun 4 pm

GM: Joseph Beck

Learn how to play Rising Sun.

Rising Sun – Sun 5 pm

GM: Joseph Beck

Battle for control of mythic feudal Japan in CMON's modern classic.

Star Wars Legion – Sun 2 pm

GM: Donald Tseng

3 Rounds, 500pt. skirmish lists on 3x3 - loaner armies available

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

GM: SoCal Crusaders

Come decide the fate of worlds in the 40K universe. Second game of our year long campaign. 15,000 pts per player. Nothing larger than Super Heavy Tanks and Knight Titans allowed. Loaner armies available, join anytime.

Warhammer 40K 9th edition – Fri 6 pm – Apocalypse

Deployments

GM: SoCal Crusaders

Deployment for Saturday's game. Come decide the fate of worlds in the 40K universe. Second game of our year long campaign. 15,000 pts per player. Nothing larger than Super Heavy Tanks and Knight Titans allowed. Loaner armies available, join anytime.

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

GM: SoCal Crusaders

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

GM: SoCal Crusaders

Come play a game of 40K on our tables set up with terrain.

Wings of War/Wings of Glory – Sun 9 am – WWI or WWII Air Combat

GM: Rob Boyens

Using your favorite WWI or WWII airplane, demonstrate your flying qualities that make you an ace. All ages. Everything included. New players welcome.

Your choice – Sat 7 pm – Free play

GM: Francisco Vassallo

Table will be left setup for the next day's Star Wars Legion tournament. You are welcomed to come and use them to play Star Wars Legion, or any other game that uses 3x3/3x6 boards.

Zombicide: Undead or Alive – Fri, Sat 2 pm

GM: Luis Alvarez

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

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.

Adventures in the Misty Vale – Fri 2 pm – Dragonbane

GM: Scott Joest

The ancient and narrow pass runs through the mountains like an axe gash. Steep, moss-covered slopes rise to the snow-laden peaks that can occasionally be glimpsed through the veils of cloud. Somewhere ahead lies the Misty Vale, the legendary place where the empires of old stored their wealth and magical artifacts.

A Fatal Fete 101 – Fri 2 pm – Baldes in the Dark

GM: John Tibbetts

Emilia Wott wants to get out of an arranged marriage. She has hired your crew to assassinate her betrothed during their engagement party. It doesn't matter how, so long as it's permanent and no one else gets hurt. Well, not too badly, anyway.

A Snowball's Chance – Fri 8 pm – GURPS

GM: Gary Mack

Sponsored – Prizes Your Street Crew of cyber-er up Orcs and teched out shamans rides again! Your crew has been hand picked for a mission with a very low chance of success, or survival.

ASPIRE – Fri 8 pm – GURPS

GM: Daniel Alvarez

Tech Meets magic. what can go wrong? You are in a research area experimenting with modern technology and magic when something dose not go according to plane.

ASPIRE – Sat 8 pm – GURPS

GM: Daniel Alvarez

Tech Meets magic. what can go wrong? Your Journey continues as you discover side affects to the outside world with unexpected results both good and bad. Now you need to fined what casing the Bad and fix it.

BEAST Bound And Down – Sun 2 pm – Spirit of

GM: Mike Leader

Welcome to Spirit of ! The grooviest PbtA game that will ever boogie down into your life! This game will dive into the fun tropes of 1970s movies and TV shows. The players run afoul of both the local brewery and the highway patrol after stealing a truck with a surprise cargo. Will they get caught, and what will happen if they do? Play to find out.

Big Night – Sun Midnight – Vampire the Masquerade Revised Ed

GM: Zood

Prepare yourself to travel back to a bygone era. An era shrouded in the mists of time: 1990! Explore and enjoy the unique cultural offerings of this hidden and secretive past. All the while cloaking oneself in the darkness of night. This is your Big Night!

Blood for the Serpent King – Sun 2 pm – DCC: Dungeon Crawl Classics

GM: Paul Schipitsch

Deep in the jungles, dangers lurk: feral tribes and predatory beasts, and darker things that civilized folk prefer to forget. You've heard rumors of the treasure hordes of one of those great evils: the legendary serpent-man, Xiuhcoatl. They say that Xiuhcoatl is worshipped by feral tribes of degenerate serpent-men who call him The Emerald Cobra. Do you dare face their rites of blood and sacrifice? - Level 2.

Carolina Death Crawl (sleep-in 9am slot) – Sun 9 am – Carolina Death Crawl

GM: Sam Carter

A swampy, Southern Gothic roleplaying card game for three or more players. American Civil War, your characters have been abandoned deep behind Confederate lines. Can they fight their way through enemy territory? For all but one, the answer is "no!" -unique card-based system. This is a shared story game. This is a 'get up late' 10 am game since it should only take about 3 hours.

Continuing the Adventure! – Sat 2 pm – Realms of Peril

GM: Seth Halbeisen

Come and try a true* D20 PbtA hack! (that's right, D20!) So come and roll up a character (or choose) and go from Zero to Hero! (players can bring premade characters if they want, but everyone else starts at 0 level (and gain 1st level by first break). So come and try out a D20 version of *simplified* dungeon world!(Character generation can be random rolled and takes approx. 15min)

Covenant of Salt – Sat 9 am – Call of Cthulhu 7th

GM: Sam Carter

921 Massachusetts - - investigators and their loved ones are guests at the Chequesset Inn. But the night portends doom! A storm batters the shutters as everyone struggles to make sense of a curse that is striking down guests, one after the other. Will their loved ones be next? Classic era Call of Cthulhu. -pregens provided.

D&D Without the D&D: Temple of Elemental Evil (A Happy Jacks RPG Network Game) – Sat 2 pm, Sun 9 am, Mon 9 am –

Dungeoncaster

GM: Christopher Grey

Relive the monstrous terror of the original Temple of Elemental Evil, but without the combat slog, random hit point attrition, inconsequential characters, and half an hour wait for your chance just to roll a 1. The classic adventure about sinister cultists reimagined with the story-driven and cinematic Dungeoncaster ruleset.

RPGs

Death Rides the Rails – Sun 2 pm – Weird Frontiers

GM: Thom Denick

You and your posse are hired to protect a train filled to the brim with recently-acquired antiques traveling from NYC to Providence. But all is not as it seems, for aboard the train are vile cultists, deranged madmen, escaped convicts, and a nameless evil that threatens to drown the world in a flood of blood and death. A level 2 adventure, characters provided.

Disco Ambulance – Sat 2 pm – Spirit of

GM: Mike Leader

Welcome to Spirit of ! The grooviest PbtA game that will ever boogie down into your life! This game will dive into the fun tropes of the 1970s movies and TV shows. "Disco Ambulance" - The players are brought together as the emergency response team of a lousy ambulance company, dragged into nasty medical emergencies across the City's underworld. Will they get dragged into more than they bargained for? Play to find out.

Double Vision – Sun 2 pm – Hard Wired Island

GM: Chris Czerniak

Hard Wired Island is cyberpunk with a retrofuture aesthetic. Set in Grand Cross, a space station in crisis. Corporations are corrupting it into an authoritarian monument to greed. In the shadows cast by the corporations lurk criminal gangs, hate groups, and rogue robots. You and your crew must help a popstar and find her secret before it gets her killed.

Earth & Root 101 – Sat 8 pm – Avatar Legends: The RPG

GM: John Tibbetts

The Lower Ring of Ba Sing Se is in chaos after a daofoi outlaw kidnaps the two children of Fire Nation Ambassador Quin. The Ambassador has called in her own highly-skilled Fire Nation guards to find her children because she is mistrustful of the Earth Kingdom anti-corruption task force called in to do the job. And the Ambassador is right to be suspicious.

Englewater Hall – Sat 2 pm – Good Society

GM: Stephanie Bryant

Lady Beaumont is hosting the first ball of the Season at Englewater Hall. Everyone who is anyone shall be in attendance, looking to satisfy their desires, whatever they may be, as well as exchange gossip and news, and perhaps look for love and romance among some new faces after a long, lonely winter. You are no exception, as your family, your reputation, and your happiness depend on this event.

Frozen in Time – Mon 9 am – DCC: Dungeon Crawl Classics

GM: Stoerm Anderson

Eons-old secrets slumber beneath the forbidden Ghost Ice. Since the time of Elders, local tribes have shunned the crawling glacier, knowing it as a taboo place in which all who tread are slain. Now, the Ghost Ice has shattered, revealing hints at deeper mysteries entombed in the ice. Strange machines and wonderful horrors stir within... Frozen in Time is a Level 1 adventure by Michael Curtis.

Get the bum to the ship! – Sun 2 pm – Dungeons & Dragons 5E

GM: Philip Martinez

Set in the Grand Daddy of them all, The World of Greyhawk, You are recruited by an...ORC!!!! To crew a ship. But something seems odd about this lispin Ork as he seems a bit too classy and seems to have friends in high places. Be ready for a fight and to bend a few laws here and there.

Highcaster: Epic Fantasy – Sat 9 am, Sun 2 pm – Dungeoncaster

GM: Danielle DeLisle

Choose from one of several deeply rich cultures and create a group of powerful heroes who will shape the history of Highcaster with this story-driven and cinematic system. We'll create your group, culture, and character at the table to create a story of legend you'll never forget.

Hunt For The Howling God – Sun 8 pm – Dungeon Crawl Classics (DCC)

GM: Hank Wong

Sent to find a mysterious artifact, you find yourselves imprisoned in a remote forest outpost and must fight your way out against overwhelming odds to complete your mission. First time DCC players welcome. 1st Level Pregens provided. Familiarity with Empire of the East setting not required.

Land Without Fairytales – ASPIRE-ing Hunter – Sun 9 am – GURPS

GM: Ron Shaw

Sponsored - Prizes Tourists, walkers, joggers, cyclists, vendors, the homeless, and anyone else lucky enough to flee from Central Park in the past few days emerge bloody and raving about the Park being changed on the inside. New York's Politicians and influencing old money families are pressuring ASPIRE to send help. That's you.

Land Without Fairytales – Snow Over Waikiki – Sat 9 am – GURPS

GM: Ron Shaw

Sponsored - Prizes There have been some very uncharacteristic weather shifts centered around this popular tropical tourist area. Your ASPIRE team has been called in to investigate.

Lords of the Night – Sun 8 pm – Feng Shui

GM: Zood

The Lords of the Night ride once more! Tumulto! Pandemonium! Felicidades! Buenas noches!

Lost in ? – Sun 8 pm – GURPS

GM: Daniel Alvarez

You wake up in a dark place you do not recognize anything. you and your group must now make there way home.

Manhattanverse: Alone, Together – Sun 2 pm – Dark Champions

GM: Dustin Laurence

The (TV, not comics) Defenders have interrupted the flow of Combat drugs to the streets. But with the Avengers elsewhere, before they follow up they must first deal with a new, unexpected crisis alone. Can loners work as a team? Pregens provided. [Newcomers welcome, but must ensure that they are comfortable with the series' dark themes.]

My Forever Adventure – Sat 9 am, 2 pm, 7 pm, Sun 9 am, 2 pm – Dungeons & Dragons 5E

GM: Clive Souter

An ongoing D&D adventure, Overland, Dungeon, and Dark Earth - all scenario types encountered join anytime, leave any time. Everything you need available, or bring your own. Regenerated characters will be used.

No Small Crimes in Lankmar – Sat 2 pm – DCC: Lankmar

GM: Paul Keller

A first level DCC Lankmar caper of immense proportions! There is an old Thieves' Guild proverb: "There are no small crimes in Lankmar, just small thieves." By the Behemoth, they are wrong! When the adventurers explore an abandoned house on a forgotten street in the city, they find themselves plunged into an alien world where even the everyday can kill them.

RPGs

Numenera – Fri 2 pm – Cypher System

GM: Jeremy Otsap

This Monte Cook's Numenera system which takes place on Earth 1 billion years in the future. 8 prior civilizations have come and perished. Remnants of their technology linger in hidden corners. Strange aliens and eldritch horrors, the quasi-functional datasphere, and gates to the outside litter this Sci-Fantasy setting. Its based on d20 and the Players do ALL the rolling. The GM never rolls.

Numenera: Vortex Part 1 – Sun 2 pm – Cypher System

GM: Jeremy Needle

Based off of Monte Cook's Cypher System, this is a d20 based RPG where THE PLAYER rolls EVERYTHING! The GM never rolls a single die. The setting will be based in Numenera, Earth 1 billion years in the future. Pre-gen characters will be provided. I will also have community d20's, but if you're superstitious like most players, you might want to bring your own.

On the Edge of Forever – Sat Midnight – Mage the Ascension Second Edition

GM: Zood

Different paths have brought you to the Edge of Forever: but here you all are.

Paterfamilias – Fri 8 pm – Vampire the Requiem 2E

GM: Louis Garcia

The glory of ancient Rome resigns supreme. Yet, in the dark gloom of the city hides a secret, a shadow empire of Kindred... vampire who rule and scheme in the darkness. This is Requiem for Rome. Presented by the Dead Gamers Society.

Player vs Player Tournament – Sat 6 pm –

Dungeons & Dragons 5E

GM: David Arvizu

The ultimate D&D PVP challenge! Fight to be the sole survivor as you hunt other players in an underground dungeon in this Player vs Player Tournament. Create the best character OR monster you can from our rules. Score points for each hit point of damage you inflict. Combat is round-to-round. First Place: \$50 Dealer Dollars. Visit: infxprod.com/pvp Character creation HELP available 1 hour prior to start.

Prison of the Hated Pretender – Sun 2 pm – Original Dungeons & Dragons (1974)

GM: Justin Hamilton

A sculpted tower's blank eyes stare down from the lonely in dry hills beyond the last withered turnip fields, the doorway in its eternally screaming mouth beckoning daredevils and foolish fortune hunters. Haunted & shunned - spending a night in The Prison will give you bragging rights in the coast's dusty hamlets and if the rumors of ancient gold within are true enough to buy passage to a less wretched land.

Project ASPIRE - Incursion – Fri 2 pm – GURPS

GM: Michale Shupe

Project ASPIRE is the Agency for Supernatural and Paranormal Investigation, Research and Exploration. Today's mission has to do with a remote research facility in Wyoming losing contact with ASPIRE, and the entire area being unobservable to any means, Scientific or Magical, available. Sponsored with prizes!

Project ASPIRE - Resurgence – Sun 8 pm – GURPS

GM: Michale Shupe

Project ASPIRE is the Agency for Supernatural and Paranormal Investigation, Research, and Exploration. Old enemies of ASPIRE are rearing their heads after decades of being defeated. Is this the work of The Vigil, or some other organization? Sponsored. Prizes awarded.

Pursuit of Pazuzu: Sand/Swamp Sojourn – Sat 2 pm – Savage Rifts

GM: cameron cleveland

A demon has returned and your group is pushing through danger and other worldly terror!

Relocated - Pilot Episode – Mon 10 am – GURPS

GM: Michale Shupe

A group of colonists find themselves relocated to a planet that wasn't their destination. Awakened when the power in their stasis beds began to fail, these people need to find out where they are, and why the AI pilot decided to land them here. Sponsored: Prizes awarded

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. (Unless a game states otherwise, we use safety mechanics such as the X-card: <http://tinyurl.com/x-card-rpg>)

Run Aground – Sun 2 pm – Ragnarok: Fate of the Norns

GM: Sam Carter

Fimbulwinter is upon you. The gods gird their land for the coming of the Giants. You set out towards where you are needed, but your ship has been chased to harbor by a vicious snowstorm. Where have you landed? and what can you expect in this place? This game uses the Runic Game System (diceless, but with runes to utilize instead). Characters and runestones provided.

Sailors on the Starless Sea - zero level funnel for DCCRPG –

Fri 2 pm – Dungeon Crawl Classics

GM: Judge CRO

Join an angry band of townfolk on an adventure to the Starless Sea, where you will encounter horrors that will test your mettle and leave you trembling. Uncover long-buried secrets, end the reign of terror, and collect all the gold you can carry to help rebuild your village. Character sheets will be provided. No experience necessary, all ages, great learning game! (Dice available to borrow)

Ship in the Stars - A Happy Jacks RPG game – Sat 9 am –

Starscape - Powered by the Apocalypse

GM: Kimi Hughes

In a far quadrant of a galaxy, the crew of a starship seeks adventure and test the trust that bonds them together. Starscape is a PBTA sci-fi game that focuses on creating dramatic narratives of the interactions between a starship crew in the flavor of Star Trek, Firefly or Farscape. In the late stages of beta testing.

Sisters of the Moon Furnace – Fri 2 pm –

DCC: Dungeon Crawl Classics

GM: Stoerm Anderson

PCs awaken one starry night atop the highest point of tower plateau, unaware of how they arrived. They are perfect strangers, all with crescent shaped birthmarks, brought together to face untold dangers. Can they work together to forge their own destinies? Sisters of the Moon Furnace is a Level 0 funnel adventure by Marc Bishop.

Starting Fresh! – Sat 9 am – Realms of Peril

GM: Seth Halbeisen

Come and try a true* D20 PBtA hack! (that's right, D20!) So come and roll up a character (or choose) and go from Zero to Hero! (players can bring premade characters if they want, but everyone else starts at 0 level (and gain 1st level by first break). So come and try out a D20 version of *simplified* dungeon world! (Character generation can be random rolled and takes approx. 15min)

RPGs

Tabbat the Free City – Fri, Sat 2 pm, 8 pm, Sun 2 pm – Dungeons & Dragons 3.5

GM: Zood

Explore the Free City - Tabbat! For new players. Characters created starting from 1st-level using the 3.5 Player's Handbook plus one 3.5 book of the player's choice. This event is part of a continuous campaign this Gamex! Dust off your old books and join the adventures!

TBD – Sat 8 pm – To Change

GM: Jennifer Wolff

To Change is a rules-light TTRPG where players will find themselves faced with a shared experience of transformation in body and mind. Actions are resolved using a 22-card tarot deck, which is also used for character building. The system is setting agnostic, with adventures that span a wide range of genres to cover themes of body horror and lost humanity, as well as self discovery and the joy of taking on a new form.

Ten Candles – Fri 8 pm – Ten Candles

GM: Stephanie Bryant

These things are true: The world is dark, and we are alive. Ten Candles is an immersive, tragic horror game about not surviving the creatures that hunt us in the darkness. Will you hold out hope until the last candle dims? Will you go out in a blaze of glory to save others? Will you do whatever it takes to survive, even at the expense of others? Note: We will use some safety tools for this horror experience.

The Alchemist's Repose – Fri 8 pm – Original Dungeons & Dragons (1974)

GM: Justin Hamilton

The mysterious and eccentric alchemist, Elif Sagebrew, known for his peculiar experiments and secretive nature, has not been seen or heard of in many years now. Presumed dead, you take up the call of adventure to discover his fate, and explore his treasures and arcane inventions. This game loosely uses the original edition of Dungeons & Dragons - no experience required, and players of all levels welcome!

The Blade of Mandalore – Fri 2 pm – Star Wars West End Games D6

GM: Louis Garcia

The First Order has been destroyed and Exegol is in ruins. Long ago, sacred Mandalorian artifacts have been stolen and hidden away in the vaults of Exegol. It's time to get them back. What dangers still await on Exegol, you elite team will find out, you are the Blade of Mandalore!

The Collapse - Moving Forward – Sat 2 pm – GURPS

GM: Michale Shupe

With the devastating blow dealt to Bio-Meta, how do our survivors deal with the changed political climate? Do the others who received Bio-Meta's "Cure" believe them when they say they have the cure to the cure? Sponsored, Prizes awarded

The Collapse: Who Can You Trust? – Sat 9 am – GURPS

GM: Dustin Laurence

The team narrowly averted the power-hungry Biometa Corporation's deadly airstrike on your post-pandemic enclave. What they find among the seized assets is as disturbing as it is revealing. Can peace and cooperation be restored among the Southern California survivors, or do Biometa's tentacles of bribes, threats, and deception reach too far and too deep into the enclaves to be stopped? Pregens provided.

The Corpse that Love Built – Sat 9 am –

DCC: Dungeon Crawl Classics

GM: Paul Schipitsch

A story of Gothic horror which pits the characters against monstrosities created by an ancient madman. Will the characters be able to survive the macabre horrors found in the laboratories that spawned The Corpse that Love Built! - A level 2 adventure.

The Curse of the One-Eyed Witch (Fate) 101 – Sun 2 pm –

Magonomia

GM: John Tibbetts

This is a beginners' adventure for Magonomia, the RPG of Renaissance wizardry. The game uses the Fate system. A seemingly innocent country gentlewoman has fallen victim to a powerful curse. You and your fellow player characters are among the foremost magicians in England. Can you combine your powers to lift the curse, or have you met your match?

The Dragon of Blackrock Harbor – Sat 2 pm – Avatar RPG

GM: Ian ChristianScher

Set in the world of Avatar the Last Airbender, Avatar RPG is about playing a hero like you would see in the show. Bend elements, struggle with with injustice, and try to find your center in the world of Avatar. During the hundred years war there are many perils that young heroes may face both from without, and within. Pregens provided.

The Exterminators – Fri 8 pm – Pathfinder 2E

GM: John Tibbetts

The city of Blackwall has a vermin problem. Their magistrate has put out an open call to adventurers to clean out the sewers. The orders are to clean out the rats and burn their nests. The problem? You're the vermin. This will be an adventure for 4-6 PC's. Players will play as Ratfolk defending their home in the tunnels. Pre-generated characters will be provided.

The Forsaken Vault of the Crimson Oracle – Sun 2 pm –

DCC funnel

GM: Paul Keller

A new adventure written by Brendan LaSalle in playtest phase survive the funnel before it's released to the public! The wizard Kozumel the Unmatched discovered the location of the Vault of the Scarlet Oracle, and decided that the potential gain of plundering the Oracle's fabled vault more than justified the unfortunate but very necessary deaths of hundreds of unsuspecting villagers.

The Ghost Tower of Inverness – Sat 8 pm – AD&D 1e, OSRIC

GM: Paul Keller

Old-school tournament style death race! Survive how ever you can as long as you can! A shadow from the past, the Ghost Tower of Inverness has loomed ever larger in the mind of the great Seer of Urnst. Now he has convinced the Duke that an expedition should be organized to go to the ancient keep and recover its greatest treasure - the fabled Soul Gem.

The Shinsei Job - Cyberpunk Heist – Sat 2 pm – Cypher

GM: Frederick Sexe

Rumors have been circulating that the Shinsei Cybernetics Corporation is working on a new project with potentially dangerous implications. Your team has been hired to infiltrate the corporation's research facility and steal the plans for this project. Will you be able to overcome the facility's advanced security systems and avoid detection?

RPGs

The Sorcerer's Tower of Sanguine Slant – Sat 2 pm –

DCC: Dying Earth

GM: Scott Joest

A gravity-defying tower of frozen blood suddenly appears! Vanished for two millennia, it beckons the adventurous. Through exsanguination, the beratement of a sandestin librarian, appeasing miniscules, dancing the Fourteen Silken Movements, and a pelgrane's share of luck, only the fearless will face the tower's imprisoned sorcerer and conquer the Tower of Sanguine Slant.

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 hoard knowledge known only to them. What scares the Tremere as they hide away in their Chantries? Only they know.

The Undergoblin Heist – Sat 8 pm – 5th Edition

GM: Thom Denick

Take on the role of a heroic Undergoblin in a heist to save your village from a group of cabbage goblins possessing newly-stolen magical artifacts. This heist potentially features goblin-tossing, goblin balloons, giant crab mounts, and weird artifacts. (This is a playtest of an original Weird Works adventure.)

The Veiled Vaults of the Onyx Queen – Fri 8 pm –

Dungeon Crawl Classics

GM: Paul Keller

A DCC zero-level funnel! Imprisoned in opulence, marked for death, hunted by creatures both grotesque and foul. This ragtag group of unsuspecting villagers must band together to brave the vile mysteries that haunt this place and stand defiant in the face of death itself – if they hope to escape the vaults and save their very souls!

The Woebegone Crescent – Fri 8 pm – Astate

GM: Chris Czerniak

Step inside a baroque urban nightmare, the dystopian sci-fi world of a |state. Defend your corner from selfish authorities, angry gangs, and heartless industries as you struggle for a better tomorrow. The Woebegone Crescent community helps each other but the authoritarian police are locking down and with the reoccurrence of strange tremors you'll need to step up to protect it.

Third Times the Charm! – Sun 2 pm – Realms of Peril

GM: Seth Halbeisen

Come and try a true* D20 PBtA hack! (that's right, D20!) So come and roll up a character (or choose) and go from Zero to Hero! (players can bring premade characters if they want, but everyone else starts at 0 level (and gain 1st level by first break). SO come and try out a D20 version of *simplified* dungeon world!(Character generation can be random rolled and takes approx. 15min)

Tournament of Pigs – Sat 2 pm – Dungeon Crawl Classics

GM: Thom Denick

An unforgettable adventure that has players taking the role of commoners trapped in a medieval game show competition. The twelve events test luck and skill, but also creativity and improvisation. Do you think you can cook a cake good enough for the king? How good are you at wrestling greased piglets? No RPG or Dungeon Crawl Classics Experience needed!

TTRPG – Fri 5 pm – Arcknight

GM: Andy Wallace

Arcknight is featuring a first time Demo of their upcoming TTRPG system paired with a module straight out of their in house campaign being written by their Lead Content Designer Andy Wallace. The demo will be available at various times throughout the Con at their booth. The Arcknight TTRPG is a new system built from the ground up with immense character build versatility, easy of play, and fast paced tactical combat. Anyone can learn it in a snap and let their imagination run wild. Come check it out.

TTRPG – Sat 8 pm – Party Penguins

GM: Gabrielle Lissauer

Come try "Party Penguins" TTRPG with the Designer. Outside the dealers room in pacific Foyer.

VUDU (Compatible with DCCRPG) – Sun 9 am – Dungeon Crawl Classics

GM: Judge CRO

You are a bunch of townfolk attending the funeral of a friend when all goes wrong. Use your wit, your courage, and a table leg to figure your way out of the mess.

Welcome to the Academy!! – Sat, Sun 8 pm –

Caladrius Academy

GM: Mike Leader

Caladrius Academy is a magical college that exists outside of time & space in secret, that is fighting a war for the survival of the universe. There people of all ages are trained in the arts of magic, and you have just been selected to join the Academy!! Players will learn how to make characters, learn the easy-to-use system that can translate from ttrpt to larp. Plus provide feedback to one of the creators.

Welcome to the Isle of Dead Men – Sat, Sun 8 pm –

D&D Red Box

GM: Gary Mack

Exiled from civilization to a savage land rumored to be so deadly that your loved ones are allowed to hold your funeral before you are shipped away. You must struggle to survive, perhaps thrive? And if luck or the powers that be are all with you, you might even claw your way back home.

Why Is That Rabbit Looking At Me? – Fri 8 pm –

Call of Cthulhu 7E

GM: Hank Wong

1927 Scotland. After five days of searching for Nina, hope is renewed for her parents when an eyewitness claims that he saw the young girl last night. Pregens provided. New players welcome.

Winter's Daughter – Sat 2 pm –

Original Dungeons & Dragons (1974)

GM: Justin Hamilton

The tomb of an ancient hero, lost in the tangled depths of the woods. A ring of standing stones, guarded by the sinister Drune cult. A fairy princess who watches with ageless patience from beyond the veil of the mortal. A forgotten treasure that holds the key to her heart.

Working Overtime – Sat 9 am – Sentinels Comics RPG

GM: Ian ChristianScher

The hero's of Megalopolis work hard to protect their city. It's been so long since you had a vacations and the upcoming Heroes for Heroes event should give you some time to take a break. That is unless some villain's are puling overtime! Pregens provided.

War Games

War Games

Los Angeles B & C

1775: Rebellion – Sat 11 am

In 1775: Rebellion, 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 6 pm

In 1812 - The Invasion of Canada, players take on one of the roles of the major factions that took part in the War of 1812. Each side will attempt to capture Objective Areas on the map. When a truce is called, the side that controls the most enemy Objective Areas wins.

Axis & Allies - D-Day – Sat 9 am

It's the morning of June 6, 1944. As Allied forces prepare to storm Normandy's beaches, the fate of Europe is in your hands! A stand-alone extension of the classic strategy game Axis & Allies.

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.

Churchill – Fri 2 pm

The players in the game take on the roles of Churchill, Roosevelt, or Stalin as they maneuver against each other over the course of 10 Conferences that determine who will lead the Allied forces, where those forces will be deployed, and how the Axis will be defeated.

Kriegsspiel: Star Wars - The Battle Of Endor – Sun 10 am

In a Galaxy Far Away, forces of the Alliance fight to stop the Empire from completing an evil project. This umpired, double-blind simulation employs strategic and tactical decisions that affect fleet operations and land force deployment.

Adventurers League

Plaza C

CCC-SRCC01-01 Trouble in the Old City (levels 1-4) – Sat 2 pm – Dungeons & Dragons 5E

The town of Ylraphon on the border of the Flooded Forest is in trouble. The residents are becoming seriously ill and no-one knows why. Can the adventurers find the source of the problem and save the town in time? The whole of the Moonsea may be at risk if they fail. Part 1 of the Schemes of the Vrael Olo storyline.

CCC-SRCC01-02 Down the River of Snakes (levels 1-4) – Sun 9 am – Dungeons & Dragons 5E

The yuan-ti have a demented scheme to bring the most vulnerable denizens of the small town of Ylraphon under their sway. Can the adventurers traverse the Flooded Forest, one of the most dangerous areas of wilderness in all Faerûn, in time to stop the machinations of the serpent god's fanatical priest? Part 2 of the Schemes of the Vrael Olo storyline.

DDAL07-03 A Day at the Races (levels 1-4) – Fri 2 pm, Sat, Sun 7 pm – Dungeons & Dragons 5E

The Merchant Princes have a treat in store for everyone! A new team-based event has been added to the roster and the factions are throwing their hats into the ring. Climb aboard and saddle up! Part One of The Jungle Has Fangs Trilogy.

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 – 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.

Shores of Tripoli – Mon 11 am

The Shores of Tripoli reenacts the First Barbary War, an exciting episode of early American military history. With beautifully detailed historically accurate card play and dice, the United States player attempts to defeat the Pirates of the Barbary Coast.

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

Axis and Allies on steroids!!

Wellington: The Peninsular War 1812-1814 – Sat 4 pm

The armies of Napoleonic France are masters of continental Europe. One man stands between them and the conquest of the Spanish Peninsula: an English general called the Duke of Wellington. Take command in this classic GMT card-driven strategy game.

DDAL07-04 A Walk in the Park (levels 1-4) – Fri 7 pm, Mon 9 am – Dungeons & Dragons 5E

A mysterious clue has led you outside of the safety of the city's walls and into the jungle beyond. You have been asked to venture into the jungle and seek out the wisdom of some of the native humanoids in the area—perhaps they will be able to shed some light on the situation and provide some insight on who is behind it all. Part Two of The Jungle Has Fangs Trilogy.

DDAL07-05 Whispers in the Dark (levels 1-4) – Sat 9 am, Mon 2 pm – Dungeons & Dragons 5E

The temple lay just ahead, and within the answers to a great many questions about the recent goings on in Port Nyanzaru. The journey here has been long and arduous and hopefully soon at an end. Leave your trepidations at the door there's exploring to be done! Part Three of The Jungle Has Fangs Trilogy.

DDAL07-06 Fester and Burn (levels 5-10) – Fri 2 pm, Sun 9 am – Dungeons & Dragons 5E

The denizens of the Old City have made some unusual sightings in the festering refuse pits on the outskirts of the city, and while such reports are seldom taken terribly seriously, the mysterious disappearance of a beloved figure in the poor part of Port Nyanzaru has folks on edge. Can you get to the bottom of this? Part One of The Rot from Within Trilogy.

DDAL07-07 Rotting Roots (levels 5-10) – Fri 7 pm, Sun 2 pm – Dungeons & Dragons 5E

The sudden appearance of undead within Port Nyanzaru doesn't appear to be the only thing on the horizon. A vast horde of skeletons and zombies is approaching the city and while those of means are safe within the city's walls, those in the Old City and Malar's Throat are forced to contend with the problem. Where did they come from? More importantly, what are you going to do? Part 2 of The Rot from Within Trilogy.

DDAL07-08 Putting the Dead to Rest (levels 5-10) – Sat 9 am, Mon 2 pm – Dungeons & Dragons 5E

The jungle has opened up and revealed her secrets—now is the time to act upon them. All signs point to a long-abandoned city as the source of the undead contagion, and so you have been called upon to venture within and put an end to it once and for all. Are you up to the task? Part Three of The Rot from Within Trilogy.

DDAL07-09 Unusual Opposition (levels 11-16) – Fri 2 pm, Sun 7 pm – Dungeons & Dragons 5E

The trail leading from the Fane of the Whispered Fang has grown cold, but you can still taste the machinations of the yuan-ti in Chult's humid, stagnant air. Because of this, you must venture deeper still into the jungle and petition the aid of an unlikely ally—the fabled Ramshackle King. His assistance is crucial to the effort to save Chult!

DDAL07-10 Fire, Ash, and Ruin (levels 11-16) – Fri 7 pm, Mon 9 am – Dungeons & Dragons 5E

Within the jungles of Chult is a vast expanse of ash. While a red dragon is known to reside deep within the Land of Ash and Smoke, it is far from the deadliest of its denizens. Deeper still is a pit filled to the brim with pure evil. None who have sought out its secrets have survived to tell its tale. Will you be more successful than they?

DDAL07-11 A Lesson in Love (levels 11-16) – Sat 9 am, Mon 2 pm – Dungeons & Dragons 5E

An old elf has wandered into the city from the jungle—prattling on about his long-lost daughter to anyone whose ear he can bend. Though most in Port Nyanzaru dismiss him as mad, he speaks the truth. Can you find and save his daughter?

DDAL07-12 In Search of Secrets (levels 11-16) – Sat 2 pm – Dungeons & Dragons 5E

The yuan-ti have a long, storied past in the history of Chult. So, if they are to be defeated, we must look back into history. Within the jungles, a number of cities fell into ruin during the Year of Blue Fire. Both the merchant princes and factions believe that if discovered, they likely contain knowledge that'll prove invaluable in the battles to come. Get looking!

DDAL07-13 Old Bones and Older Tomes (levels 11-16) – Sun 9 am – Dungeons & Dragons 5E

The sages of Candlekeep have come calling. They've come to Port Nyanzaru on the trail of a colleague. He came to the jungle to pursue his studies in solitude some 20 years ago, but within the last year, his regular communications have fallen silent. They are in search of brave (and discrete) adventurers to escort them around the peninsula for a health and welfare check. Are you brave and discrete enough for the job?

DDAL07-14 The Fathomless Pits of Ill Intent (levels 11-16) – Sun 2 pm – Dungeons & Dragons 5E

The time is now! The yuan-ti lay on the cusp of freeing an ancient being of insurmountable evil from its imprisonment. Should this happen, Faerûn may very well be plunged into an age of darkness. You have traveled with width and breadth of the peninsula and learned what you could about your foe. Now it's time to put that knowledge to use. Steel yourself, adventurer, there are important deeds to be done!

DDAL07-15 Streams of Crimson (levels 17-20) – Fri 7 pm, Sun 2 pm – Dungeons & Dragons 5E

The Soulmonger is shattered and its pieces scattered across the peninsula of Chult. Dire forces seek out those shards for their own nefarious purposes, and the Red Wizards are rumored to have found a number of them already. Can you wrest those necromantic artifacts from the hands of the dread mages? Part One of the Broken Chains Series.

DDAL07-16 Pools of Cerulean (levels 17-20) – Sat 9 am, Sun 7 pm – Dungeons & Dragons 5E

The Land of Ash & Smoke was once home to a wizard's complex and although the balor is now destroyed, evidence indicates that a bit of the enclave was shifted into the Abyss. Where such magics take hold, the world strains to contain such power. Some speak of the land rippling like water, and the air boiling into mist, and of powerful abominations that step out of thin air. Part 2 of the Broken Chains Series.

DDAL07-17 Cauldron of Sapphire (levels 17-20) – Sat 2 pm, Mon 9 am – Dungeons & Dragons 5E

Just off the southern coast of Chult churns the waters of the Cauldron, a single volcano with a terrible history. Legends from the jungle lands say that it vomits forth lava, stone, and monsters if the peninsula is threatened – and yet the recent events did not set it off. So why is it threatening to explode now? Part Three of the Broken Chains Series.

DDAL07-18 Turn Back the Endless Night (levels 17-20) – Sun 9 am, Mon 2 pm – Dungeons & Dragons 5E

Your foe seeks to unlock the Iron Door beneath the Peaks of Flame and open the way for the Eater of the World. You must find your way through the maze of tunnels and stop them, or it will be the end of all things. Part Four and conclusion of the Broken Chains Series.

DDEP07-01 Peril at the Port (Levels 1-10) – Sat 7 pm – Dungeons & Dragons 5th Edition

Pirates! Dastardly ne'er-do-wells have been spotted just outside of the harbor! Not content with scratching a living off of the rich port city's scraps, pirates are making for the city by land and sea. But Port Nyanzaru is far from defenseless pick up a yklwah, climb aboard a dinosaur, or man the wall but whatever you do, don't let those rapsallions into the city!

DDHC-TOA-04 Cellar of Death (Levels 1-4) – Fri, Sat 2 pm – Dungeons & Dragons 5E

Something evil is devouring the souls of the living in Chult, but before the characters take on the horrors in Tomb of Annihilation, they must first uncover the death curse's origin by braving a lich's tower in the Cloakwood. A 2-4 hour Tomb of Annihilation adventure for 1st level characters.

DDHC-TYP Ch.3 The Hidden Shrine of Tamoachan (Levels 5-10) – Sat 9 am – Dungeons & Dragons 5E

The ancient ruined city of Tamoachan is familiar to a select few scholars and fortune seekers, who know of it but not always exactly where it is. Even more secluded, lying somewhere within or beneath the ruins, is a hidden shrine said to be dedicated to Zotzilaha, the vampire god of the underworld. Adventurers who catch wind of the place are likely to find its lure irresistible. Lunch Break from approx 1p - approx 2p

SJ-DC-STRATCON-01 The Lost God (levels 5-10) – Fri 7 pm, Sat 2 pm, Sun 7 pm, Mon 9 am – Dungeons & Dragons 5E

A winged velociraptor from Wildspace sent his followers to Port Nyanzaru, claiming to represent a long-lost tenth trickster god. After most dinosaur racers left Chult to follow him, can you unravel the mystery of this being?

General Events

General Events

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

Auction – Mon 11 am

More stuff! Buy more stuff! Sell your old stuff! All the while being entertained. One never knows what treasure will appear here.

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

Face Painting – Sat 4 pm, Sun 2 pm

Join us for face or arm painting. View samples or put in a request. Limited sign-ups available in the Family Area. Walk-ins welcome with time permitting.

Fantasy Movie Hour – Sun 2 pm

Feedback Forum – Sun 6 pm

Our mid-term report card. Please stop by and tell us how we're doing. Rumors of Italian pastries are highly exaggerated.

Flea Market – Fri 8 pm, Sat, Sun 11 am

Fourteen hours of games from the unknown spread over three days.. Strategicon's Bazaar of the Bizarre.

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

Kid Friendly Movie – Sat, Sun 10 am

Meet & Greet – Fri 7 pm

Join us for an unique Meet & Greet with our special guests John D. Clair, Peter Schultz, and Tuck Davion. Food, beverages, and wonderful conversation with the guests. Suite 1635

Q&A Session with John D. Clair – Sat 4 pm

Come join us for a discussion with John D. Clair, the designer of Mystic Vale, Space Base, and the new hit Ready, Set, Bet. Hosted by Boardgame Babylon's E.R. Burgess, we'll discuss John's innovative designs, inspiration, and methods for producing so many hit board games. Please note this session will be recorded for a podcast so if your questions and comments will be featured on the broadcast. Carmel

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

Saber Legion - California Charter: The Foundry – Sat 10 am, Sun 9 am

Meet the Southern California LED Saber community at our duelist training event and spend all day learning the ins and outs of full-contact lightsaber combat.

SciFi Movie Hour – Sat 1 pm

The Happy Jacks RPG Podcast - LIVE! – Sat 7 pm

Happy Jacks RPG advice show combines friendships, table-top RPGs, and unbridled enthusiasm to bring you a weekly round table discussion that is informative, honest and funny. Join us for a special LIVE panel where we join with the audience to recap our games from this con!

Pathfinder Society

Los Angeles A

Learn to Play Pathfinder 2nd Edition –

Sat, Sun 9 am, 10 am, 11 am, Noon, 1 pm, 2 pm
Learn to Play Pathfinder 2E (Bounties #1-4)

Learn to Play Pathfinder 2nd Edition –

Sat 3 pm, 4 pm, 5 pm, 6 pm, Sun 3 pm, 4 pm, 5 pm, 6 pm, 8 pm
Learn to Play Pathfinder 2E (Bounties #4-8)

Learn to Play Pathfinder 2nd Edition –

Sat 8 pm, 9 pm, 10 pm, 11 pm
Learn to Play Pathfinder 2E (Bounties #1-14)

Learn to Play Pathfinder 2nd Edition – Sun 9 pm, 10 pm, 11 pm

Learn to Play Pathfinder 2E (Bounties #9-12)

Play to Win

Play to Win

East Foyer (Hours: Friday 1 pm – 9 pm, Saturday 9 am – 9 pm, and Sunday 9 am – 5 pm.)

Boba Mahjong / Kung Pao Chicken – Fri 5 pm, Sat 9 am
Players will use their best six score cards to make a boba drink and collect points based on the freshness, smoothness, complexity, and presentation of their drink. KPC: In each round, players are either a fox or a chicken, but they don't know which one.

Boss Battle – Fri 2 pm, Sat Noon, 4 pm, Sun Noon
Players battle over the fate of the Realm of Galdor. Play as a powerful boss or one of the multiple classed heroes. Only the strongest will come out alive in a Boss Battle!

Dungeon Doors – Sat, Sun 10 am
This is a 1 vs 2-5 dungeon-crawling, role-playing experience, where a band of heroes battles through all the monsters, obstacles, and traps the master of doors can throw at them in the grand adventure of escaping the dungeon.

Get in My Belly – Fri 4 pm
Years ago a Cyg deep space mining company vessel came across a derelict space craft while searching for new asteroids to mine. From the data recovered, we can tell their world thrives on contests of eating, only the strongest and bravest are successful as it seems the victor becomes some kind of powerful force on that planet.

Hard Time – Fri 3 pm, Sat 6 pm, Sun 2 pm
Inside of these concrete walls a bitter feud has broken out. You and your rivals have reached the boiling point. There is no more room for diplomacy. Survival fuels your every decision. When backed into a corner the only options left are to shank or be shanked....

Magic Maze Kids – Sat 3 pm
A cooperative game for ages 5 and up! Magic Maze Kids is a game in which children cooperate simultaneously to save the King.

OROS – Sat Noon, Sun 9 am
Be an all-powerful demigod in an ever-shifting world. Oros is a strategy board game about humankind's ancient pursuit of hidden knowledge and power. As a mighty Demigod, you must compete with other players to continually shape the landscape.

Reputation – Sun 1 pm
Dystopian corporate-themed bidding and auctioning game! You are the CEO of a trillion dollar megacorporation. Your goal is to make the most money while maintaining your corporate image.

Sagrada – Fri, Sat, Sun 1 pm
A game of dice drafting and window crafting. Draft dice and use tools-of-the-trade to carefully construct your stained glass window masterpiece.

Siege Storm – Sat 2 pm
A game of unending assault and awesome...blah blah blah. Man. No one reads this text anyway. I mean...I get it, there are soooo many games on the market. The box art is kind of cool, so you can pick it up and give it a try.

Steve Jackson Games Players' Choice!!! – Fri 6 pm, Sat 5 pm, Sun 10 am, 2 pm
Play wacky games such as Texas Roll 'Em, I Hate Zombies, Scarf N Barf, One Roll Quest, or Chez Cthulu! Get entered to win in each game you play!

Stool Pigeon – Fri, Sat 1 pm
A cutthroat card game full of bad little birdies on a mission. Only the player with the sneakiest strategy, the fastest reflexes, and the most pigeon-powered luck will rise from the ashes as the winner.

Texas Hold'em with ZOMBIES – Fri 5 pm, Sat 11 am, 3 pm, Sun 11 am
An adventure card game. Players spend rounds of game play betting their life on winning poker hands, collecting much needed item cards, and killing zombies. Each round, player's compete to play zombies against the other players.

WINNERS ANNOUNCED!!!! – Sun 4 pm
Be at Play to Win department to see if you have won a copy of a game you have played! Winners must be present (or have an agent present for them). If a game is not claimed when the winner is called, another winner will be called for that game. No holds, no exceptions! Good luck!

Yokai Septet – Sat 2 pm
A trick-taking game for 3 to 4 players. Play your cards strategically to capture Yokai that are wreaking havoc in your home village.



POLYCON XL

WE RISE AGAIN!

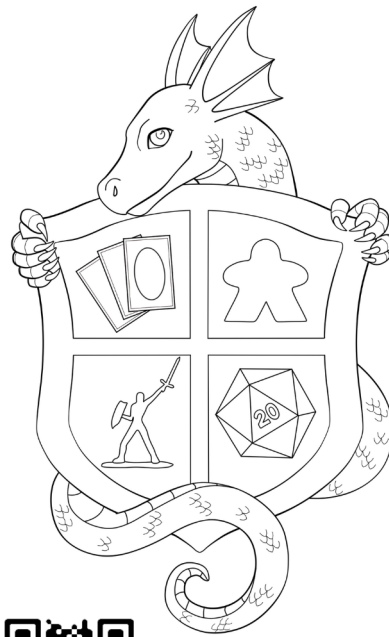
TABLETOP GAMING CONVENTION
JUNE 23-25, 2023
CAL POLY SAN LUIS OBISPO, CA

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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	

...AND MUCH MORE!

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HERE!

Feedback Forum Sunday

6pm
in Carmel

Come
share your
thoughts!



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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
- * Stratigiteen

* 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.

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

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 Gamex 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.

GameX 2023 Dealer Room Vendors:

All the Shiny Things!	Crazy Bob's Dream Emporium
Arcknight	Critical Hit Games
Area 88	Dark Attic Games
As seen on Happy Jacks	DE Distribution
BGE's Tabletop	Dice Envy
Blue Panther	DM Dunn
Blue Rondo Games	Farrshire Games
Clyde Jones & Son	Fire & Dice
Cobblestone Games	Frog Knight Games

Ghost Brush
Good Newsed Euros
GoodDays Games
Goodman Games
Horizon Quest Games
Janken Deck
Kraken Dice
Line of Sight Terrain
Loscon
Meepleshop
Numbskull Games
Obscure Reference Games
Odyssey Games
Party Penguins
Pines and Palms Games
Play 5
Ramen Sandwich Press

RosaleenDhu Designs
Scruffy's Treasure Hunt
Sovereign Chess
Starlight Emporium
Strategicon Market
Sundered Hold Scriptorium
Super Dimension Convention
The Collector's Corner
The Game Chest
The Gameister
The Goods Merchant
The Guild House
The Weekend Warrior
Tiny Shiny Squids, Inc
Weird Works
Yu-Gi-Holics

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

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.

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 EMPTOR ("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.

Orcon 2023 Winners

Board & Card Games	1st Place	2nd Place	3rd Place
Acquire: David Woolcott Memorial	Mitch Dickey	Mark Sanfilippo	Ozgun Tumer
Age of Empires III	Ivan Demoura	Winton Lemoine	Cosmo Diener
Agricola	Reid Barkell	Drew Conley	Otto Sit
Alien Frontiers	Jerry Escobedo	David Mines	Adam Nassani
Ankh	Gabriel Sartori	David Beck	Joseph Beck
Apples to Apple Jr	Leo Hyman	Tanya Aldrich	James Aldrich
Ark Nova	Nicolo Guevarra	Scott Samarel	Stanley Cascone
Azul	Steven Estrella	J P Francoisse	Stevie Wegrzyn
Blood Rage	Ryan Jacobson	Jon Archer	Winton Lemoine
Blue Moon City	Dwight Stone	Barbara Newton	Cameron David
Bohnanza	Brian Wallis	Scott Samarel	Jonathan Flagg
Brass: Lancashire	Joseph Beck	Gerald Delker	Paul Kankowski
Ca\$h 'n Guns	Morgan Brown	Mike Grant	Everman Josh
Captain Sonar	Anakin Ramirez, Scott Joest, Chris Ramirez, Matt Kurashige		
Car Wars: The Card Game	Adam White	Braulio Busquiaz	Shawn White
Castles of Burgundy	Mark Nadeski	Susan Fintland	Stephanie Wilborn
Castles of Mad King Ludwig	Sean Growley	Chris Buskirk	David Mines
Catacombs	Anna-Marie Farquhar		
Catan Finals	John Beltramo	David Sander	Greg Jantzen
Category 5	Darrell Stark	Lisa Burola	Robert Neff
Caylus	Robert Neff	Mark Nadeski	Stephanie Wilborn
Century: Spice Road	Jonathan Zev	David Parayre	Ozgun Tumer
Coloretto	Susan Fintland	David Mines	Jamie Bussio
Cryptid	Jeff Gray, Samina Schiller		Brett Holbrook
Deadly Doodles	Jessilee Morgan	David Morgan	Allison Neyer
Domnion	Chris Green	Martin Padilla	David Fraats
Dream Factory	Michael Swinson	Darrell Stark	Andre Chautard
Dune Imperium - 1st Round	Chaowei Wu	David Fraats	Stephanie Hootman
Dune Imperium - 2nd Round	David Sander	Jeremy Estrella	Brian Olson
Dune Imperium Finals	Chaowei Wu	David Fraats	Stephanie Hootman
Eclipse	Miguel Leyva	Brian Olson	Rj Zamberlan
Empyreal: Spells & Steam	Jason Newman, Darwin Zwissler	David Ballesteros, Sage Garver	Jeh Yung, Joellen Shendy
Encyclopedia	Gregory Huber	Heather Kelley	Andre Chautard
Fireball Island - 1986 Edition	David Beck	Heather Kelley	Ivan Demoura
For Sale	Hector Vortac	Otto Moses	Ben Paolicelli
Fresco	Cameron David	David Mines	Chanel Leibsohn
Genotype: A Mendelian Genetics Game	Salina Kinney	David Mines	Sage Garver
Glory to Rome	Drew Conley	Dwight Stone	Sam Phillips
Great Western Trail 2nd Ed	Nathan Morelli	Scott Samarel	Jonathan Zev
Gripe Rummy	Kyle Greenwood	Jaye R	Darrell Stark
Icecool + Icecool 2	Evelyn V	James Aldrich	Maxwell Vu, Siven Prasad
Ingenious	Heather Mazorow	Darrell Stark	Brett Holbrook
King of Tokyo	Gilbert Quinonez	Darrell Stark	Kenneth Tsang
Kingdom Builder	Nick Greif	Jay Spowart	Dwight Stone
Kingsburg	Bruce Schlickbernd	Jay Spowart	Alvin Kim
Last Days of Athobrae	Martin Juarez	Paul Slavich	Ben Paolicelli
Liar's Dice	Gilbert Quinonez	Cosmo Diener	Darrell Stark
Lords of Waterdeep - Finals	Brian Wallis	Edgar Costreras	Kyle Greenwood
Lords of Waterdeep - Qualifier	Michael Gardner	Paul Flores	
Lost Ruins of Arnak	Paul Kankowski	Bruce Schlickbernd	Brian Wallis
Love Letter	Paige Fraats	Scott Samarel	Georgia The Great
Mosaic: A Story of Civilization	Andy Mcguire	Heather Kelley	Gavin Griffin
Munchkin Farkle	Amalia Bryant	Bob Stout	Robin Stout
Munchkin Steampunk Deluxe	Jonathan Zev	Patrick Yuen	Martin Padilla
No Thanks!	Brent Wallace	Nikki Imai	Bill Gallagher
Nuclear War	Rocco Garcia	John Spence	Bridget Landry
Orleans	Mark Nadeski	Michael Swinson	Winton Lemoine
Orleans	Nick Smith	Alex Georges	Leo Guiala
Perpetual Motion Machine	Jaye R	David Parayre	Michael Swinson
Phase 10	Karin Yospe	Michelle Hamilton	Danielle Wallace
Photosynthesis	Andy Mcguire	Andrew Gonzalez	Dave Jensen
Play 5	David Parayre	Noah Bleich	Darrell Stark
Port Royal	Brian Rush	Stephanie Gill	Hailey Genova
Power Grid	Jaye R	Neil Poloso	Reid Barkell
Power Grid World Tour:	Mike Munson, Bill Harris,	Gilbert Quinonez,	John Byun, Lisa Burola, Bill
Baden-Wuerttemberg	Bruce Schlickbernd, John Cuthbertson	Christsine Marciniak, Chris Mills, David Whiting	Gallagher, Andrew Risner

Power Grid World Tour: Japan	Bruce Schlickbernd, John Byun, Red Barkell, Chris Mills	Lisa Burola, Mike Munson, Gilbert Quinonez, Mark Sanfilippo	Rocco Garcia, Michelle Mills, Kyle Minnis, Morgan Maynard
Power Grid World Tour: Québec	Mike Munson	Reid Barkell	
Power Grid World Tour: Russia	Mike Munson, Bill Harris, John Byun	Gilbert Quinonez, Ozgun Tumer, Reid Barkell	Michelle Mills, David Whiting, Bruce Schlickbernd
Power Grid: Recharged! Puerto Rico	Chris Mills	John Byun	Michelle Mills
Random Fun Generator	Evan Bornstein	Darrell Stark	Warren Usui
Red Dragon Inn	Travis Grady		
Revolution	Eric Gadal	Zephir Williams	Travis Grady
Rising Sun	Francis Cometa	Travis Grady	Willis Yuen
Saboteur	Ryan Jacobson	Mark Dierking	Stephen Ebrey
Scythe	Alex Georges	Chanel Leibsohn	Bret O'Connor
Small World	Mitch Dickey	Austin Jones	Joe Lasser
Space Base	Evan Sarafian	Edgar Morales	Cameron David
Splendor Final	Darrell Stark	Alex Ho	Heather Mazorow
Stone Age	Darrell Stark	Gilbert Quinonez	Lisa Burola
Talisman	Bruce Schlickbernd	Mike Munson	Steven Estrella
Terraforming Mars	David Whiting	Jonathan Schrepfer	Marsha Waldau
The Great Dalmuti	Alan Wood	Nick Cascone	Jack Munson
The Lord of the Rings: Journeys in Middle-Earth	Heather Mazorow	Karin Yospe	Robert Lamarre
The Princes of Florence	Johnathan Pulos		
The Red Cathedral	Winton Lemoine	Ivan Demoura	Alfonso Weilbach
Thurn and Taxis	Paul Kankowski	Gregory Huber	Erick Vallejos
Ticket to Ride: Europe - Mega	Ozgun Tumer	Mike Munson	Andre Chautard
Ticket to Ride: France	David Parayre	Mary Ann Canfield	Barbara Newton
Ticket to Ride: Germany	Ivan Yospe	Trelawney Williams	Jaye R
Ticket to Ride: Mini Game	Kyle Greenwood	Hailey Genova	Marsha Waldau
Ticket to Ride: Rails and Sails	Mark Sanfilippo, Jonathan Crespin	Michelle Olson	
Ticket to Ride: Switzerland	Gina Guarracino	Kyle Greenwood	Michelle Olson
Ticket to Ride: USA 1910	Kyle Greenwood	Mary Ann Canfield	Roland Morel
Titan	Danielle Wallace	Ryan Mariucci	Kyle Minnis
Transeuropa	Eric Gerber		Daniel Cramer
Twilight Inscription	James Aldrich	Satyen Prasad	Finn Miller
Uno	Chris Buskirk, William Lu	Andy Mcguire, Lucia Gonzalez	Elizabeth Rutledge,
Uno	Robert Lamarre	Michelle Olson	Paul Luebers
Vegas Showdown	Hayden Kirby	Lucasvol Schrepfer	Nathan Yospe
Verdant	David Mines	Darrell Stark	Michael Morel
Viticulture Essentials	Matthew Walsh	Leora Steinburg	Kyle Minnis
Wingspan	Susan Fintland	Benjamin Ou	Heather Kelley, Martha
Wingspan	Ken Osborne	Winton Lemoine	Cordero
Wizard	Jack Munson	Alan Wood	Nick Smith
Collectible Cards & Minis	Mike Fryer	Karin Yospe	Darrell Stark
7 Wonders Duel	1st Place	2nd Place	3rd Place
Ark Nova 2 Round Tournament	Michael Swinson	Alex Trujillo	Toni Johnson
Ascension - #1	Ken Osborne	Lisa King	Alan Wood
Ascension - #2	Charles Watson	Katie Ritchie	Lisa Adams
Magic: the Gathering - Commander Chaos Melee	Lisa Adams	Charles Watson	Ephraim Silverman
Magic: the Gathering - Commander: Open Play	Nikki Callanta	Desiree Maczynski	Sky Kirkpatrick
Magic: the Gathering - Commander: Pods	Desiree Maczynski	Nikki Callanta	
Magic: the Gathering - Commander: Pods	Samantha Allan	Taylor Bonney	Christian Perez
Magic: the Gathering - Commander: Pods	Samantha Allan	Chris Harris	Edgar Costreras
Magic: the Gathering - Commander: Pods	Edward Bashay	Aric Kuschinsky	Charles Watson
Magic: the Gathering - Draft	Loup Devault	Thomas Blaauw	Christian Perez
Magic: the Gathering - Draft	Robert Lin	Cameron Takahashi	
Magic: the Gathering - Friday	Jimmy Crowell	Jon Brown	Keith Aldrich
Night Magic: Draft	Perrin Weiss	Sam Rains	Max Schulman
Magic: the Gathering - K&J Pauper	Steven Skorhiem	Perrin Weiss	
Magic: the Gathering - Sealed	Jon Brown	Gerry Salinas	
Magic: the Gathering - Sealed	Robert Reeley	Alex Morel	
Marvel Champions	Kenneth Phuong	Alex Morel	
Netrunner	Dave Jensen	Josh Spurgeon	Peter Farquhar
Pokemon - Constructed #1	Roland Morel		
Pokemon - Constructed #2	Lourdes Mendez		
Red Dragon Inn			

SolForge: Fusion - Sealed	Jerry Escobedo, Jason Frank		
Star Wars Miniatures - Constructed	Edward Bashay	Ricky Proch	
Wonderland's War	Jeff Gray	Lisa Gray	Joseph Braverman
Indie New Games	1st Place	2nd Place	3rd Place
War of Crown: The Battle of XuanWu Gate	Dave Jensen	Andrew Gonzalez	
Miniatures	1st Place	2nd Place	3rd Place
Alpha Strike - Wolfnet Radio's 350	Mike Jacobs	Kat	Philip Abramowitz
Circus Maximus - 10th Year of Caesar's Reign	Jenn Ireland	Andrew Bennett	David Whiting
Classic Battletech - Circle of Death	Jose Vasquez	Wesley Rodriguez	Sam Waterhouse
Formula De, Long Beach Grand Prix	Michael Swinson	Matthew Walsh	Doran Davis
Fuzzy Heroes - the 7 rings of Power	Kids win!		
Godtear	Joseph Kim	Ahmet Uysal	Jimmy Crowell
Star Wars Legion	David Zitkovich	Gabriel Gott	Hunter Fox
Painting Contest	1st Place	2nd Place	3rd Place
Fantasy Large	August Hagman	Kenneth Enos	
Fantasy Single	Shawn Macaulay	Ilya Rakhlin	Dustin Takeyama
Historical Single	Kevin Hill		
Historical Unit	Andrew Gledhill	Grady Camebell	
Modern Pulp Unit	Kevin Hill		
Open	August Hagman	Michael Basnight	
Sci Fi Large	August Hagman	Alex Moreno	
Sci Fi Single	Kevin Hill	Ilya Rakhlin	Jared Rutledge
Sci Fi Unit	Kevin Hill	Mike Jacobs	Dana Hohn
Strategikids	Ike Eliot	Lucas Haun	Hayden Kirby
Teens	Quinn Ziegert		
Party Games	1st Place	2nd Place	3rd Place
Cash 'n Guns Live	The three amigos	Nothing + IDK	Dum Dumz
Cash 'n Guns Live	The Rizzers and the Rizzless	3 Guys, 1 Girl	Gum Yall Losers
Cash 'n Guns Live	Lt Ratio	Your a monster	The New 3 Amigos
Game Show Playalong - Blockbusters	Warren Usui	C Robert Dimitri	Robin Stout. Bob Stout
Game Show Playalong - Card Sharks	Andre Chautard	Stevie Wegrzyn	C Robert Dimitri
Vegas Wits & Wagers	Mark Nadeski	Michelle Estrella	Kris Co
Werewolf	Wolves	Villagers	
Werewolf	Villagers	Wolves	
You Can't Be Sirious!	Rachel Adams, Michelle Estrella	Dwight Stone, Andre Chautard	
RPGs		1st Place	
Dungeons & Dragons 5E - PvP		Damon Smith	
Video Games	1st Place	2nd Place	3rd Place
MultiVersus Blackout 1v1	Kyle Moreno	Ronen Ziegert	Colin Moreno
MultiVersus Ringout 2v2s!	Kyle Moreno, Colin Moreno	Leo Hyman, Brent Wallace	
MultiVersus Ringout 2v2s!	Keith Aldrich, Patrick Ward	Leo Hyman, Satyen Prasad	
Marvel Snap	Wade Radomske	Perrin Weiss	Jimmy Crowell
Mario Kart Masters	Leo Hyman	Samuel Martinez	Keira Estrella
Mario Kart Race Beginners	Lily Kibrick	Dylan Mcdonald	Alex Flor
WarGames	1st Place	2nd Place	3rd Place
1775: Rebellion	Richard Cordero	David Beck	
1812: The Invasion of Canada	Michelle Estrella	Maximilian Krochman	
Axis & Allies	Tarek Nassar	Chris Ramirez	
Battle Cry	Ryan Voznick	Ian Rodrigues	
Diplomacy	Maximilian Krochman	Eric Noel	Craig Caven, Brent Wallace
Kriegsspiel	Terry Newton	Rebecca Ou	
Sails of Glory: Frigates	Eric Noel	Maximilian Krochman	
Sails of Glory: Ships of the Line			
Small Tournament	Terry Newton	Maximilian Krochman	
Virgin Queen	Kurt Keckley	Terry Newton	Ryan Gill



Strategicon Mask and Vaccine Policy

Overview: Due to the declared end of the COVID-19 public health emergency and falling infection numbers, Strategicon has moved to end its COVID Check station and provide only recommendations and best practices to attendees, staff, and volunteers. This page's goal is to provide attendees with an overview and details of best practices before attending the convention, in order to best keep themselves safe.

Vaccine Eligibility: Currently, there are four vaccines approved for emergency use against COVID-19 in the United States. At this time, vaccines are available to all individuals six months and older, barring those individuals who may have been declared ineligible by their supervising physician. Strategicon recommends all eligible individuals receive full vaccination and the latest available variant booster before attending the convention.

Vaccine Enforcement: There will be no enforcement of vaccination status at Strategicon for the upcoming show.

Testing: Testing remains available via home tests and lab tests. Strategicon recommends staff, attendees, and volunteers take a home test before arrival at the convention, in order to keep fellow attendees and volunteers safe.

Mask Mandate: There will be no mask mandate at the upcoming show. For those who are immunocompromised, Strategicon recommend that individuals wear a mask with N95 protection while in indoor spaces in order to keep themselves safe.

Individual Departments: Strategicon strongly recommends that staff and volunteers remain current on vaccinations, continue to recommend and check vaccination status with volunteers, and ask that volunteers test before and after convention, especially when volunteers are sleeping in shared hotel rooms. This recommendation represents best practices based on CDC and CDPH guidelines, and all departments may have their own policy and enforcement practices regarding COVID-19 risk mitigation.

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.

In Memoriam

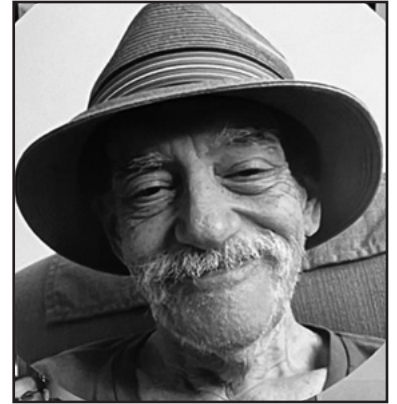
Marc Gilutin

SoCal gaming lost Marc Gilutin last month, a gamer who was a beacon of warmth and kindness in our board game community. Like so many Strategicon attendees, he found joy in the shuffle of cards, the clatter of dice, and the laughter-filled pauses that punctuated every board game night.

His easygoing spirit was contagious; around the gaming table, everything felt lighter with Marc there. But it wasn't just about the games, it was the camaraderie he fostered, the friendships he nourished. He had this innate ability to bring people together, to make everyone feel welcome and appreciated.

For Marc, games were a chance to bond, to share stories, and to be there for each other. His love for games was not about competition, but about spending precious time with the ones he cared about.

Marc will be deeply missed by all who knew him, but the essence of who he was - a kind man, a wonderful friend, and a true board game enthusiast - should inspire us to keep gathering around the table and coming to together in friendship to play more games.



A Word (or two) from the Con Man

Welcome to Gamex 2023

We're pleased to welcome you to our second show of 2023, Gamex! This is the youngest of our three shows and it turns 40 next year. We like to think we've learned a few things along the way.

Onward and upward!

We hit 2000 attendees last show by a fairly comfortable margin. This brings back to about 80 percent of where we were before the planet tilted sideways. This show is looking to be about the same size total as last show.

No really, welcome to Gamex 2023!

However, as anyone knows that's been attending our shows since the olde days this is typically our smallest show, usually by about 10 percent, which means if we come in the same as last show then we're doing well. In fact, we start the show higher than our final numbers in 2022 just due to all the volunteers and pre reg's. Our event selection is way up too. So far so good.

But that's not all!

For the first time since Orcon 2020 we are not under any major COVID-related restrictions. It's not gone, but people have adapted, and the state and county have removed all restrictions, which means we can and we have.

State of the rebuild

We're at almost 700 events this show. While less than Orcon, we're down only about 4 percent. Given the normal drop off of 10 percent, this is a good sign. But

it also means progress is slowing down a bit, which is expected. Still, we're probably going to need another year or two to fully recover.

We've moved!

Ok, not really as far as the show goes, but we transferred all our stuff to a new storage facility and rejiggered how we handle our logistics. I've already had far fewer headaches. My back even survived.

Hotel fun for Gateway

There are two major concerts the weekend of the next convention at SoFi stadium, which means hotel space in this area will be at a premium. We have our room block, but once it's gone it's gone. We will try to have the room block available as quickly as we can post Gamex 2023, but it will very likely be locked behind the web site.

Every show is different

I have no idea what to expect this show. I have a few educated guesses, but after over 40 years of doing this I'm still usually surprised by something (amnesia helps that way). But I do know it will be fun. I hope you have as much fun as I do - because then we will have done our job. Until September, thanks again for being here.

T-Shirts!

Design 1



Design 2
(all year)

Two different Convention Shirts
Available in the Dealer Room for \$30
All sizes from S to 4XL
Men's, Women's and Youth shirts are available.