

STRATEGICON presents
GAMEX
2022

MEMORIAL DAY
WEEKEND
MAY 27-30

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



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Virtual Con Book Covers

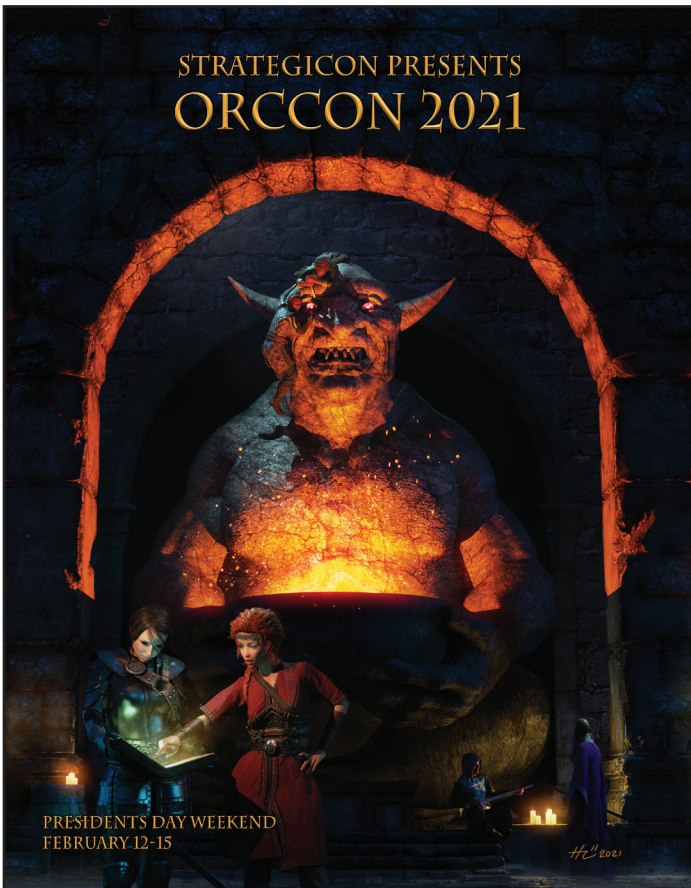
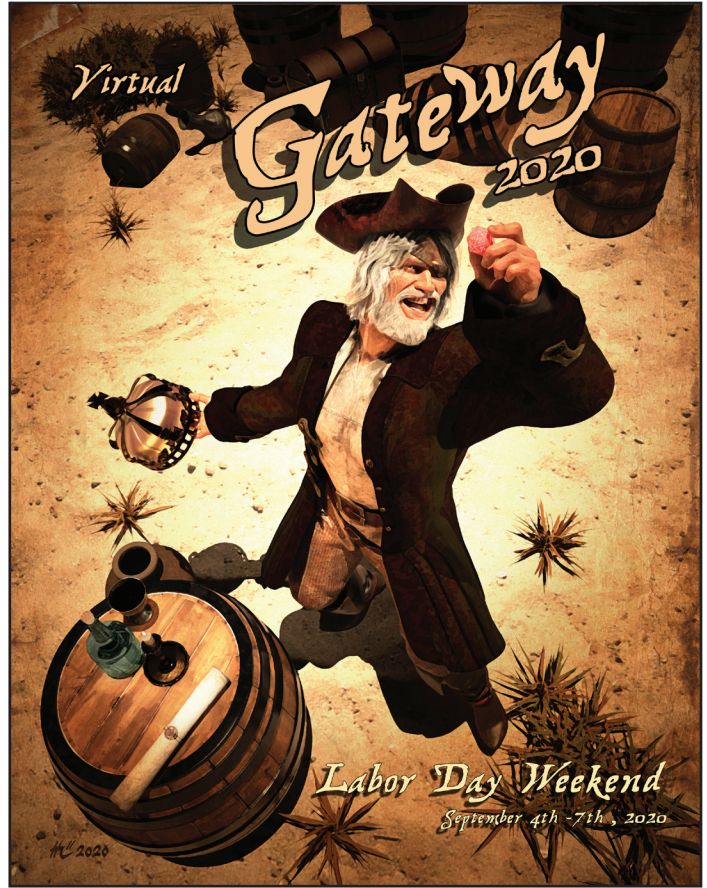
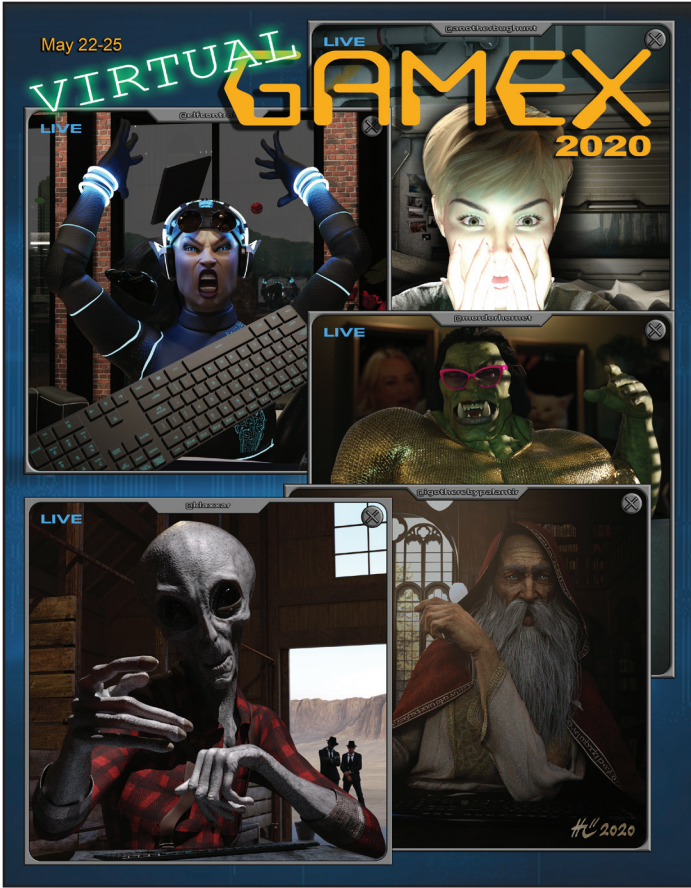


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Troubleshooting Staff

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 & Play To Win	Karla Freeman
Board Games	Shane Sauby
Collectibles	Brandon Weiss
Computer and Video Games	Jason DuVall
Live Action Role Playing	Tara Leederman
Miniatures	Mike James Frank Vassallo
Party Games & Pathfinder	William Hillstrom
Role-Playing Games	Jim Sandoval
RPGs on Demand	Tomer Gurantz
Pathfinder Society	Cy Merriex
Adventurers League	Mickey Tan
Auctioneer	Alfonzo Smith
Family Area and Webmaster	Tanya Aldrich
Library	David Holt
Open Gaming	Michael Fryer Robyn L. Nixon
Lots of Stuff	Mark Hyman Michael J. Russell
Quartermasters	Topher Suarez Danielle Suarez
CTO	Robert Prag
Social Media Coordinator	Malakai Unland

Welcome

Strategicon welcomes you to Gamex 2022. 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, Live-Action Role-Playing Games, Miniatures, Role-Playing Games, Party Games, Special Events and Seminars, Video Games, War Games), each with its own special information under the appropriate headings in the program.

Common Rights of Event Officials

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

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

Event Registration

You can register for participation in events on site by entering your name and badge number on the sign up sheet. These sheets can be found at the appropriate Event Registration Desk prior to the event's scheduled starting time. Some groups have all event sign up sheets available all day and are only moved to the event location when that event starts, thus allowing walk-in registration. All on-site registration is strictly on a first-come, first-served basis and closes when the maximum participant limit for the event is reached. On-site registration must be done in person (one person may not register for another) and you may register for only one game event at a time. However, there is no limit on the number

of game events you can register for over the course of the convention (as long as they do not conflict with each other). Please arrive at an event location 10 minutes prior to its scheduled start time and be ready to play. Bring the game if you have it, as tournaments are often limited by the number of game copies available.

Multiple Section Tournament Entry Limit

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

Walk-in Event Entry

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

Late Arrivals

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

Tournament Prizes

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

Private business firms or game manufacturers sponsoring or staging certain tournaments on their own may also award prizes. Terms and redemption of any such prizes are the responsibility of the business awarding them, and 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:
Mega - \$50, \$40, \$30, \$20
Big - \$20, \$15, \$10, \$5
Tournament - \$15, \$10, \$5
Small - \$5, \$3, \$1
Sponsored events will often award some type of game or game expansion
Special Events will award some type of award, plaque, and/or dealer tokens, to be determined as the event is run.

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

A Guide to Gamex 2022 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 Uno, 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 2022 Special Guests

Michael W. Tan

A professional board game designer who created the War Stories series of tactical wargames for Artana / Conquistador Games and is currently working on his highly anticipated grand opus, Sturm Europa. Like most World War 2 grand strategy games, perfecting the design is taking longer than prosecuting the actual war! But, it's a labor of love. Michael is a 35+ year veteran of Strategicon, attending his first OrcCon in 1985. Like many who started gaming in the 80's, he grew up with classics like AD&D, Battle Tech, Car Wars, Star Fleet Battles, and Traveller. Nowadays, he enjoys a good deep euro, but his first love is still wargaming.



Michael resides in Santa Monica with his two beautiful daughters Sasha and Ashley. When he's not board gaming or attending Strategicon conventions his other weekend passion is pretending to be John Lennon in several Beatles tribute bands. He has toured all around the globe, playing guitar, harmonica, keyboard, and of course singing.

Bradford Obie



A fan of all creative outlets, especially storytelling. This passion is what drew him to California. He's always trying to improve himself by setting and attaining goals.

He now has the family he has always wanted, his dream job of editing network television, and has successfully Kickstarted his first game Last Days of Athobrae. He aims to publish his next game, from the Shadows, next year. Throughout life, he has enjoyed all types of games.

While gaming with friends, he was inspired to create his own scenarios. That's what started him down the path of game design. A few years after meeting his wife, they decided to start Moonlit Moor Games together. They look forward to designing and publishing a variety of game types, and someday working with other designers to bring

their projects to life as well.

John Noce

The Cryptic Commander Podcast — An MTG podcast that believes Magic the Gathering is best played in a rich community that shares its experience and knowledge among players of all skill levels. Hosted by creator John Noce, MTG Peddler, Onnik Islikaplan, and Slothy MTG. Join them each week as they discuss a wide variety of MTG topics: the top decks currently dominating in each format, a highlight of the hosts' card of the week, movers and shakers in the MTG collectible card market, and important market value shifts, alongside a great selection of special guests. You can find The Cryptic Commander on iTunes, iHeart Radio, Spotify, or wherever you get your podcasts.



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

Fri, May 27

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Dept.
12:00 Noon	2	Boss Battle	International B	A	T	B	B
	2	Liar's Dice Small	International B	A	T	B	B
	3	Nemesis Lockdown	International B	A	A	B	B
	1	Roll Player 101	International B	B	F	B	B
	1	Transformers TCG 101	La Jolla	A	A	C	C
	8	Yu-Gi-Oh! 101	La Jolla	A	A	C	C
	6	Warhammer 40K: Kill Team Sponsored 101	International A	A	A	M	M
	8	Axis & Allies Open Play	Los Angeles C	A	T	B	W
1 pm	4	Kitty Committee Playtest *	International B	B	A	B	B
	2	Roll Player	International B	A	A	B	B
	2	Clank 101	La Jolla	B	A	C	C
	2	Transformers TCG Sponsored Tournament	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! Light Small	La Jolla	A	A	C	C
	2	Kid Friendly Movie	Carmel	A	A	G	G
	2	Command & Colors: Medieval	Los Angeles C	A	T	B	W
2 pm	3	Age of Empires III Small	International B	A	A	B	B
	2	Boss Battle	International B	A	T	B	B
	2	No Thanks! Small	International B	A	T	B	B
	1	Thurn and Taxis 101	International B	B	A	B	B
	4	Space Base	La Jolla	A	T	C	C
	4	Dungeons & Dragons 5e DDAL-DRW-17 Expedition to the [...] (lvl 11-16)	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e PO-BK-1-01 Autumn Burns Red (lvl 5-10)	Plaza B	A	T	R	A
	4	Dungeons & Dragons 5e WBW-DC-ROOK-1-1 The Care and [...] (lvl 1-4)	Plaza B	A	T	R	A
	5	Pathfinder RPG 1e PFS1 - Call of the Copper Gate (LV 3-7) *	Los Angeles A	A	A	R	F
	5	Pathfinder RPG 2e PFS2 2-21: In Pursuit of Water (LV 1-4) *	Los Angeles A	B	A	R	F
	4	Advanced Dungeons & Dragons 1e My Old School: Amid the Ruins of [...]	San Lorenzo B	A	A	R	R
	4	GURPS The Blackout Era Sponsored	San Lorenzo C	A	T	R	R
	4	Omnium RPG The Clutch Playtest *	San Lorenzo D	A	A	R	R
	4	Trail of Cthulhu Circus Wanderlust	San Lorenzo A	A	M	R	R
3 pm	3	Thurn and Taxis Tournament	International B	E	A	B	B
	4	Vampire: The Masquerade Rivals Demo	International B	B	T	B	B
	4	Clank!	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! Advance Sponsored	La Jolla	A	A	C	C
	2	Scifi Movie	Carmel	A	A	G	G
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
4 pm	2	Coloretto Small	International B	A	T	B	B
	1	Ticket to Ride: Mini Games	International B	A	A	B	B
	4	Cubitos	La Jolla	A	T	C	C
	1	Battle of Souls - Deck builder Playtest *	International B	A	T	B	I
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	1812: The Invasion of Canada	Los Angeles C	A	T	B	W
5 pm	1	Arcadia Quest 101	International B	B	A	B	B
	2	Battlestar Galactica 101	International B	B	A	B	B
	1	Catan 101	International B	B	A	B	B
	1	Lost Cities 101	International B	B	A	B	B
	2	Love Letter Small	International B	A	A	B	B
	1	Yu-Gi-Oh! Jeopardy	La Jolla	A	A	C	C
	4	Dealer Room Opens!	Pacific	A	A	G	G
	4	Battletech Alpha Strike Assault on Frankograd's Urbanmech factory	International A	A	T	M	M
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
6 pm	2	Arcadia Quest Small	International B	A	A	B	B
	4	Catan Big	International B	E	A	B	B
	1	Century: Spice Road 101	International B	B	A	B	B
	2	Lost Cities	International B	A	A	B	B
	1	Power Grid 101	International B	B	A	B	B
	1	Ark Nova 101	La Jolla	A	T	C	C
	1	Munchkin Sudden Death! Sponsored Tournament	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! Draft Sponsored	La Jolla	A	A	C	C

Friday

Fri, May 18 27

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Dept.
	.25	Raffle Drawing!	Pacific	A	F	G	G
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	4	HMGS-PSW WWI Wings of Glory	International A	A	F	M	M
	4	Warhammer 40K 9th edition Mega-Apocalypse Deployment	International A	A	T	M	M
	1	Ninja	Newport C	A	A	B	P
	3	Ultimate Werewolf	Newport B	A	T	B	P
	1	Battle of Souls - Deck builder Playtest *	International B	A	T	B	I
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	Havoc! The Combat Card Game! Demo	Los Angeles C	A	A	B	W
7 pm	4	Battlestar Galactica	International B	A	A	B	B
	3	Century: Spice Road Tournament	International B	E	A	B	B
	3	Power Grid World Tour: India	International B	E	A	B	B
	5	Vampire: The Masquerade Rivals Sponsored	International B	A	T	B	B
	4	Ark Nova Tournament	La Jolla	A	T	C	C
	1	Gamex 2022 Meet & greet *	1635	A	A	G	G
	4	Dungeons & Dragons 5e DDAL-DRW-18 Against the Machine (lvl 11-16)	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e PO-BK-1-02 Trust No One (lvl 5-10)	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e WBW-DC-ROOK-1-2 Rise of the [...] (lvl 1-4)	Plaza B	A	T	R	A
	2	Ca\$h 'n Gun\$ Live	Newport C	A	A	B	P
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
8 pm	1	Can't Stop	International B	A	A	B	B
	2	UNO Small	International B	A	A	B	B
	4	Magic: the Gathering Friday Night Draft Sponsored	La Jolla	A	A	C	C
	2	Magic: the Gathering Pauper Tournament	La Jolla	A	A	C	C
	2	Flea Market	International F	A	A	G	G
	.25	Raffle Drawing!	Pacific	A	F	G	G
	5	Pathfinder RPG 1e PFS1 9-17: Oath of the Overwatched (lvl 5-9) *	Los Angeles A	B	A	R	F
	5	Pathfinder RPG 2e PFS2 2-23: An Agent's Obligation *	Los Angeles A	B	A	R	F
	2	Parlor LARP Celestial Attraction	3103	E	M	L	L
	4	Zombicide 2nd Edition	International A	A	T	M	M
	1	Battle of Souls - Deck builder Playtest *	International B	A	T	B	I
	4	Advanced Dungeons & Dragons 1e My Old School: Amid the Ruins of [...]	San Lorenzo B	A	A	R	R
	4	Attackers of Opportunity - Side Quest Home of the [...] Sponsored *	Santa Monica A	A	M	R	R
	4	GURPS Paragon U Sponsored	San Lorenzo C	A	T	R	R
	4	Lasers & Feelings Lasers & Feelings	San Lorenzo A	A	M	R	R
	4	Omnium RPG The Clutch Playtest *	San Lorenzo D	A	A	R	R
	4	Paranoia Been Hurt: A Sporting Adventure for Mostly Bots	San Lorenzo B	A	A	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	M	R	R
	4	Tales of Xadia Wrong Place Wrong Time	San Lorenzo F	A	T	R	R
	4	The One Ring 2e The Old Dwarf Mine	San Lorenzo E	A	T	R	R
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
9 pm	2	Ark Nova (Learn to Play) Sponsored	Pacific Foyer	B	A	B	B
	0	Perpetual Motion Machine Small	International B	A	A	B	B
	0	Dealer Room Closed	Pacific	A	A	G	G
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf	Catalina B	A	A	B	P
	3	Ultimate Werewolf Extreme	Catalina C	A	A	B	P
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
10 pm	2	Climate Cooldown Playtest	International B	B	A	B	B
	4	Magic: the Gathering Commander Friendly	La Jolla	A	A	C	C
	2	Parlor LARP Talk Like a Pirate	Newport A	A	T	L	L
	4	Path of the Ghostspeaker Curse of the Snow Leopard *	Bel Air	E	M	L	L
	1	Punderdome	Newport B	A	T	B	P
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
11 pm	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V

* = 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

Saturday

Sat, May 28

Start	Dur	System Title or Type	Room	Exp.	Mat.	Type	Dept.
Time	(hrs)						
Midnight	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf	Catalina B	A	A	B	P
	3	Ultimate Werewolf Extreme	Catalina C	A	A	B	P
	4	Advanced Dungeons & Dragons 1e My Old School: Amid the Ruins of [...]	San Lorenzo B	A	A	R	R
	2	Call of Cthulhu 7th Edition Time Enough for Everything.	San Lorenzo C	A	A	R	R
8 am	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
9 am	3	Blue Moon City Small	International B	A	A	B	B
	1	Orleans 101	International B	B	M	B	B
	4	The World Cup Game	International B	A	T	B	B
	1	Ticket to Ride: Expansions 101	International B	B	A	B	B
	8	Dungeons & Dragons 5e DDAL00-10 Trust and Understanding (lvl 17-20)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e DDAL-DRW-19 Fall the Cold Night (lvl 17-20)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e PO-BK-1-03 Red Masks (lvl 5-10)	Plaza C	E	T	R	A
	4	Dungeons & Dragons 5e PO-BK-1-04 The City in the Mist (lvl 11-16)	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e RMH-06 Amber Reclamation (lvl 5)	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e WBW-DC-ZODIAC-01 The Pied [...] (lvl 1-4)	Plaza C	A	T	R	A
	5	Pathfinder RPG 1e PFS1 4-09: The Blakros Matrimony (LV 3-7) *	Los Angeles A	B	A	R	F
	5	Pathfinder RPG 2e PF2 AP 151: Extinction Curse *	Los Angeles A	E	A	R	F
	5	Pathfinder RPG 2e PFS2 Intro: Year of Shattered Sanctuaries *	Los Angeles A	E	A	R	F
	5	Bolt Action Che Morado Memorial Sponsored Tournament	International A	B	A	M	M
	7	Conquest, the Last Argument of Kings 1500 point [...] Tournament	International A	A	T	M	M
	7	Conquest, the Last Argument of Kings Free play / Demo	International A	A	T	M	M
	8	Warhammer 40K 9th edition Mega-Apocalypse	International A	A	T	M	M
	4	All Outta Bubblegum No Guts, No Glory	San Lorenzo D	A	M	R	R
	4	Dark Champions Defenders: Manhattan On Fire	San Lorenzo E	A	M	R	R
	6	Dungeons & Dragons 5e Dungeons & Dragons 5.0 PvP Sponsored	San Lorenzo A	E	T	R	R
	4	Dungeon World Pick you Job!	San Lorenzo B	A	T	R	R
	4	GURPS A Land Without Fairytales, Squad A Sponsored	San Lorenzo F	A	T	R	R
	4	GURPS Survivors of the Apocalypse: The return home Sponsored	San Lorenzo C	A	T	R	R
	4	Twilight 2000 4e Childrens' Crusade	San Lorenzo B	A	T	R	R
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	Havoc! The Combat Card Game! Demo	Los Angeles C	A	A	B	W
9:30 am	9	Dealer Room Opens!	Pacific	A	A	G	G
10 am	2	Ark Nova 101	International B	B	A	B	B
	1	Modern Art 101	International B	B	A	B	B
	1	Photosynthesis Small	International B	A	A	B	B
	1	Ticket to Ride - First Journey	Catalina A	A	K	B	B
	2	Pokemon Sponsored 101	La Jolla	A	A	C	C
	8	Transformers TCG 101	La Jolla	A	A	C	C
	1	Board Game Geek No-ship Math Trade	Bel Air	A	T	G	G
	1	Seminar LARP 101: Exercise and Q&A Special 101 *	Carmel	A	A	L	L
	6	Classic Battletech - A Game of Armored Combat Circle of Death	International A	A	T	M	M
	2	HMGs Presents X-Wing Miniatures 2.0	International A	A	A	M	M
	7	Paint and Take	International A	A	A	M	M
	8	Warhammer 40K: Kill Team Sponsored Tournament	International A	A	T	M	M
	2	From The Shadows Playtest	International B	A	A	B	I
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	8	Axis & Allies Tournament	Los Angeles B	A	T	B	W
	4	Sturm Europa Demo	Los Angeles B	A	A	B	W
11 am	1	Fireball Island Small	International B	A	A	B	B
	1	Railways of the World 101	International B	B	A	B	B
	4	Relic	International B	A	A	B	B
	2	Studio Sellout Demo	International B	B	T	B	B
	3	Ascension #1 Tournament	La Jolla	A	A	C	C
	2	Pokemon Light Sponsored Small	La Jolla	A	A	C	C
	2	Transformers TCG Light Small	La Jolla	A	A	C	C
	1	Board Game Geek Virtual Flea Market	Bel Air	A	T	G	G
	6	Flea Market	International F	A	A	G	G
	.25	Raffle Drawing!	Pacific	A	F	G	G
	2	Freeform NERF Melodrama The Party Never Stops Tournament *	Carmel	A	M	L	L
	2	Parlor LARP Queen of Queens	Bel Air	A	F	L	L
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	OverBattle Demo	Los Angeles C	A	A	B	W
Noon	3	Ark Nova	International B	A	A	B	B
	2	Boss Battle	International B	A	T	B	B
	2	Catacombs Small	International B	A	A	B	B
	1	Icecool / Icecool 2	Catalina A	A	F	B	B

Saturday

Sat, May 28

Start Time	Dur (hrs)	System — Title or Type	Room	Exp.	Mat.	Type	Dept.
	1	Lost Ruins of Arnak 101	International B	B	T	B	B
	1	Talisman 101	International B	B	T	B	B
	2	Clash Royale Mobile-Strategic-Placement-Con 2v2 Small	La Jolla	A	A	C	C
	4	Deadly Doodles and SJG Dice Games Sponsored	La Jolla	A	F	C	C
	1	Munchkin Sudden Death! Sponsored Tournament	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! 101	La Jolla	A	A	C	C
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	1775: Rebellion Small	Los Angeles C	A	T	B	W
1 pm	3	Last Days of Athobrae Small	International B	A	T	B	B
	3	Lost Ruins of Arnak	International B	A	T	B	B
	1	Rallyman: GT 101	International B	B	A	B	B
	4	Talisman Tournament	International B	E	T	B	B
	4	Magic: the Gathering Commander Sponsored	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! Light Small	La Jolla	A	A	C	C
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	4	Battletech Alpha Strike Salvage Box Sponsored Tournament	International A	E	M	M	M
	2	HMGs Presents X-Wing Miniatures 2.0	International A	A	A	M	M
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	Command & Colors: Medieval	Los Angeles C	A	T	B	W
	2	Havoc! The Combat Card Game! Demo	Los Angeles C	A	A	B	W
2 pm	2	Boss Battle	International B	A	T	B	B
	1	Kingsburg 101	International B	B	A	B	B
	5	Power Grid Big	International B	E	T	B	B
	3	Ticket to Ride: Europe Small	International B	A	A	B	B
	4	Clank!	La Jolla	A	T	C	C
	2	Clash Royale Mobile-Strategic-Placement-Con 1v1 Small	La Jolla	A	A	C	C
	3	Magic: the Gathering Sealed Sponsored	La Jolla	A	A	C	C
	4	Munchkin	La Jolla	A	F	C	C
	.25	Raffle Drawing!	Pacific	A	F	G	G
	4	Dungeons & Dragons 5e PO-BK-1-05 Far in the Forest (lvl 11-16)	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e PO-BK-1-07 Beyond This Portal (lvl 17-20)	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e RMH-07 The City of Dreams (lvl 6)	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e WBW-DC-ROOK-2-1 Rapid [...] (lvl 5-10)	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e WBW-DC-ZODIAC-02 Udder Chaos [...] (lvl 1-4)	Plaza B	A	T	R	A
	5	Pathfinder RPG 1e PFS1 4-14: My Enemy's Enemy (LV 3-7) *	Los Angeles A	B	A	R	F
	5	Pathfinder RPG 2e PF2 AP 151: Extinction Curse *	Los Angeles A	E	A	R	F
	5	Pathfinder RPG 2e PFS2 Intro 1: The Second Confirmation *	Los Angeles A	E	A	R	F
	2	Foam Combat Foam Fortress	Malibu Gardens	A	T	L	L
	4	Murder Mystery Endgame	Bel Air	A	M	L	L
	4	Kings of War	International A	A	T	M	M
	4	Zombicide 2nd Edition	International A	A	T	M	M
	2	Strategicon Quiplash!	Newport B	A	A	B	P
	4	Tournament of Pigs 5th Edition Sponsored Tournament *	San Lorenzo A	B	T	R	R
	4	Advanced Dungeons & Dragons 1e My Old School: Amid the Ruins of [...]	San Lorenzo E	A	A	R	R
	4	Breakfast Cult (Fate Accelerated) Peer Pressure	San Lorenzo B	A	M	R	R
	4	Brindlewood Bay Homecoming at Bonfire Cliff	San Lorenzo F	A	T	R	R
	4	Dungeons & Dragons 5e Terror in the Fae Forest *	San Lorenzo D	E	T	R	R
	4	Dungeon World Pick you Job!	San Lorenzo E	A	T	R	R
	4	Exemplars & Eidolons The Darkness Beneath	San Lorenzo A	A	T	R	R
	2	GURPS Project: ASPIRE - Pushing the Envelope Sponsored	San Lorenzo B	A	T	R	R
	4	Omnium RPG The Clutch Playtest *	San Lorenzo D	A	A	R	R
	4	The Fantasy Trip Heavy is the Head that Wants the Crown Sponsored	San Lorenzo F	A	T	R	R
	4	Vampire the Masquerade 5th edition The Tremere Chronicles	San Lorenzo C	A	T	R	R
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	Starcraft 2 Pc Tournament	Marina	A	A	V	V
3 pm	1	Cartographers Heroes 101	International B	B	A	B	B
	4	Kingsburg Small	International B	A	A	B	B
	2	Love Letter Small	International B	A	A	B	B
	2	Mech Team Go! Playtest *	International B	B	T	B	B
	2	Gamer Game Show Family Feud Gamer Edition	La Jolla	A	A	C	C
	4	Lost Ruins of Arnak w Expedition Leaders Tournament	La Jolla	A	T	C	C
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
4 pm	2	Cartographers Heroes	International B	A	A	B	B
	6	Catan Sponsored	International B	E	M	B	B
	1	Cat Lady 101	International B	B	F	B	B
	1	Yahtzee Free For All Small	International B	A	A	B	B
	2	Yu-Gi-Oh! Advance Sponsored	La Jolla	A	A	C	C

Saturday

Saturday

Sat, May 28

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Type	Dept.
	2	Foam Combat Foam Fortress 2	Malibu Gardens	A	T	L	L
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	2	HMGs Presents X-Wing Miniatures 2.0	International A	A	A	M	M
	4	Cliques *	Catalina B	A	A	B	P
	1	Battle of Souls - Deck builder Playtest *	International B	A	T	B	I
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	2	1812: The Invasion of Canada	Los Angeles C	A	T	B	W
5 pm	1	Cat Lady Small	International B	A	F	B	B
	1	Race for the Galaxy 101	International B	B	A	B	B
	3	Ticket to Ride: Pennsylvania Small	International B	A	A	B	B
	4	Magic: the Gathering Commander: King of the Hill Sponsored	La Jolla	A	A	C	C
	.25	Raffle Drawing!	Pacific	A	F	G	G
	2	SciFi Movie	Carmel	A	A	G	G
	2	You Can't Be Sirious! *	Newport B	A	A	B	P
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
6 pm	1	Anno 1800 101	International B	B	A	B	B
	2	Phase 10 Small	International B	A	T	B	B
	2	Race for the Galaxy Small	International B	A	A	B	B
	1	Splendor 101	International B	B	A	B	B
	2	Dice Masters	La Jolla	A	A	C	C
	1	Munchkin Sudden Death! Sponsored Tournament	La Jolla	A	A	C	C
	6	Rising Sun	International A	A	A	M	M
	1	Ninja	Newport C	A	A	B	P
	1	Battle of Souls - Deck builder Playtest *	International B	A	T	B	I
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	OverBattle Demo	Los Angeles C	A	A	B	W
	4	Sails of Glory: Ships of the Line Small	Los Angeles C	A	T	B	W
6:30 pm	0	Dealer Room Closed	Pacific	A	A	G	G
7 pm	3	Anno 1800	International B	A	A	B	B
	3	Power Grid World Tour: Australia	International B	E	A	B	B
	3	Splendor Tournament	International B	E	A	B	B
	2	DnD 5e (learn to play or GM) Sponsored	Pacific Foyer	B	A	G	G
	4	Dungeons & Dragons 5e DDAL-DRW-EP-04 Tears [...] (lvl 11-20) Special	Plaza D	E	T	R	A
	4	Dungeons & Dragons 5e WBW-DC-ROOK-1-1 The Care and [...] (lvl 1-4)	Plaza B	A	T	R	A
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	4	Warhammer 40K 9th edition Ironman Small	International A	A	T	M	M
	2	Ca\$h 'n Gun\$ Live	Newport C	A	A	B	P
	2	Fling Leap Games (Jump in and play) Sponsored	Pacific Foyer	B	A	B	P
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
8 pm	2	Cry Havoc	International B	E	T	B	B
	2	UNO Small	International B	A	A	B	B
	3	Magic: the Gathering Draft Sponsored	La Jolla	A	A	C	C
	5	Pathfinder RPG 1e PFS1 5-23: Cairn of Shadows (LV 5-9) *	Los Angeles A	B	A	R	F
	5	Pathfinder RPG 2e PF2 AP 151: Extinction Curse *	Los Angeles A	E	A	R	F
	5	Pathfinder RPG 2e PFS2 Intro 2: United in Purpose *	Los Angeles A	E	A	R	F
	4	Homebrew Raven Pilots	Bel Air	A	M	L	L
	1	Ultimate Werewolf Extreme 101	Catalina C	A	A	B	P
	1	Battle of Souls - Deck builder Playtest *	International B	A	T	B	I
	4	Advanced Dungeons & Dragons 1e My Old School: Amid the Ruins of [...]	San Lorenzo B	A	A	R	R
	4	GURPS Black out Sponsored	San Lorenzo D	A	T	R	R
	4	GURPS Survivors of the Apocalypse: Time to get [...] Sponsored	San Lorenzo B	A	T	R	R
	4	Paranoia one shot	San Lorenzo E	A	T	R	R
	4	Pugmire The Secret of Vinsen's Tomb	San Lorenzo A	A	F	R	R
	4	RPG Indie Games on Demand various	Plaza Foyer	A	M	R	R
	4	Scion 2nd edition Egypt with a capital E	San Lorenzo C	A	T	R	R
	4	The One Ring 2e Expert Treasure Hunters	San Lorenzo F	A	T	R	R
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
9 pm	2	Climate Cooldown Playtest	International B	B	A	B	B
	4	Its a Wonderful World with Corruption and Ascension Tournament	La Jolla	A	T	C	C
	2	Two Rooms & a Boom	Newport B	A	A	B	P
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf	Catalina B	A	A	B	P
	3	Ultimate Werewolf Extreme	Catalina C	A	A	B	P
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
10 pm	2	Ingenious Small	International B	A	A	B	B
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V

Saturday

Sat, May 28

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Type	Dept.
11 pm	4	Magic: the Gathering Commander Sponsored	La Jolla	A	A	C	C
	1	Artemis Spaceship Bridge Simulator	Santa Monica	C	A	T	V

* = 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

Sun, May 29

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Dept.
Midnight	3	Ultimate Werewolf	Catalina B	A	A	B	P
	3	Ultimate Werewolf	Catalina D	A	A	B	P
	3	Ultimate Werewolf Extreme	Catalina C	A	A	B	P
	4	Tenth Imperium Diceless My Old School: Power Supreme	San Lorenzo B	A	T	R	R
8 am	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
9 am	3	Dream Factory Small	International B	A	A	B	B
	1	Kingdom Builder 101	International B	B	T	B	B
	1	Kingsburg 101	International B	B	A	B	B
	1	Stone Age 101	International B	B	A	B	B
	1	7 Wonders Duel 101	La Jolla	A	T	C	C
	4	Dungeons & Dragons 5e DDAL-DRW-18 Against the Machine (lvl 11-16)	Plaza D	E	T	R	A
	4	Dungeons & Dragons 5e DDAL-DRW-18 Against the Machine (lvl 11-16)	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e PO-BK-1-02 Trust No One (lvl 5-10)	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e PO-BK-1-06 Beyond the Starry Veil (lvl 11-16)	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e PO-BK-1-08 Dark Side of the Rune (lvl 17-20)	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e RMH-08 The Palace of Bones (lvl 6)	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e WBW-DC-ROOK-1-2 Rise of the [...] (lvl 6)	Plaza B	E	T	R	A
	5	Pathfinder RPG 1e PF1 Mod: Gallows of Madness (LV 1-3) *	Los Angeles A	B	A	R	F
	5	Pathfinder RPG 2e PF2 AP 151: Extinction Curse *	Los Angeles A	E	A	R	F
	5	Pathfinder RPG 2e PFS2 2-06: The Crashing Wave (LV 3-6) *	Los Angeles A	E	A	R	F
	4	Zombicide 2nd Edition	International A	A	T	M	M
	4	Honey Heist Honey Heist	San Lorenzo A	A	A	R	R
	4	The Fantasy Trip Surviving the Storm Sponsored	San Lorenzo B	A	T	R	R
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
9:30 am	9	Dealer Room Opens!	Pacific	A	A	G	G
10 am	1	Dream Home	Catalina A	A	F	B	B
	2	Kingdom Builder Small	International B	E	T	B	B
	3	Red Dragon Inn Small	International B	A	A	B	B
	5	Stone Age Big	International B	E	A	B	B
	2	Studio Sellout Demo *	International B	B	T	B	B
	2	7 Wonders Duel Tournament	La Jolla	A	T	C	C
	2	Kid Friendly Movie	Carmel	A	A	G	G
	6	Classic Battletech - A Game of Armored Combat Circle of Death	International A	A	T	M	M
	7	Paint and Take	International A	A	A	M	M
	6	Star Wars Legion Tournament	International A	A	T	M	M
	6	Star Wars Legion Free play / Demo	International A	A	T	M	M
	10	Twilight Imperium Fourth Edition Prophecy of Kings	International A	A	A	M	M
	7	Warhammer 40K 9th edition Open Play	International A	A	T	M	M
	6	Warhammer 40K: Kill Team Pod Tournament	International A	E	A	M	M
	6	Warhammer 40K: Kill Team Sponsored Tournament	International A	E	A	M	M
	2	From The Shadows Playtest	International B	A	A	B	I
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	War Stories 2nd Edition Demo	Los Angeles B	A	A	B	W
11 am	3	Shadows Over Camelot	International B	A	A	B	B
	3	The Princes of Florence Small	International B	A	T	B	B
	3	Ascension #2 Tournament	La Jolla	A	A	C	C
	8	Pokemon Sponsored 101	La Jolla	A	A	C	C
	6	Flea Market	International F	A	A	G	G
	.25	Raffle Drawing!	Pacific	A	F	G	G
	1	LARP Writing & Running 101	Carmel	A	T	L	L
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	8	Wellington: The Peninsular War 1812-1814 Tournament	Los Angeles C	A	T	B	W

Sunday

Sunday

Sun, May 29

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Type	Dept.
Noon	1	Don't L.L.A.M.A.	Catalina A	A	F	B	B
	1	Empire Builder 101	International B	B	A	B	B
	1	Space Base 101	International B	B	A	B	B
	2	UNO Small	International B	A	A	B	B
	1	Pokemon Light Sponsored Small	La Jolla	A	A	C	C
	4	Star Wars Miniatures Sealed Booster Draft Sponsored	La Jolla	A	A	C	C
	8	Yu-Gi-Oh! 101	La Jolla	A	A	C	C
	1	Funemployed	Newport B	A	M	B	P
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V
	4	Battlecry Small	Los Angeles C	A	T	B	W
1 pm	3	Empire Builder Small	International B	E	T	B	B
	1	Heroes of Land, Air, and Sea 101	International B	B	T	B	B
	3	Last Days of Athobrae Small	International B	A	T	B	B
	3	Space Base Tournament	International B	E	A	B	B
	1	Ticket to Ride: Rails and Sails 101	International B	B	T	B	B
	4	Magic: the Gathering Commander Sponsored	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! Light Small	La Jolla	A	A	C	C
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M
	4	Battletech Alpha Strike Salvage Box Sponsored Tournament	International A	E	M	M	M
	4	Bolt Action Narrative event	International A	A	T	M	M
1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V	
2 pm	2	Architects of the West Kingdom	International B	A	M	B	B
	5	Heroes of Land, Air, and Sea Small	International B	A	T	B	B
	4	The World Cup Game	International B	A	T	B	B
	4	Ticket to Ride: Rails and Sails Big	International B	E	T	B	B
	3	Magic: the Gathering Sealed Sponsored	La Jolla	A	A	C	C
	4	Munchkin	La Jolla	A	F	C	C
	1	Pokemon Advance Sponsored Tournament	La Jolla	A	A	C	C
	.25	Raffle Drawing!	Pacific	A	F	G	G
	4	Dungeons & Dragons 5e DDAL-DRW-19 Fall the Cold Night (lvl 17-20)	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e PO-BK-1-03 Red Masks (lvl 5-10)	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e PO-BK-1-04 The City in the Mist (lvl 11-16)	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e PO-BK-1-07 Beyond This Portal (lvl 17-20)	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e RMH-09 The Deadliest Game (lvl 6)	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e WBW-DC-ZODIAC-01 The Pied [...] (lvl 1-4)	Plaza B	E	T	R	A
	5	Pathfinder RPG 1e PF1 Mod: Gallows of Madness (LV 1-3) *	Los Angeles A	B	A	R	F
	5	Pathfinder RPG 2e PF2 AP 151: Extinction Curse *	Los Angeles A	E	A	R	F
	5	Pathfinder RPG 2e PFS2 1-09: Star-Crossed Voyages (LV 3-6) *	Los Angeles A	E	A	R	F
	5	Pathfinder RPG 2e PFS2 3-03: Echoes of Desperation (LV 3-6) *	Los Angeles A	E	A	R	F
	4	Starship Valkyrie Return to Omicron Base	Bel Air	A	T	L	L
	2	Paint Contest Judging	International A	A	A	M	M
	4	Brindlewood Bay Dead Man's Hand	San Lorenzo D	A	T	R	R
	4	Dead Man's Wake The Secret Cache	San Lorenzo D	A	T	R	R
	4	Dungeon Crawl Classics Sanctum of the Snail	San Lorenzo E	B	A	R	R
	4	Dungeons & Dragons 5e Shadow of the Necromancer *	San Lorenzo F	E	T	R	R
	4	GURPS Survivors of the Apocalypse: other survivors? Sponsored	San Lorenzo C	A	T	R	R
	4	GURPS The Cybernetic Ninja War of 1812 Sponsored	San Lorenzo B	A	T	R	R
	4	Old School Essentials (AD&D 1st ed) Journey to the Basilisk Hills	San Lorenzo B	A	T	R	R
	4	Omnium RPG The Clutch Playtest *	San Lorenzo A	A	A	R	R
	3	RPG Indie Games on Demand (Kids Edition) various	Plaza Foyer	A	F	R	R
	4	The Spire Shotgun Wedding	San Lorenzo A	A	T	R	R
1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V	
2	Starcraft 2 Windows PC Tournament	Marina	A	A	V	V	
3 pm	1	Acquire 101	International B	B	A	B	B
	4	Dune Imperium Small	International B	A	A	B	B
	2	Five Crowns Small	International B	A	A	B	B
	2	Transformers TCG Sponsored	La Jolla	A	A	C	C
	2	Yu-Gi-Oh! Advance Sponsored	La Jolla	A	A	C	C
	2	Fantasy Movie	Carmel	A	A	G	G
1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V	
4 pm	3	Acquire: David Woolcott Memorial Tournament	International B	E	A	B	B
	3	Catan Finals Sponsored	International B	E	M	B	B
	1	Puerto Rico 101	International B	B	A	B	B
	1	Ra 101	International B	B	A	B	B
	1	Munchkin Sudden Death! Sponsored Tournament	La Jolla	A	A	C	C
	0.25	GRID GAME Raffle Drawing *	Pacific	A	F	G	G
2	Battlestations 2.0 HUGE! *	International A	A	A	M	M	

Sunday

Sun, May 29

Start Time	Dur (hrs)	System – Title or Type	Room	Exp.	Mat.	Type	Dept.	
5 pm	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V	
	1	Atlantis Rising 101	International B	B	A	B	B	
	4	Puerto Rico Tournament	International B	E	A	B	B	
	3	Ticket to Ride: Old West Small	International B	A	A	B	B	
	4	Fuzzy Heroes Dr. Pepper and the Playground of Madness *	Family Area	A	K	C	C	
	4	Magic: the Gathering Commander: King of the Hill Sponsored	La Jolla	A	A	C	C	
	2	Yu-Gi-Oh! Draft Sponsored	La Jolla	A	A	C	C	
	.25	Raffle Drawing!	Pacific	A	F	G	G	
	3	Marvel Crisis Protocol Free play / Demo	International A	A	T	M	M	
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V	
6 pm	2	Atlantis Rising	International B	A	A	B	B	
	2	Gloomhaven 101	International B	B	T	B	B	
	4	Star Wars Miniatures The Battle of Scarif Sponsored	La Jolla	A	A	C	C	
	2	Feedback Forum	Carmel	A	A	G	G	
	1	Ninja	Newport C	A	A	B	P	
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V	
	4	Sails of Glory: Frigates Small	Los Angeles B	A	T	B	W	
6:30 pm	0	Dealer Room Closed	Pacific	A	A	G	G	
7 pm	3	Power Grid World Tour: Central Europe	International B	E	A	B	B	
	2	DnD 5e (learn to play or GM) Sponsored	Pacific Foyer	B	A	G	G	
	4	Dungeons & Dragons 5e DDAL-DRW-17 Expedition to the [...] (lvl 11-16)	Plaza B	E	T	R	A	
	4	Dungeons & Dragons 5e DDAL-DRW-17 Expedition to the [...] (lvl 11-16)	Plaza C	E	T	R	A	
	4	Dungeons & Dragons 5e PO-BK-1-05 Far in the Forest (lvl 11-16)	Plaza B	E	T	R	A	
	4	Dungeons & Dragons 5e PO-BK-1-08 Dark Side of the Rune (lvl 11-16)	Plaza B	E	T	R	A	
	4	Dungeons & Dragons 5e WBW-DC-ROOK-2-1 Rapid [...] (lvl 5-10)	Plaza B	E	T	R	A	
	4	Dungeons & Dragons 5e WBW-DC-ZODIAC-02 Udder Chaos [...] (lvl 1-4)	Plaza B	A	T	R	A	
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M	
	6	Etherfields	International A	A	A	M	M	
	2	Ca\$h 'n Gun\$ Live	Newport C	A	A	B	P	
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V	
	8 pm	1	Liar's Dice Small	International B	A	A	B	B
		3	Magic: the Gathering Draft Sponsored	La Jolla	A	A	C	C
5		Pathfinder RPG 1e PF1 Mod: Gallows of Madness (LV 1-3) *	Los Angeles A	B	A	R	F	
5		Pathfinder RPG 2e PF2 AP 151: Extinction Curse *	Los Angeles A	E	A	R	F	
5		Pathfinder RPG 2e PFS2 1-23: The Star-Crossed Court (LV 3-6) *	Los Angeles A	E	A	R	F	
5		Pathfinder RPG 2e PFS2 3-10: Delve the Pallid Depths (LV 1-4) *	Los Angeles A	E	A	R	F	
4		Murder Mystery Endgame Alternate	Bel Air	A	M	L	L	
1		Ultimate Werewolf Extreme 101	Catalina C	A	A	B	P	
4		Genesys: Twilight Imperium Ashes of Power	San Lorenzo D	A	T	R	R	
4		GURPS A Land Without Fairytales, Squad B Sponsored	San Lorenzo C	A	T	R	R	
4		Old School Essentials (AD&D 1st ed) Journey to the Basilisk Hills	San Lorenzo B	A	T	R	R	
4		Pugmire The Secret of Vinsen's Tomb	San Lorenzo A	A	F	R	R	
1		Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V	
9 pm		1	Deception: Murder in Hong Kong	International B	A	A	B	B
		3	Nexus Ops Small	International B	A	A	B	B
	2	Two Rooms and a Boom Sunday	Newport B	A	A	B	P	
	3	Ultimate Werewolf	Catalina D	A	A	B	P	
	3	Ultimate Werewolf	Catalina B	A	A	B	P	
	3	Ultimate Werewolf Extreme	Catalina C	A	A	B	P	
	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V	
	2	Battlestations 2.0 HUGE! *	International A	A	A	M	M	
10 pm	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V	
	4	Magic: the Gathering Commander Sponsored	La Jolla	A	A	C	C	
11 pm	1	Artemis Spaceship Bridge Simulator	Santa Monica C	A	T	V	V	

* = 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

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Monday

Mon, May 30

Start Time	Dur (hrs)	System Title or Type	Room	Exp.	Mat.	Type	Dept.
Midnight	3	Ultimate Werewolf	Catalina D	A	A	B	P
	4	Ultimate Werewolf	Catalina B	A	A	B	P
	3	Ultimate Werewolf Extreme	Catalina C	A	A	B	P
	4	Cthulhu Now Other Gloom	San Lorenzo E	A	T	R	R
9 am	5	Kingsburg Sponsored MEGA	International B	E	A	B	B
	3	Power Grid World Tour: Benelux Tournament	International B	E	A	B	B
	4	Dungeons & Dragons 5e DDAL-DRW-19 Fall the Cold Night (lvl 17-20)	Plaza D	E	T	R	A
	4	Dungeons & Dragons 5e PO-BK-1-01 Autumn Burns Red (lvl 5-10)	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e PO-BK-1-06 Beyond the Starry Veil (lvl 11-16)	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e PO-BK-1-07 Beyond This Portal (lvl 17-20)	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e WBW-DC-ROOK-1-1 The Care and [...] (lvl 1-4)	Plaza B	A	T	R	A
	5	Pathfinder RPG 1e PFS1 5-03: The Hellknight's Feast (LV5-9) *	Los Angeles A	B	A	R	F
	5	Pathfinder RPG 2e PFS2 2-13: A Gilded Test (LV 1-4) *	Los Angeles A	E	A	R	F
9:30 am	5	Dealer Room Opens!	Pacific	A	A	G	G
10 am	2	Return to Dark Tower	International B	A	A	B	B
	3	Transformers TCG 101	La Jolla	A	A	C	C
	3	Yu-Gi-Oh! 101	La Jolla	A	A	C	C
	2	Formula De Super-Incredisized [...] Long Beach Grand Prix Tournament	International A	A	F	M	M
	4	Multiple Possible Monday Morning Madness!	San Lorenzo A	A	A	R	R
11 am	2	Transformers TCG Light Small	La Jolla	A	A	C	C
	3	Auction	Carmel	A	A	G	G
	2	Shores of Tripoli	Los Angeles C	A	A	B	W
	5	The Napoleonic Wars Tournament	Los Angeles B	A	T	B	W
Noon	0.25	Grand Raffle Drawing *	Pacific	A	F	G	G
1 pm	2	Nuclear War	International B	A	T	B	B
	2	Vegas Showdown	International B	A	A	B	B
2 pm	4	Dungeons & Dragons 5e DDAL-DRW-18 Against the Machine (lvl 11-16)	Plaza D	E	T	R	A
	4	Dungeons & Dragons 5e PO-BK-1-02 Trust No One (lvl 5-10)	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e PO-BK-1-08 Dark Side of the Rune (lvl 17-20)	Plaza B	E	T	R	A
	4	Dungeons & Dragons 5e WBW-DC-ROOK-1-2 Rise of the [...] (lvl 1-4)	Plaza B	A	T	R	A
	5	Pathfinder RPG 1e PFS1 5-03: The Hellknight's Feast (LV5-9) *	Los Angeles A	B	A	R	F
	5	Pathfinder RPG 2e PFS2 2-18: The Fanciful March of Urwal (LV 3-6) *	Los Angeles A	E	A	R	F
	5	Pathfinder RPG 2e PFS2 2-19: Enter the Pallid Peak (LV 1-4) *	Los Angeles A	E	A	R	F
	5	Pathfinder RPG 2e PFS2 2-19: Enter the Pallid Peak (LV 1-4) *	Los Angeles A	E	A	R	F
	4	Call of Cthulhu 7E An Unctuous Brew	San Lorenzo B	A	M	R	R
2:30 pm	0	Dealer Room Closed	Pacific	A	A	G	G
3 pm	3	Category 5	International B	A	T	B	B

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STRATEGICON SCHEDULE

Convention	Dates	Location
Orcon 2020	Feb 14-17	Hilton Los Angeles Airport
Gamex 2020	May 22-25	Online!
Gateway 2020	Sep 4-7	Still Online!
Orcon 2021	Feb 12-15	Still @#%&* \$! Online!
Gamex 2021	May 28-31	Again Still @#%&* \$! Online!
Gateway 2021	Sep 3-6	Hilton Los Angeles Airport
Orcon 2022	Feb 18-21	Hilton Los Angeles Airport
Gamex 2022	May 27-30	Hilton Los Angeles Airport
Gateway 2022	Sep 2-5	Hilton Los Angeles Airport
Orcon 2023	Feb 17-20	Hilton Los Angeles Airport
Gamex 2023	May 26-29	Hilton Los Angeles Airport
Gateway 2023	Sep 1-4	Hilton Los Angeles Airport

Special Events and Seminars

Special Events and Seminars

Carmel, Pacific, Plaza D

DDAL-DRW-EP-04 Tears Among the Stars (lvl 11-20) – Sat 7 pm – Dungeons & Dragons 5e

A githzerai ally has tracked the Anomaly to the heavily fortified neogi stronghold of Journey's Legg. The Sha'sal Khou is mustering an assault against the slavers' base and offers to let you use the assault to slip inside to recover what you need to finally defeat the Thayans. **CONTENT WARNING:** slavery, mind control, torture, death, disintegration, pulverizing, consuming flesh, dissolving, and electrocution. Plaza D

Feedback Forum – Sun 6 pm

Our first live Gamex since 2019. How'd we do? What happened? What can we do better? All this and more will be discussed ad nauseam. Note the new time. Carmel

Board Games

International Ballroom B, Catalina A (Family Area)

Gaming 101

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

Acquire 101 – Sun 3 pm

Acquire: David Woolcott Memorial – Sun 4 pm

Place your tiles and create hotel chains. Buy stock in hotels and anticipate 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 – Fri 2 pm

Take on the role of a colonial power seeking fame, glory, and riches in the New World. Launch expeditions of discovery, colonize regions, expand your merchant fleet, build capitol buildings that give your nation distinct advantages, develop your economy, and, declare war.

Anno 1800 101 – Sat 6 pm

Anno 1800 – Sat 7 pm

Based on the PC game, players have a home island with a few basic industries. Your goal is to build up your island, explore islands in the Old and New Worlds, and have a spread of various workers. The game ends when a player is out of cards in their hand, most points win.

Arcadia Quest 101 – Fri 5 pm

Arcadia Quest – Fri 6 pm

Players lead guilds of intrepid heroes on an epic campaign to dethrone the vampire lord and reclaim the mighty Arcadia. But only one guild may lead in the end, so players must battle against each other as well as against the monstrous occupying forces.

Architects of the West Kingdom – Sun 2 pm

Do you want to rule the West Kingdom? Start with building your kingdom in Architects and gain tomes for the next installment: Paladins where you will defend your borders to gain more tomes, then increase your influence to be the ultimate ruler in Viscounts.

Ark Nova 101 – Sat 10 am

Ark Nova – Sat Noon

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

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. Pre-reg will each get chance to win a prize so sign up. Pacific

LARP 101: Exercise and Q&A – Sat 10 am – Seminar

GM: Tara Leederman

Curious about LARP? LARP Department Supervisor Tara Leederman has designed a small number of exercises to help you to understand live-action roleplay and break the experiential ice, which will teach you about common LARP mechanics and other features of the form. Then, you'll have an opportunity to ask questions about LARP and its genres from experienced players and LARP designers. Carmel

Ark Nova (Learn to Play) – Fri 9 pm

Come learn to play Ark Nova and get in a short game. Sponsored by The Game Chest. In the pacific foyer outside dealer's room.

Atlantis Rising 101 – Sun 5 pm

Atlantis Rising – Sun 6 pm

As Atlantis sinks, you work together feverishly to build a portal to safety. This is a co-operative game with each player working together to make decisions on how to save Atlantis

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 they seem!

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.

Boss Battle – Fri, Sat Noon, 2 pm

One to four 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

Can't Stop – Fri 8 pm

Roll the dice with this classic push your luck game.

Cartographers Heroes 101 – Sat 3 pm

Cartographers Heroes – Sat 4 pm

Event will include content from both the original Cartographers and the Heroes set.

Catacombs – Sat Noon

Play the role of Varesh the wizard or Ronan the chicken champion as you delve into the catacombs of Phoshar the dragon to fight monsters, collect treasure, and practice your dexterity skills. Its got dungeon crawling and flicking, can it get any better?

Board Games

Catan 101 – Fri 5 pm

Catan – Fri 6 pm

Players try to be the dominant force on the island of Catan. On each turn dice are rolled to determine what resources the island produces. Players can trade those resources with each other or at ports and then use them to build settlements, cities, and roads.

Catan – Sat 4 pm

This is the Catan World Championship Qualifier. Every player will play 3 games with the top 16 players moving on to the Finals on Sunday at 4 pm. The winner gets an invitation to the National Championship at Gencon and therefore must be 18 years old by the time of Gencon.

Catan Finals – Sun 4 pm

Semi Finals and Finals for Catan tournament. Top 16 players from Qualifiers play a semi-final round. Winners then play in Final game.

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 4 pm

Cat Lady – Sat 5 pm

Adopt cats and do everything you can to make them happy. The most obsessed cat lady wins.

Century: Spice Road 101 – Fri 6 pm

Century: Spice Road – Fri 7 pm

Players are caravan leaders who set up spice trading routes on the famed silk road OR miners finding crystals to power up helpful golems. Either way, you'll trade resources, gather more, and sometimes rest. The player with the most points at the end is the winner.

Climate Cooldown – Fri 10 pm, Sat 9 pm

A cooperative board game to save the planet. Challenge global disasters and the impact from regional emissions with climate solutions along with the objectives to divest from fossil fuels, heal the land and oceans and bring down carbon emissions before the planet gets heated!!

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 – Sat 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.

Deception: Murder in Hong Kong – Sun 9 pm

In the game, players take on the roles of investigators attempting to solve a murder case – but there's a twist. The killer is one of the investigators! While the Investigators attempt to deduce the truth, the murderer's team must deceive and mislead. This is a battle of wits!

Don't L.L.A.M.A. – Sun Noon

Try to get rid of as many of unique types cards in your hand before the round is over all lets you discard a 1 or a 10 point marker. The first to get 40 points in markers ends the game and the player with the fewest points wins.

Dream Factory – Sun 9 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.

Dream Home – Sun 10 am

Try to build the home of your dreams while still outdoing your neighbors.

Dune Imperium – Sun 3 pm

Struggle for control over the planet Arrakis. This game combines Deck Building, Worker Placement and Combat for a thrilling battle for power

Empire Builder 101 – Sun Noon

Empire Builder – Sun 1 pm

Celebrate one of our most vital and enduring passions: railroads. Use your initial investment to build track. Then pick up commodities where they are grown, mined, or manufactured and deliver them to a lucrative place of demand. Win the game by building a railroad empire!

Fireball Island – Sat 11 am

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 Milton Bradley game from 1986.

Five Crowns – Sun 3 pm

Rummy with a five-suited deck and a twist.

Gloomhaven 101 – Sun 6 pm

Heroes of Land, Air, and Sea 101 – Sun 1 pm

Heroes of Land, Air, and Sea – Sun 2 pm

Fast-paced 4X gameplay featuring highly detailed miniatures and cardboard constructs.

Iccool / Icecool 2 – Sat Noon

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. The highest value of fish cards wins.

Ingenious – Sat 10 pm

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

Kingdom Builder 101 – Sun 9 am

Kingdom Builder – Sun 10 am

All games: Base game only , random boards, random scoring cards random seating, random 1st player

Kingsburg 101 – Sat 2 pm, Sun 9 am

Kingsburg – Sat 3 pm, Mon 9 am

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".

Kitty Committee – Fri 1 pm

A chaotic strategy game for cat people, with resource management to accomplish two goals: pleasing your kitties and getting more precious babies. Includes: Drafting, Strategic Cat Placement, Annoying Your Opponent, Resource Management. Game plays in 90 minutes.

Last Days of Athobrae – Sat, Sun 1 pm

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

Board Games

Liar's Dice – Fri Noon, Sun 8 pm

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 101 – Fri 5 pm

Lost Cities – Fri 6 pm

A two-player only game. On your turn you will play a card and then draw a card. The game ends when the draw deck is empty and the player with the most points wins!

Lost Ruins of Arnak 101 – Sat Noon

Lost Ruins of Arnak – Sat 1 pm

Search long-forgotten ruins for treasure, find monsters. Study and document your finds for prestige. There are other expeditions in the jungle, who will come out the #1 explorer?

Love Letter – Fri 5 pm, Sat 3 pm

Playing cards one at a time, players in Love Letter use the abilities of these key people in the Princess' life to outwit their opponents and successfully deliver their letter and gain her favor. This 2019 edition features 2 new characters that allow for six player games.

Mech Team Go! – Sat 3 pm

Pick your pilot and jump into a giant robot in Mech Team Go!, a co-op deck-building card game. 2-5 players will attempt a Mission together, fighting strange and weird enemies while building up their armaments and tactics. 90-120 minutes including teaching.

Modern Art 101 – Sat 10 am

Nemesis Lockdown – Fri Noon

A semi-cooperative game in which you and your crewmates must survive on a base infested with hostile organisms. To win the game, you have to complete one of the two objectives dealt to you at the start of the game and get back to Earth in one piece.

Nexus Ops – Sun 9 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.

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. 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... Historical Strategicon Rule: If World Destroyed ... ALL PLAYERS LOSE (no winner)!

Orleans 101 – Sat 9 am

Perpetual Motion Machine – Fri 9 pm

Engine building meets Poker.

Phase 10 – Sat 6 pm

A rummy-type card game where players compete to be the first to finish completing all ten phases. Phases include collecting runs of numbers, collecting certain number of a given color cards, etc. The first player to finish completing the 10th phase wins.

Photosynthesis – Sat 10 am

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

Power Grid 101 – Fri 6 pm

Power Grid – Sat 2 pm

Supply the most cities with power when a network gains a certain size. Buy 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 World Tour: Australia – Sat 7 pm

Power Grid World Tour: Benelux – Mon 9 am

Power Grid World Tour: Central Europe – Sun 7 pm

Power Grid World Tour: India – Fri 7 pm

Power Grid World Tour: Texas – Cancelled

Power Grid World Tour uses a different expansion map for each of the 4 days at all 3 cons - 12 total. Come play one map or try them all. Points are earned for each game played that go towards convention champions and the annual champion.

Puerto Rico 101 – Sun 4 pm

Puerto Rico – Sun 5 pm

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

Ra 101 – Sun 4 pm

Race for the Galaxy 101 – Sat 5 pm

Race for the Galaxy – Sat 6 pm

Build a galactic civilization by playing cards in front of you that represent worlds or technical and social developments. The game ends once a someone has played 12 cards or the VP chits have all been claimed.

Railways of the World 101 – Sat 11 am

Rallyman: GT 101 – Sat 1 pm

Red Dragon Inn – Sun 10 am

Let the drinking games begin! In this card game you represent adventurers who have just returned from adventuring. Your goal is to out drink, out fight or out gamble your opponent.

Relic – Sat 11 am

A board game in which two to four players each assume the role of a powerful hero from the Warhammer 40,000 universe and bravely venture forth to shield the Antian Sector from certain doom. Also described as "Warhammer 40K Talisman".

Return to Dark Tower – Mon 10 am

A game for 1-4 players who take the role of heroes. Together, they gather resources, cleanse buildings, defeat monsters, and undertake quests to build up their strength and discern what foe ultimately awaits them.

Roll Player 101 – Fri Noon

Roll Player – Fri 1 pm

Draft dice and buy cards to create your fantasy RPG character. Whoever meets their goal cards best, wins.

Shadows Over Camelot – Sun 11 am

You and your fellow knights try work together to save Camelot. But beware, one of in your group is a traitor.

Space Base 101 – Sun Noon

Space Base – Sun 1 pm

Players buy cards, representing spaceships, to see who can build the best fleet. Ships have different abilities and pay off when their number is rolled.

Splendor 101 – Sat 6 pm

Splendor – Sat 7 pm

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

Stone Age 101 – Sun 9 am

Board Games

Stone Age – Sun 10 am

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

Studio Sellout – Sat 11 am, Sun 10 am

Pull up a director's chair and recruit actors, writers, and crew to turn irreverent scripts into movies with Studio Sellout! Draft talent cards to either make the next smash hit at the Hollywood box office or some cheap B movies, whatever it takes to make the most money and win!

Talisman 101 – Sat Noon

Talisman – Sat 1 pm

Includes Basic, Batman, Star Wars, Harry Potter. Prophetess in the Basic uses only one power. Your knowledge of Basic can be applied to the Expansions. Fourth edition revised will be used.

The Princes of Florence – Sun 11 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 World Cup Game – Sat 9 am, Sun 2 pm

Run teams in the World Cup! Move your team through the tournament! All players will play cards to place tiles onto World Cup games (using the 2002 World Cup teams and games) all being played at the same time... though only a few teams will be their own.

Thurn and Taxis 101 – Fri 2 pm

Thurn and Taxis – Fri 3 pm

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

Ticket to Ride: Europe – Sat 2 pm

1912 Mega variation will be used

Ticket to Ride: Expansions 101 – Sat 9 am

Ticket to Ride - First Journey – Sat 10 am

Collect train cards, claim routes on the map and work on connecting the cities on your tickets. First with 6 complete tickets wins. Both US and Europe boards will be available.

Ticket to Ride: Mini Games – Fri 4 pm

Players will play each of the mini games: New York, London & Amsterdam. Highest combined scores will be winner. First Journey Games may be used, if needed.

Ticket to Ride: Old West – Sun 5 pm

Stations control scoring routes. Routes must be built from existing routes.

Ticket to Ride: Pennsylvania – Sat 5 pm

T2R using Stock Certificates

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

Ticket to Ride: Rails and Sails – Sun 2 pm

Harbors in Great Lakes and The World will count 1, 10 pts., 2, 20 pts., and 3, 30 pts. -House Rule. Great Lakes will be used as Final Round. Collect ships and trains. Use certain train cards as Wild Cards.

UNO – Fri, Sat 8 pm, Sun Noon

Players race to empty their hands and catch opposing players with cards left in theirs, which score points. If unable to play, players draw a card from the draw pile, and if still unable to play, they pass their turn. Wild and special cards spice things up a bit.

Vampire: The Masquerade Rivals – Fri 3 pm

Expandable Card Game

Vampire: The Masquerade Rivals – Fri 7 pm

Rivals Expandable Card Game Tournament. Official season 1 prize support provided by Renegade Games.

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.

Yahtzee Free For All – Sat 4 pm

Players try to roll dice to match cards that are face up on the board. If they match, they place their dice in their holder with their card in front of them. Players then try for any of the cards on the board, including the ones other players have taken

Indie New Games

International B

Battle of Souls - Deck builder – Fri, Sat 4 pm, 6 pm, 8 pm

A Legendary Warrior has his sights set on taking over your realm. You and your fellow immortals must work to stop him before its too late! Battle of Souls: Deckbuilder game is a competitive co-op game based on my original card battle game Battle of Souls.

From The Shadows – Sat, Sun 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.

Open Gaming

Plaza Ballroom A

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

Party Games

Party Games

Catalina B, C, D, Newport B, C

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.

Ca\$h 'n Gun\$ Live – Fri, Sat, Sun 7 pm – Bluffing

You're gangsters about to share their loot. Players have to aim at each other, using their fingers, and have to try to protect their teammates.

Cliques – Sat 4 pm

Welcome to the game where winning is through the friendships we've made along the way. Form temporary alliances- cliques- as you vote other players out each round. Once we near the end, a jury of your fellow players will determine the winner who will receive Dealer Dollars! Inspired by the game shows *Survivor* and *Sequester*

Fling Leap Games (Jump in and play) – Sat 7 pm

Come play Million Dollar Doodle and wing it with the staff of The Game Chest. Outside the dealer's room in pacific foyer.

Funemployed – Sun Noon

The party game where each player gets four Qualification Cards (like Umbrella or Dingo Repellent), then interview each other using those cards to win jobs, like Professional Cuddler, Coal Miner, or even The President! *Please WEAR MASKS at GM's request.*

Ninja – Fri, Sat, Sun 6 pm

Objective is to take turns swiping at the opponent's hands to eliminate them. Be the last person standing to be called the best ninja.

Punderdome – Fri 10 pm

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

Strategicon Quiplash! – Sat 2 pm – Jackbox Party Pack!

Join us for laughs and hilarity as a panel of Strategicon GMs and volunteers trade quips and barbs in Jackbox's Quiplash! Audiences both at con and online will be able to play along with us and influence the outcome of the game!

Two Rooms & a Boom – Sat, Sun 9 pm

A game for 10-25 players, a new game every 40 minutes, join any time! Blue Team has the President. Red Team has the Bomber. During the game some players will move between two different rooms. If the Bomber is in the same room as the President at the end of the game, then BOOM!

Ultimate Werewolf – Fri 6 pm

It's the Ultimate Werewolf you know and love, run by Strategicon's own Department Head of Party Games! As a villager in a small hamlet, see through the lies of your neighbors and try and figure out who can be trusted, and who is a WEREWOLF! New players welcome and encouraged!

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

Here you are living in your quiet village when the first of the bodies begin piling up. Soon you discover the presence of vicious werewolves in your previously safe home! It's your job to figure out who out of your friends and neighbors is the culprit! Are you up to the task? Rules may vary.

Ultimate Werewolf – Sun 9 pm, Mon Midnight – No Givens
There might not be a Seer. There might not be a Witch. There might not be a Hunter. Your only given is that there are Werewolves in this game. Good luck!

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

Come play this NEW version of Ultimate Werewolf that incorporates some fun new elements. The Villagers don't know who the Werewolves are, and the Werewolves are trying to remain undiscovered while they slowly eliminate the Villagers one at a time.

Ultimate Werewolf Extreme 101 – Sat, Sun 8 pm

Come learn how to play this popular social deduction game! We will teach the basics of the game, as well as, some tips and strategies for rooting out the evil werewolves and keeping your secret identity hidden! Then stick around at 9pm to put your new knowledge to use in a game!

You Can't Be Sirious! – Sat 5 pm – Game Show/Trivia/Party
"You Can't Be Sirious!" returns to Gamex! Come play with RHODA and find out how clever you can be against our smart device. Every word counts in this original game show where a wrong answer can still win big!



Collectibles

La Jolla

Gaming 101

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

7 Wonders Duel 101 – Sun 9 am

7 Wonders Duel – Sun 10 am

GM: John Borders

Three round tournament. Each round will have a 30 minute time limit. Everyone will play 3 games(re-pair between games). Bring a copy of the game if you have it.

Ark Nova 101 – Fri 6 pm

Ark Nova – Fri 7 pm

GM: John Borders

Two round tournament. Everyone will play 2 games(re-pair between games). Scores will be combined to determine a winner. Each round will have a 120 minute time limit. Bring a copy of the game if you have it.

Ascension – Sat, Sun 11 am

GM: George Carceres

Do you like Magic: the Gathering and Dominion but can never decide which one you want to play? Now you don't have to! (Time may be subject to change upon GM availability.)

Clank 101 – Fri 1 pm, 3 pm, Sat 2 pm

GM: Tara Haughton/Kim Shaver

Burgle your way to adventure in the deck-building board game Clank! Sneak into an angry dragon's mountain lair to steal precious artifacts. Delve deeper to find more valuable loot. Acquire cards for your deck and watch your thievish abilities grow.

Clash Royale – Sat Noon – Mobile-Strategic-Placement-Con 2v2

Sat 2 pm – Mobile-Strategic-Placement-Con 1v1

GM: Yu-Gi-Holics!

Clash Royale Tournament Prizes to 1st, 2nd & 3rd place.

Cubitos – Fri 4 pm

GM: Kim Shaver

Be Fast or Be Last! Players take on the role of participants in the annual Cube Cup a race of strategy and luck to determine the Cubitos Champion. Each player has a runner on the racetrack and a support team, represented by all the dice you roll.

Deadly Doodles and SJG Dice Games – Sat Noon

GM: Kim Shaver

Play Deadly Doodles, Zombie Dice, Z-Shot and more! Come by during this time slot to learn a game, have some fun, and maybe walk away with some swag!

Dice Masters – Sat 6 pm

GM: Andres Fresquez

Dark Phoenix Saga and Superman Krytonite Crisis Draft packs

Fuzzy Heroes – Sun 5 pm –

Dr. Pepper and the Playground of Madness

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, 2nd floor foyer

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

GM: Yu-Gi-Holics!

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!

Its a Wonderful World – Sat 9 pm – with Corruption and Ascension

GM: John Borders

Two round tournament. Each round will have a 90 minute time limit. Everyone will play 2 games(re-pair between games). Scores will be combined to determine a winner. Bring a copy of the game with expansion if you have it.

Lost Ruins of Arnak w Expedition Leaders – Sat 3 pm

GM: John Borders

Two round tournament. Each round will have a 120 minute time limit. Everyone will play 2 games(re-pair between games). Scores will be combined to determine a winner. Bring a copy of the game with expansion if you have it.

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

GM: Dae Kim

Mix pods of 3-4. Players must provide their own deck. Each player will receive a draft booster. Winner of each pod will receive a promo pack. \$5 entry fee

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

GM: Josh Badger

Mix pods of 3-4. Players must provide their own deck. Winner of each pod will receive Dealer Dollars.

Magic: the Gathering – Fri 10 pm – Commander Friendly

GM: Dae Kim

Open Play for some late night Commandering

Magic: the Gathering – Sat, Sun 5 pm –

Commander: King of the Hill

GM: Josh Badger

Mix pods of 3-4. Players must provide their own deck. Winner of each pod will advance to the final pod. All final pod players will receive Dealer Dollars.

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

GM: Dae Kim

Streets of New Capenna : 3 Rounds : Pack per win. 1st place will receive a promo pack. \$15 entry fee

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

GM: Josh Badger

Streets of New Capenna: 3 Rounds : Pack per win. \$15 entry fee

Magic: the Gathering – Fri 8 pm – Pauper Tournament

GM: Melissa Weiss

Welcome to the tri-annual Keith Aldrich Pauper Tournament!

Bring a Pauper Deck (commons only!) and take home the coveted Golden Binkie!

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

GM: Josh Badger

Streets of New Capenna : 3 Rounds : Pack Per win. 1st place will receive a promo pack \$30 entry fee

Munchkin – Sat, Sun 2 pm

GM: Bex Alvarez

A game where you fight monster and your friends! Will you make an alliance or fight alone? Let the cards decide your fate. Who will get the winning level?

Collectibles

Munchkin – Fri 6 pm, Sat Noon, 6 pm, Sun 4 pm – Sudden Death!
GM: Michale Shupe (2)/Gary Mack/Daniel Alvarez
How Munchkin-y can you get in one hour? This is a one hour “Most Munchkiny take all” timed game, with the victor taking the loot!

Pokemon 101 – Sat 10 am, Sun 11 am

GM: Yu-Gi-Holics!
Learn how to Play Pokemon! We will be gearing up children and adults with the fundamentals of the game, as they have the opportunity to participate in light to advance Pokemon Tournaments hosted everyday of Con!

Pokemon – Sun 2 pm – Advance

GM: Yu-Gi-Holics!
Join us for an advance 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!

Pokemon – Sat 11 am, Sun Noon – Light

GM: Yu-Gi-Holics!
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!

Space Base – Fri 2 pm

GM: Kim Shaver
Space Base is a dice game where players draft ships into their Space Base. Every turn, no matter whose turn, players harvest rewards from their Space Base. Number of players limited only by number of copies of game available.

Star Wars Miniatures – Sun Noon – Sealed Booster Draft

GM: Mel Campbell
Event #1: Star Wars Miniatures Sealed Booster Draft Tournament for Virtual Set # 21, “Balance in the Force” with the mini set “The Mandalorian” and Virtual Set #22, “In the Trenches” with the mini set “Behind Enemy Lines”. GM will provide minis and maps to borrow.

Star Wars Miniatures – Sun 6 pm – The Battle of Scarif

GM: Mel Campbell
Event #2: Star Wars Legion: The Battle of Scarif: Participants will be divided into Rebels or Imperials, to compete for supremacy of the tropical planet, as we recreate the iconic, climatic battle from the movie “Rogue One”. GM will provide minis to borrow.

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

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

GM: Marcus Walker/Yu-Gi-Holics!
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 – Sun 3 pm

GM: Yu-Gi-Holics!
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!

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

Yu-Gi-Oh! – Fri 3 pm – Advance

GM: Yu-Gi-Holics!
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! – Sat 4 pm, Sun 3 pm – Advance

GM: Yu-Gi-Holics!
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: Yu-Gi-Holics!
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: Yu-Gi-Holics!
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, Sat, Sun 1 pm – Light

GM: Yu-Gi-Holics!
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!

Family Games

Catalina A

For Gamex 2022, 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!

Kids

Ticket to Ride - First Journey
Fuzzy Heroes - Dr. Pepper & the Playground of Madness

Family

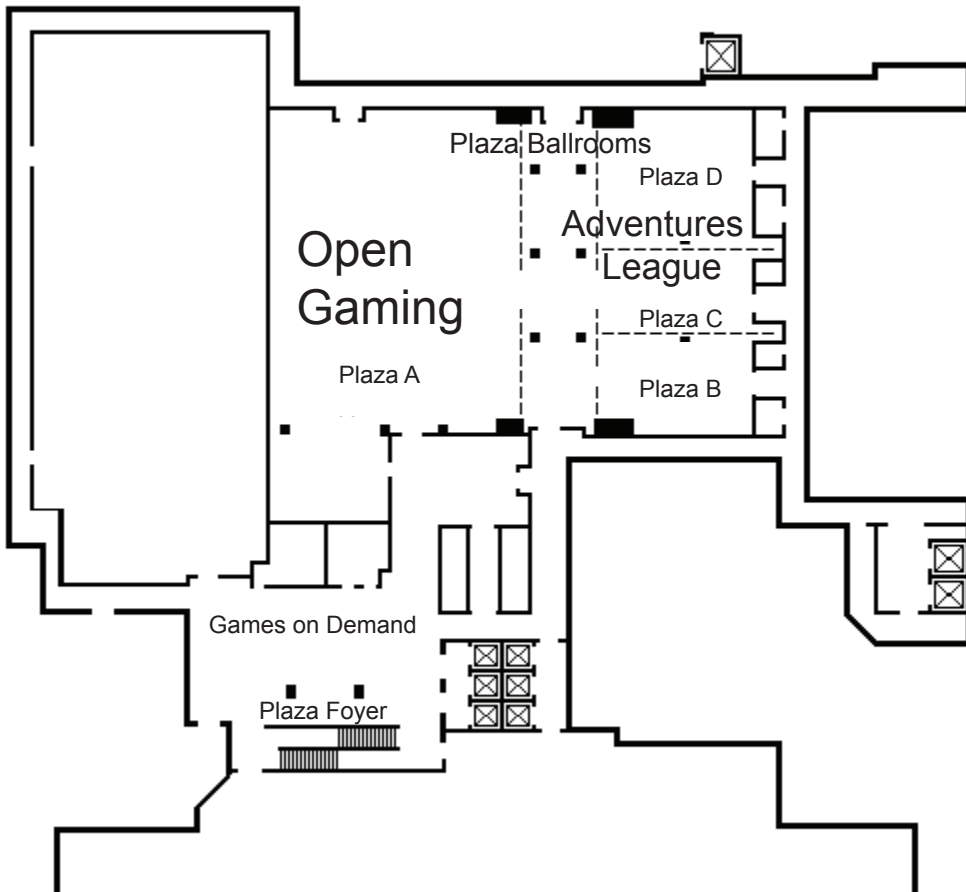
Cat Lady
Deadly Doodles & SJG Dice Games
Don’t L.L.A.M.A.
Dream Home
Formula De
Icecool / Icecool 2

Kid Friendly Movie (2)

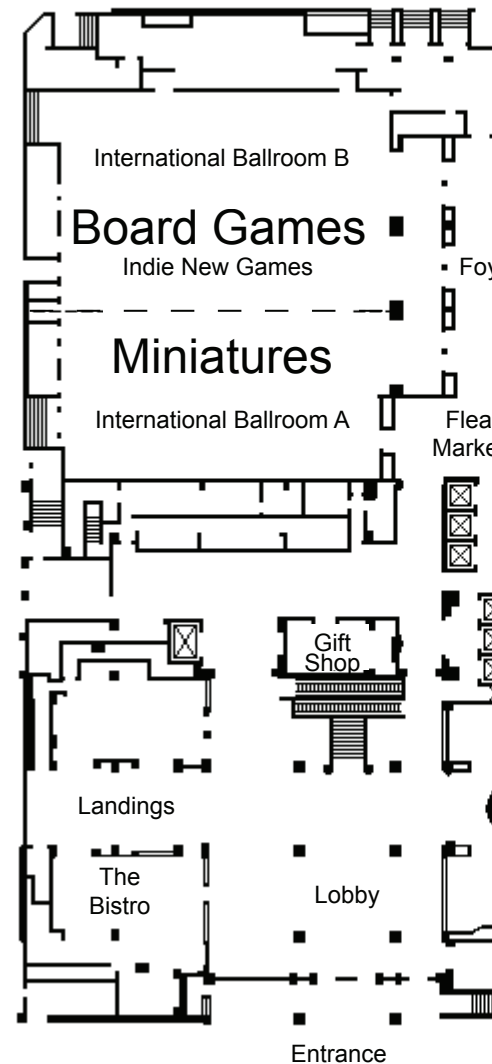
Munchkin
Parlor LARP - Queen of Queens
Pugmire - The Secret of Vinsen’s Tomb
Roll Player
RPG Indie Games on Demand (Kids Ed)
Wings of Glory

GameX 2022 Maps

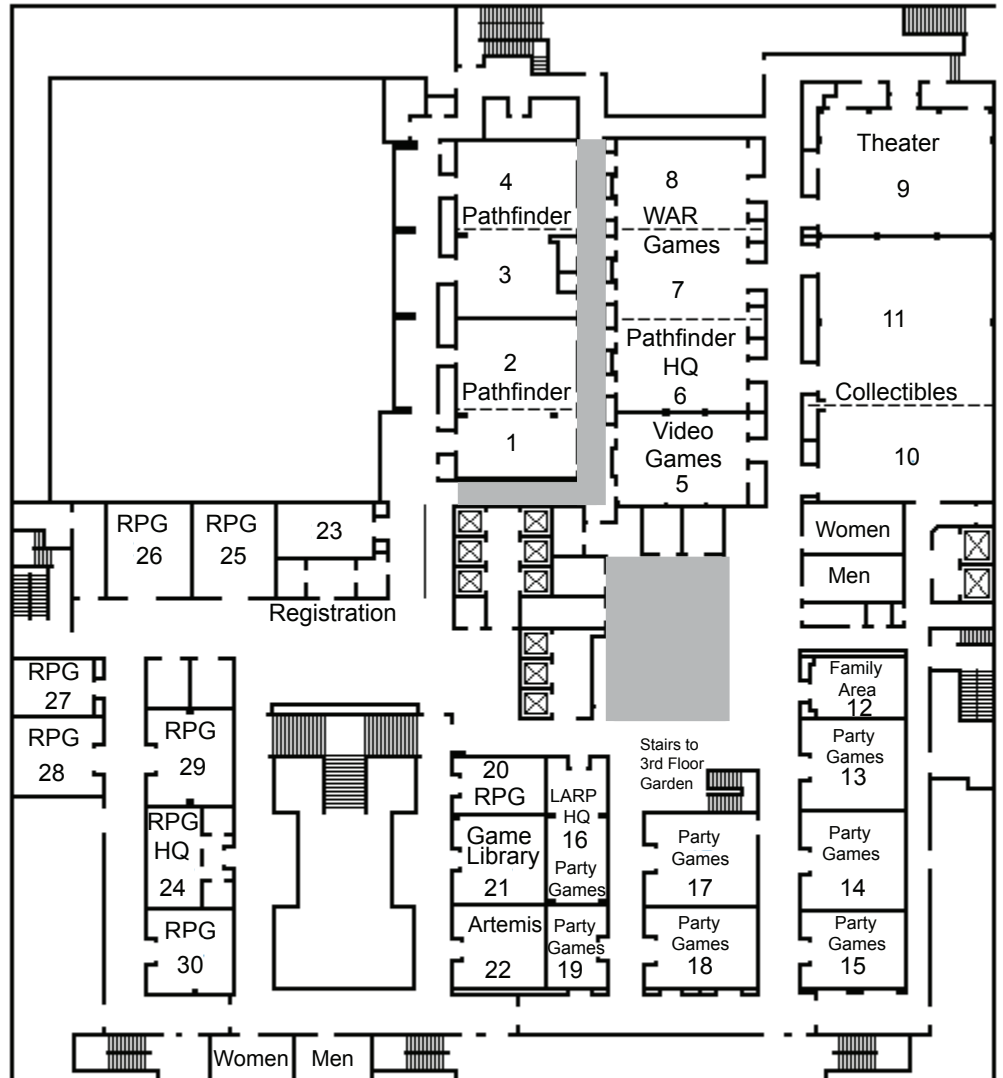
HILTON LOS ANGELES AIRPORT - LOWER LOBBY LEVEL



HILTON LOS ANGELES AIRPORT - LOWER LOBBY LEVEL

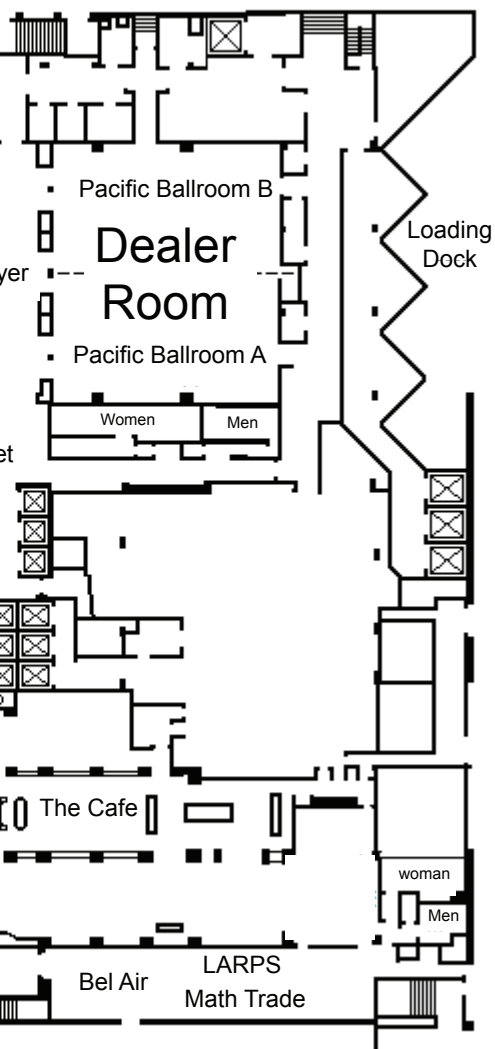


HILTON LOS ANGELES AIRPORT - SECOND FLOOR



- | | | |
|---------------------------|-------------------------|--------------------------|
| 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 |

PORT - LOBBY LEVEL



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

Video Games

Video Games

Marina

Artemis Spaceship Bridge Simulator –

Fri 3 pm, 4 pm, 5 pm, 6 pm, 7 pm, 8 pm, 9 pm, 10 pm, 11 pm
Sat, Sun 8 am, 9 am, 10 am, 11 am, Noon, 1 pm, 2 pm, 3 pm, 4 pm, 5 pm, 6 pm, 7 pm, 8 pm, 9 pm, 10 pm, 11 pm
The 6 player cooperative real time spaceship bridge simulator, Artemis, returns to Strategicon!. Man your stations (Helm, Weapons, Science, Engineering, and Comms) or Captain the Artemis to victory in one of the 50 min sessions. Children under 16 require parent present to play.

LARPs

Bel Air, Newport A, Malibu Gardens, 3103

Celestial Attraction – Fri 8 pm – Parlor LARP

GM: Ross Cheung

A starship captain stops to repair her ship on a planet. She and the planetary administrator are drawn to one another, and they share a brief romantic dalliance. But then, all too soon, they part ways and never see each other again. This LARP is inspired by romance stories in Star Trek, where two people fall in love over the course of an episode, and then resume their lives, seemingly unaffected. It is a scene-based LARP in which players will take the role of doomed romantic interests or the people around them.

Curse of the Snow Leopard – Fri 10 pm – Path of the Ghostspeaker

GM: Joe Landolph

The last hunting party in these mountains was tormented by dreams sent by angry spirits: one of them was driven mad and leapt over a cliff the others fled in terror. As respected Ghostspeakers, you have been asked to investigate these spirits and restore peace- if you can. By allowing the spirits to possess you, you will re-live important moments from the past and learn their stories and history. You may be able to resolve their unfinished business or lay them to rest permanently.

Endgame – Sat 2 pm – Murder Mystery

Endgame Alternate – Sun 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.

The Alternate Scenario will have different secrets and a different murder plot.

Foam Fortress – Sat 2 pm, 4 pm – Foam Combat

GM: Robert Prag

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

Starcraft 2 – Sat, Sun 2 pm – Starcraft 2

Come and test yourself in an RTS. Bring your friends and have a great time beating. This will be FFA. Blizzard account would be needed but not required.

LARP 101: Exercise and Q&A 101 – Sat 10 am – Seminar

GM: Tara Leederman

Curious about LARP? LARP Department Supervisor Tara Leederman has designed a small number of exercises to help you to understand live-action roleplay and break the experiential ice, which will teach you about common LARP mechanics and other features of the form. Then, you'll have an opportunity to ask questions about LARP and its genres from experienced players and LARP designers.

LARP Writing & Running 101 – Sun 11 am

GM: Robert Prag

This will be a brief discussion on what goes into writing and running LARPs, with a discussion of things like appropriate safety, inclusion, and accessibility considerations and particular devices for games played in real time with complex stories and characters, and the pros and cons of different approaches to LARP writing and running.

Queen of Queens – Sat 11 am – Parlor LARP

GM: Ev Schauer

About a society of pipe-cleaner bees that have magically come to life, and their society and (be)evolving relationships with the beings of immense power that created them - the human be(e)ings. A mixture of craft supplies, bee puns, and existential questions await the velvet hive, and any players b(ee)rave enough to don their pipe cleaners.

Raven Pilots – Sat 8 pm – Homebrew

GM: Ross Cheung

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

Return to Omicron Base – Sun 2 pm – Starship Valkyrie

GM: Rob Prag & Tara Leederman

The year is 2152. Earth is thirty months into an existential war with Praezorians, and has launched a sudden, massive counterattack, taking in three hours more systems than we'd lost in six months. As the enemy is pushed back toward their homeworld, one damaged ship is left with the unenviable task of holding and clearing Omicron Base -once a bastion of Earth Republic military technology and now occupied by a stranded enemy. Starship Valkyrie is a mechanics-heavy, challenge-oriented, cooperative science fiction LARP about being heroes in the Star Navy

LARPs

Talk Like a Pirate – Fri 10 pm – Parlor LARP

GM: Ross Cheung

A group of flawed violent pirates with a mutual love of drink meet at a drafty tavern next to a beach. None of the pirates have captured any lucrative prizes recently. All have come for the council of criminals. This is a LARP with an optional drinking game about a meeting between pirates with hot tempers, issues with authority, and greed beyond all reasonable measure. It's supposed to be funny and totally historically inaccurate—feel free to borrow from all the pirate story stereotypes you know as you play! No fighting involved.

Miniatures

International Ballroom A

Battlestations 2.0 HUGE! –

Fri 6 pm, Sat, Sun 1 pm, 4 pm, 7 pm, 10 pm

GM: Jeff Siadek

You get to be a hero aboard a starship for amazing adventures in the classic boardgame/rpg hybrid: Battlestations! Beginners are welcome! Returning players are welcome! Even if you can't find time to play, you must come by and see the amazing spectacle for yourself!

Battletech Alpha Strike – Fri 5 pm – Assault on Frankograd's Urbanmech factory

GM: Francisco Vassallo

Clan Smoke Bear has seized the strategically significant Urbanmech factory in Frankograd. Our attempts at liberating the city have all failed. The last resort is a lightning raid on the city to destroy the Factory. Armies will be provided. If you'd like to bring your own, make a 150 point list to either attack (Inner Sphere) or defend (Clans), Clan invasion era mechs please

Battletech Alpha Strike – Sat, Sun 1 pm –

Salvage Box Tournament

GM: Lawrence Li

Draft event with \$15 Entry Fee, each player must bring 2 mechs worth total of 75 PV from the Clan Invasion Era. Participants will be augmented by 2 random salvage packs from the event. Single round elimination. Prizes to 1st, 2nd, and 3rd. Possible Random Participation Prize

Bolt Action – Sat 9 am – Che Morado Memorial

GM: TJ Weller

1000 pt Bolt Action force. Single Reinforced Platoon, ANY units are allowed.

Bolt Action – Sun 1 pm – Narrative event

GM: Jacob Shober

1000 pt Bolt Action force. Single Reinforced Platoon, ANY units are allowed. If you have the campaign book, bring the unit! Be prepared for a single round, custom mission designed by Jacob Shober

Classic Battletech - A Game of Armored Combat –

Sat, Sun 10 am – Circle of Death

GM: Mario Acuña

The original game of giant robot combat. Unique Free For All Tournament format. Book Mechs only. All game materials provided. No experience necessary, beginners welcome!

Conquest, the Last Argument of Kings – Sat 9 am – 1500 point

GM: Greg Mazourek

This is an unofficial event. Your Conquest army does NOT have to be made from Parabellum miniatures. Bring 2 copies of your army list made with the official Parabellum website. Have your regiments in the right size bases. Please bring some way to clearly mark your units. Having the official Parabellum faction deck is advisable so you can use the secondary scenarios.

The Party Never Stops – Sat 11 am – Freeform NERF Melodrama

GM: Joe Landolph

“‘No Way To Prevent This,’ Says Only Nation Where This Regularly Happens” -The Onion. The Party Never Stops is an absurdist party game about the never-ending gun nightmare in the United States. Players take the role of survivors and perpetrators of several rapid-fire cycles of gun violence, punctuated by superficial hot takes. A Nerf gun and a five-minute timer will be used to simulate the hectic conditions of a mass shooting, follow by thirty-second soundbites from survivors and “experts.” Then we do it again, and again, and again...

Conquest, the Last Argument of Kings – Sat 9 am –

Free play / Demo

GM: Robert Courtney

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. 1500 point armies are suggested

Etherfields – Sun 7 pm

GM: Solomon Chang

Etherfields is a combination Dungeon Crawler and Escape room. Up to 5 players represent Dreamers trying to find why they are trapped in a nightmare. This will be a continuation of the core Belshazzar campaign from Orcon 2022, but new players are welcome

Formula De Super-Incredisized Spectacular – Mon 10 am –

Long Beach Grand Prix

GM: John Paiva

Wrap up the Con with a Super-Incredisized Formula De race! Lots of fun, everything is provided! Top 3 players get their name engraved on the Perennial Award Plaque for years of bragging rights!! No experience needed, all rules taught!

HMGs Presents X-Wing Miniatures 2.0 – Sat 10 am, 1 pm, 4 pm

GM: David Anderson

The next era of interstellar combat in the Star Wars galaxy! In X-Wing Second Edition, assemble a squadron of iconic starfighters from the Star Wars saga and engage in fast-paced, high-stakes space combat with icons such as Luke Skywalker and Darth Vader. With refined gameplay that focuses on fighters, X-Wing 2E lets you create your own Star Wars space battles on your tabletop. Intuitive mechanics create the tense atmosphere of a firefight with Pre-painted minis.

HMGs-PSW WWI Wings of Glory – Fri 6 pm

GM: Harmon Ward

1917. All across Europe, while men face a last-ditch battle in the mud of the trenches, colorful biplanes fly in the foggy sky, gallantly fighting each other as true “knights of the air.” Take the commands of one of the early flying machines to shoot down your enemy and become an ace, following in the steps of men like Manfred von Richthofen, Eddie Rickenbacker, Georges Guynemer and Francesco Baracca!

Kings of War – Sat 2 pm

GM: Tristan Convert

Dwarves and Goblins armies ready to play KOW for you!

Marvel Crisis Protocol – Sun 5 pm – Free play / Demo

GM: Francisco Vassallo

Bring your list, come learn and play with us. We'll have a couple of loaner forces if you'd just like to learn to play.

Miniatures

Paint and Take – Sat, Sun 10 am

GM: Robin Parker

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

Paint Contest Judging – Sun 2 pm

GM: Victor Bugg

Join us for the presentation of awards for our fantastic minis in the painting contest (see page 33). Prizes are dealer dollars. See the painting contest link under the events tab for details and rules. Miniatures can be claimed after 4pm

Rising Sun – Sat 6 pm

GM: Solomon Chang

A board game for 3 to 5 players set in legendary feudal Japan. Each player chooses a Clan and competes to lead theirs to victory by accumulating Victory Points over the course of the Seasons. Each Clan possesses a unique ability and differs in Seasonal Income, Starting Honor Rank, and Home Province.

Star Wars Legion – Sun 10 am

GM: Don Tseng

3 game, 500 point tournament. Games will be played on 4x4 tables. If possible please bring an extra copy of your list to share with your opponent.

Star Wars Legion – Sun 10 am – Free play / Demo

GM: Erik Duran

Come play for some fun. We'll have one on one games setup as well as multiplayer games. If you'd like to play a multiplayer game, bring a 600 point list. We will have several loaner armies ready as well.

Twilight Imperium Fourth Edition – Sun 10 am – Prophecy of Kings

GM: Solomon Chang

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

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

GM: Paul Gutierrez

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 – Sat 9 am – Mega-Apocalypse

GM: Paul Gutierrez

Come decide the fate of worlds in the 40K universe. 10K points. Beginners welcome. Loaner armies available, join anytime.

Warhammer 40K 9th edition – Fri 6 pm –

Mega-Apocalypse Deployment

GM: Paul Gutierrez

Deployment of forces for Saturday's game.

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

GM: Paul Gutierrez

40K open play. Come find a new opponent, beginners welcome, loaner armies available.

Warhammer 40K: Kill Team 101 – Fri Noon

GM: Aric Kuschinsky

Kill Team 101: Open Play and teaching games available. Are you new to Kill Team? Interested in trying it out? We will have a handful of premade Kill Teams available for teaching games. Both the teams and the event staff to teach are limited, so these will be first come first serve. Maybe you've got your own team already but you're looking to play some fun games on some cool terrain. This is the place for you.

Warhammer 40K: Kill Team – Sat 10 am

GM: Aric Kuschinsky

Data Team brings Kill Team to Strategicon! This is a beginner friendly event, but keep in mind that it is a tournament and there will be time limits for each round. If you're new to the game, please have a basic understanding of the core rules and have at least played a few games prior to the tournament.

Warhammer 40K: Kill Team – Sun 10 am

GM: Aric Kuschinsky

Kill Team Pods! While the Top 8 from Saturday duke it out, the rest of the field will have the chance to claim glory in a smaller pod style tournament. The number and size of pods will depend on the amount of people we have sign up. They will be 3 rounds of swiss style pairings.

Warhammer 40K: Kill Team – Sun 10 am

GM: Aric Kuschinsky

Top 8! This will be the continuation of Saturday's Kill Team Tournament. The Top 8 players from Day 1 will face off in a single elimination bracket.

Zombicide 2nd Edition – Fri 8 pm, Sat 2 pm, Sun 9 am

GM: James Freeman

The zombies came from nowhere and destroyed the world we used to know. A few brave, ordinary people united and took up arms against the infected horde. These survivors roam the city, looking for supplies, payback, and fun at the zombies' expense. You are survivors. The past is gone. Choose your fate! Now is the time for challenge, danger, freedom, and friendship. Now is the time for... Zombicide!

War Games

Los Angeles B & C

1775: Rebellion – Sat Noon

Players take the roles of the American Continental Army and Patriots against the British Army and the Loyalists.

1812: The Invasion of Canada – Fri, Sat 4 pm

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 – Sat 10 am

Axis & Allies Open Play – Fri Noon

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

Battlecry – Sun Noon

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.

War Games

Command & Colors: Medieval – Fri, Sat 1 pm

Based on the highly successful Commands & Colors game system and by design is not overly complex. The medieval battles showcased in the scenario book focus on the historical confrontations between the Byzantine Empire and its many foes including the Huns, Persians, and Goths.

Havoc! The Combat Card Game! – Fri 6 pm, Sat 9 am, 1 pm

A fast-paced cards-and-dice game of deadly hand-to-hand combat. Set in the era of swords and shields, spears and axes, Players take on the role of Knights, Barbarians, or other fighters locked in a deadly struggle.

OverBattle 101 – Sat 10 am, 5 pm

OverBattle – Sat 11 am, 6 pm

4-player Axis & Allies style sci-fi strategy game. 1 asymmetrical player becomes a late-game traitor. Be the first to take and hold a territory in opponent's home world!

Sails of Glory: Ships of the Line – Sat 6 pm

Sails of Glory: Frigates – Sun 6 pm

Recreates naval combat in the Age of Sail (1750–1815). Simulates the different movement capabilities of each individual ship using miniatures, cards, and board game mechanics.

Shores of Tripoli – Mon 11 am

Re-enacts 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. While the other player, the bashaw of Tripoli attempts to continue his lucrative piracy upon merchant trade while countering the American threat on land and sea.

Roleplaying

Newport, San Lorenzo

RPGs on Demand

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

A Land Without Fairytales, Squad A – Sat 9 am – GURPS

A Land Without Fairytales, Squad B – Sun 8 pm – GURPS

GM: Ron Shaw

SPONSORED – Prizes

Recently ASPIRE has gained much attention from powers that originate in other dimensions One such group mistakenly believing ASPIRE to be monster killers has reached out to them for aid in dealing with the supernaturals that dominate their world.

An Unctuous Brew – Mon 2 pm – Call of Cthulhu 7E

GM: Hank Wong

1923 Ceylon. Production yields for a British-owned tea plantation have plummeted, Local experts have been asked to find out why, but no response. You have been sent from London to investigate and get to the bottom of the matter. Pregen Investigators will be provided. New players welcome.

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. An amazing level of detail and realism, yet it plays like a euro! Check out the game hosted by the designer.

The Napoleonic Wars – Mon 11 am

A fast-paced, tension-filled, card-driven wargame using a point-to-point movement system that pushes the envelope in a new direction for this pivotal period of history. Every Monday for many years Barry Lew ran Napoleonic Wars - - this con we do it in his memory.

War Stories 2nd Edition – Sun 10 am

Narrative-driven World War 2 tactical combat that plays like a video game! No dice, no charts, no math yet an unbelievable level of detail and realism! Check out the game hosted by the designer.

Wellington: The Peninsular War 1812-1814 – Sun 11 am

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.



Ashes of Power – Sun 8 pm – Genesys: Twilight Imperium

GM: Steven Rodriguez

You are the one of the Keleres, an agent of the Galactic Council in a time of a tense peace and charged with protecting the galaxy from dangerous threats. A member of your organization has gone missing while investigating imperial-era technology on a lost world. You are asked to track them down and resolve whatever complications come to pass.

Been Hurt: A Sporting Adventure for Mostly Bots – Fri 8 pm –

Paranoia

GM: Ian Norris

Greetings troubleshooters! Your team of one human troubleshooter and five robots are required for a very special mission. One which may even take you into the dreaded CLASSIFIED in order to INFORMATION REDACTED. Beware your circuits frying, or worse, getting dirty.

Black out – Sat 8 pm – GURPS

GM: Daniel Alvarez

Power has been out for some time now. Small groups have joined together for protection and sharing of knowledge starting to make this new world feel safe. The hunt for renewable power to help us survive.

RPGs

Childrens' Crusade – Sat 9 am – Twilight 2000 4e

GM: Chris Czerniak

Survival just after the end of the 3rd World War. Yet, in this bleak world, there is still hope. In the midst of utter destruction, you can start to build something new. Rally people to your ranks. Stake a claim and protect it. And maybe, if you live long enough, start turning the tide. Your crew comes upon a training installation run by teens. Are they ally or enemy and what are they hiding?

Circus Wanderlust – Fri 2 pm – Trail of Cthulhu

GM: Steven Rodriguez

Every time the Circus Wanderlust blows into town, a sea of colorful tents appears outside of a small midwest town. Every time it leaves, a visitor has gone missing. Some report strange and terrible sights inside the big tent. Fresh out of ideas, a group of paranormal investigators are sent to determine the fate of those missing and look for responsibility.

Dead Man's Hand – Sun 2 pm – Brindlewood Bay

GM: Stephanie Bryant

The Brindlewood County Charity Poker Tournament is a popular annual event on the Brindlewood Bay calendar. The Murder Maven book club members are playing a little friendly poker to raise money for their favorite charities... until friendly turns deadly... Note: Players in one of my Brindlewood Bay games may use their characters in the others if they wish.

Defenders: Manhattan On Fire – Sat 9 am – Dark Champions

GM: Dustin Laurence

A new threat is ravaging the streets of New York, and the (Netflix, not comics) Defenders must once again band together to save their city. Can they work together long enough to stop the bloodbath? Note: players must ensure that they are comfortable with the dark themes of the setting and characters. Players unfamiliar with the series are welcome, but are encouraged to use Google to ensure this is a suitable game.

Dungeons & Dragons 5.0 Player vs Player Tournament –

Sat 9 am – DUNGEONS & DRAGONS 5th edition

GM: David Arvizu

Experience the ultimate PVP experience: Fight to survive against other players in this Kill-or-be-Killed tournament. Hunt other players in an underground maze using the best character that you can create or use our Pre-Gens. Earn points based on how much damage you inflict on other players. Character Creation HELP available 1 hour prior to start of game.

Egypt with a capital E – Sat 8 pm – Scion 2nd edition

GM: Louis Garcia

In the sands of Egypt, aware from the watchful eyes of the cities. And Egyptian god builds a city for himself, populated by his devoted followers. What secret is the god hiding among his cultists? Your team of Scions will infiltrate to find out and if you must, put a stop to it. You play a Scion, an offspring of a god, with all their powers and gifts. Presented by the Dead Gamers Society.

Expert Treasure Hunters – Sat 8 pm – The One Ring 2e

GM: Scott Rinehart

Mad Bilbo is at it again. Now he's trying to drag respectable hobbits into his insane schemes. Still, he is your relation, and there might be food, so you might as well go see what he wants.

Heavy is the Head that Wants the Crown – Sat 2 pm – The

Fantasy Trip

GM: Gary Mack

SPONSORED – Prizes. A Spoiled Prince wants what's rightfully his, his grandfather's crown. He doesn't trust greedy adventures but the families of militia members make convenient hostages, and so he sends you.

Homecoming at Bonfire Cliff – Sat 2 pm – Brindlewood Bay

GM: Stephanie Bryant

Bonfire Cliff is a hangout site above the defunct Bay Quarry where cliques of Brindlewood High meet for sneaking cigarettes, sharing booze, and hooking up. But there's more to the Cliff than just teenage misbehavior. Find out how much more when the local high school biology teacher turns up murdered! Note: Players in one of my Brindlewood Bay games may use their characters in the others if they wish.

Home of the Venerated Heroes – Fri 8 pm – Attackers of Opportunity - Side Quest

GM: Michael Steinbach

The home of Venerated Heroes is an assisted living facility for "seasoned" heroes. Something is up and it's up to these decorated heroes to save the day once again! Come join the DM and some of the cast of the podcast Attackers of Opportunity for a Side Quest set in our world!

Honey Heist – Sun 9 am – Honey Heist

GM: Sam Carter

You are a bear. And a criminal. And with your other criminal bear compatriots, you are about to pull off the caper of your career, if something doesn't go horribly amiss that is! Honey Heist is a game designed for one-shots. Ratchet up your suspension-of-disbelief dial a notch or two, don a disguise, and bag the score of a lifetime.

Journey to the Basilisk Hills – Sun 2 pm, 8 pm – Old School Essentials (AD&D 1st ed)

GM: Mordru

Starting a new hexcrawl that will continue through all Strategicon events. . Can you make it to 3rd level? Come play D&D as it was originally designed. West Marches style play based on Basilisk Hills kickstarter.

Lasers & Feelings – Fri 8 pm – Lasers & Feelings

GM: Sam Carter

L&F is a one-shot system designed to emulate sci-fi like Star Trek, Firefly, Farscape, etc. Play as an intrepid crew with specifics created at the beginning of play (don't worry, everything either has a list or a chart so you can jump in right away). Roll Lasers for science, shooting, etc and Feelings for negotiating, deception and the like. Fun & Fast-paced action.

Monday Morning Madness! – Mon 10 am – Multiple Possible

GM: Michale Shupe

I will run any event I ran earlier this convention, GURPS, Call of Cthulhu, or Mutants and Masterminds! Player Choice.

My Old School: Amid the Ruins of Tenth Imperium –

Fri 2 pm, 8 pm, Sat Midnight, 2 pm, 8 pm – Advanced Dungeons & Dragons 1st Edition

GM: Zood

Explore ancient wonders! Wrest gold from the bowels of the earth! Strive for glory! These are the continuing adventures of My Old School. New and returning players welcome. Characters are easy to make. Gameplay is swift. Come adventure in my old school.

My Old School: Power Supreme – Sun Midnight – Tenth Imperium Diceless

GM: Zood

Wield the Power Supreme! Contest the Fate of Tenth Imperium!

No Guts, No Glory – Sat 9 am – All Outta Bubblegum

GM: Sam Carter

Play a zany action rpg where your only stat is Bubblegum (physical pieces of). Roll above or below your stat for different actions. As your bubblegum pool diminishes and wears you down, your options narrow to action-movie style butt-kicking.

RPGs

One shot – Sat 8 pm – Paranoia

GM: Doug Ecks

One shot game of Paranoia the RPG. Focus on humor and interparty competition and immersion in a fun and unique game universe.

Other Gloom – Mon Midnight – Cthulhu Now

GM: Zood

Confront terrors unknowable.

Paragon U – Fri 8 pm – GURPS

GM: Daniel Alvarez

A Young team of Trainees on a routine training mission get in over their heads. How will they make it back to school?

Peer Pressure – Sat 2 pm – Breakfast Cult (Fate Accelerated)

GM: Sam Carter

In the Weird Age of the late 21st century, the newly-discovered occult sciences are changing the world. If you want to learn them, Occultar Academy is the place to go. In this secluded island school, talented students from all over the world can learn sorcery and occulttech under the Foundation's watchful eye. But the Academy hides dangerous secrets, and one of them is about to ruin your day...

Pick your Job! – Sat 9 am, 2 pm – Dungeon World

GM: Seth Halbeisen

Chose a Class, even if you don't have any, meet strangers, defeat monsters, earn coin, and most importantly, make a name for yourself! Or, not, it's up to you guys, I just bring the explosions...

Project: ASPIRE - Pushing the Envelope – Sat 2 pm – GURPS

GM: Michale Shupe

Project ASPIRE is the Agency for Supernatural and Paranormal Investigation, Research, and Exploration. Report to Independence, California and pack your hiking gear. Something alien has crash-landed that a trained team needs to recover. Pre-generated characters and full background of the campaign world provided. Sponsored event with prizes!

RPG Indie Games on Demand – Fri, Sat 8 pm – various

GM: Tomer Gurantz

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)

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

GM: Tomer Gurantz

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

Sanctum of the Snail – Sun 2 pm – Dungeon Crawl Classics

GM: Thom Denick

It was a fairly pleasant trip until the storm hit. Your ship sank, and now you and the other survivors—peasants, pilgrims, and gongfarmers—are stuck on this jagged spire in the middle of the ocean. The storm rages all around you while monsters crawl out of the sea. It looks like the only way off this rock is down through that weird door. Who will live and who will die in this 0-level funnel?

Shadow of the Necromancer – Sun 2 pm – Dungeons & Dragons 5th Edition

GM: Joe Pearce

Fear stalks the darkness in the form of the walking dead! They attack innocent travelers and merchant caravans at night or dig up the recent dead and carrying them to the nearby ruins! Some say a sinister hooded figure is directing them! Stalwart adventurers have decided to take on the challenge, get the treasure suspected there and defeat this evil menace. For 1st to 4th level characters. Pre-gens will be available.

Shotgun Wedding – Sun 2 pm – The Spire

GM: Chris Czerniak

You are a dark elf. Your home, the towering city of Spire, was occupied by the high elves two hundred years ago. Now, you have joined a secret organisation known as the Ministry, a paramilitary cult with a single aim – to overthrow the cruel high elves and restore the drow as the rightful rulers of the city. A wedding in Red Row involves assets that could help the ministry unless the elves get to them first.

Surviving the Storm – Sun 9 am – The Fantasy Trip

GM: Ron Shaw

SPONSORED – Prizes On a clear and sunny day on the high seas, your ship was assaulted by a pirate vessel, before they could leave with their plunder however, a sudden storm leaves both ships broken and scattered on an island. Can you survive long enough to find help?

Survivors of the Apocalypse: other survivors? – Sun 2 pm – GURPS

GM: James Freeman

After finding out society has fallen, you have located another group of survivors. Will they be friendly or have you encountered a hostile group?

Survivors of the Apocalypse: The return home – Sat 9 am – GURPS

GM: James Freeman

A group of friends return from a trip celebrating their high school graduation to find that the world has been devastated by a disease. What would you do if you returned and everyone you knew were dead and civilization has fallen? Pregen Characters will be provided.

Survivors of the Apocalypse: Time to get organized and prepared if we are to survive the apocalypse – Sat 8 pm – GURPS

GM: James Freeman

We need to be prepared for the worst. There are those who will take everything and those who need help. The choices we make can affect a lot more people than just our little group.

Terror in the Fae Forest – Sat 2 pm – Dungeons & Dragons 5th Edition

GM: Joe Pearce

A party of adventurers investigates the fate of a well-respected woodland creature that has gone missing. Sometimes "Home, Sweet, Home" is far from true! A scenario for 4th to 6th level characters. Pre-generated characters will be available.

The Blackout Era – Fri 2 pm – GURPS

GM: Michale Shupe

Two years after the power went out for good (mostly) a group of survivors make their way toward rebuilding society. Sponsored Event, with prizes! Pre-generated characters provided.

RPGs

The Clutch – Fri 2 pm, 8 pm, Sat, Sun 2 pm – Omnium RPG

GM: John Paul Spore

You're a dragon, and necromancers have stolen your clan's eggs! Get them back at all costs - or die trying. This is a playtest session for the upcoming Omnium RPG! All materials will be provided. We request that you stay for a short debrief as part of the session, in order to solicit your feedback.

The Cybernetic Ninja War of 1812 – Sun 2 pm – GURPS

GM: Gary Mack

SPONSORED - Prizes! In an attempt to change our timeline to suit their own agendas a faction of radicals has set cybernetically augmented ninjas loose on the battlefield of the War of 1812. It is the duty of your squadron to limit and if possible repair the damage to our timeline.

The Darkness Beneath – Sat 2 pm – Exemplars & Eidolons

GM: Dustin Laurence

For criminals who do not deserve even the mercy of beheading, the terror of the unknown depths below the castle await. It's time to cheat death once again—that's what makes you a mythic hero. [E&E completely subverts the tropes of classic D&D. Come "tread the jeweled thrones of Earth beneath your sandaled feet" and sneer at less than chestfuls of treasure, because ain't nobody got time for Fantasy Vietnam.]

The Old Dwarf Mine – Fri 8 pm – The One Ring 2e

GM: Scott Rinehart

Delve into an old dwarf mine, abandoned long ago, in the northern reaches of the Blue Mountains. Rumors abound about what you may find there...or what may find you.

The Secret Cache – Sun 2 pm – Dead Man's Wake

GM: Louis Garcia

Dead Man's Wake, the upcoming new game from Monkey Fun Studios. Dead Man's Wake is a pirate game of wild adventure and supernatural horror. Come get a sneak preview

The Secret of Vinsen's Tomb – Sat, Sun 8 pm – Pugmire

GM: John Paul Spore

"Be a Good Dog. Protect your home. Be loyal to those who are true. These are the words of the code of man." Dogs have inherited the world long after the age of Man, and built the nation of Pugmire. Now odd things are afoot, and it is up to the PC's to save the kingdom from a serious threat.

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 has they hide away in their Chantries? Only they know. The Tremere Chronicles is an ongoing Stratigicon Vampire the Masquerade campaign. New and experienced players are welcome. Presented by the Dead Gamers Society.

Time Enough for Everything. – Sat Midnight – Call of Cthulhu 7th Edition

GM: Michale Shupe

A rag-tag group of pulp investigators from different eras pull together to unravel the mystery of the Time Sextant. Why does it keep dragging them through time? Pregenerated characters provided, for a short (around two hour) witching hour adventure!

Tournament of Pigs – Sat 2 pm – 5th Edition

GM: Thom Denick

Tournament of Pigs 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? Can you outrun an aberration while tied to another hapless contender?

Wrong Place Wrong Time – Fri 8 pm – Tales of Xadia

GM: Chris Czerniak

Venture into the wondrous lands of The Dragon Prince where the world of humans and elves has been reunited after a terrible war. Now weapons of the war endanger an elven village and it is up to the PCs to convince to leave before disaster strikes.

Adventurers League

Plaza C

DDAL00-10 Trust and Understanding (lvl 17-20) – Sat 9 am –

Dungeons & Dragons 5th Edition

The shield dwarves of western Faerûn sometimes speak of a labyrinthine structure on the shores of a misty lake. Rumored to imprison an ancient creature that predates Faerûn's beginnings, the place has long been sealed. But now coins are showing up in bazaars and trader's booths that match the description of those minted by this citadel, and they are rightly concerned.

DDAL-DRW-17 Expedition to the Supreme Forge (Levels 11-16) –

Fri 2 pm, Sun 7 pm (2) – Dungeons & Dragons 5th Edition

Allies reveal the location of the Supreme Forge: the origin of Xorvintroth's unique blend of artifice and magic. The answers to controlling the city's dangerous artifacts lie within for those brave enough to recover them. Part Four of the The Cold Dark series of adventures. A Dreams of the Red Wizards: Terminal Ambitions adventure. An Adventure for 11th through 16th-Level Characters. Optimized for: APL 13

DDAL-DRW-18 Against the Machine (lvl 11-16) – Fri 7 pm, Sun 9

am (2), Mon 2 pm – Dungeons & Dragons 5th Edition

Aware that someone in Xorvintroth opposes them, the Thayans have heavily reinforced the defenses around the Far Realm battery factory. A covert team must infiltrate and sabotage the facility before the Red Wizards can make more batteries. Part Five of the The Cold Dark series of adventures. A Dreams of the Red Wizards: Terminal Ambitions adventure.

DDAL-DRW-19 Fall the Cold Night (Level 17-20) – Sat 9 am, Sun 2

pm, Mon 9 am – Dungeons & Dragons 5th Edition

In trying to undo the characters' sabotage, the Red Wizards have ripped wide the portal to the Far Realm. Father Llymic's brood swarms forth and the Elder Evil hears their call. **CONTENT WARNING:** Far Realm effects, body horror (transformation), mind and body control, possible character retirement, decapitation, possible phobia trigger (worms), mentions slavery.

DDAL-DRW-EP-04 Tears Among the Stars (lvl 11-20) – Sat 7 pm – Dungeons & Dragons 5th Edition

A githzerai ally has tracked the Anomaly to the heavily fortified neogi stronghold of Journey's Legg. The Sha'sal Khou is mustering an assault against the slavers' base and offers to let you use the assault to slip inside to recover what you need to finally defeat the Thayans. **CONTENT WARNING:** slavery, mind control, torture. Death, disintegration, pulverizing, consuming flesh, dissolving, and electrocution.

PO-BK-1-01 Autumn Burns Red (Levels 5-10) –

Fri 2 pm, Mon 9 am – Dungeons & Dragons 5th Edition

A welcome respite at the annual Harvesttide Festival suddenly becomes the backdrop of incursion of an otherworldly army! The people of Splondar call for anyone to save them from the destructive wake of this aberrant legion's march! Why are they here? or better yet- Who leads them? Who has the courage to find out and warn the cities of The Border Kingdoms?

PO-BK-1-02 Trust No One (Levels 5-10) – Fri 7 pm, Sun 9 am,

Mon 2 pm – Dungeons & Dragons 5th Edition

Having learned of the approach of the Thayan army, a party of adventurers races to alert the city of Derlusk and its ruling body, the Coinseats Council. When they arrive, enemies hide around every corner. Who can be trusted?

PO-BK-1-03 Red Masks (lvl 5-10) – Sat 9 am, Sun 2 pm –

Dungeons & Dragons 5th Edition

Having descended upon the Border Kingdoms, a merciless Thayan army marches toward the great port city of Derlusk. Unfortified, the city mobilizes its meagre forces in a desperate attempt to stall the invaders long enough for civilians to evacuate. Can a group of adventurers on a daring secret mission turn the tide of war?

PO-BK-1-04 The City in the Mist (lvl 11-16) – Sat 9 am, Sun 2 pm

– Dungeons & Dragons 5th Edition

Citizens of the coastal city of Yallasch are fleeing their home in terror. Rumors of unspeakable horrors residing in the city travel across the Border Kingdoms. Lord Iraun, a powerful and tyrannical ruler, calls to adventurers to aid him in restoring the city, raising suspicions about his true motives. What mysterious force is responsible for these reality bending events?

PO-BK-1-05 Far in the Forest (Levels 11-16) – Sat 2 pm, Sun 7 pm

– Dungeons & Dragons 5th Edition

With the true villain responsible for the horror at Yallasch identified, the heroes uncover and perform a ritual, hoping to banish the city of Kethendyr back to the Far Realm and restore the city of Yallasch.

PO-BK-1-06 Beyond the Starry Veil (Levels 11-16) – Sun, Mon 9

am – Dungeons & Dragons 5th Edition

Heroes completed a ritual to save Yallasch and send Kethendyr back to the Far Realm, but it was not without a cost and mysterious forces lurk in the starry veil seeking a way to return to the Material Plane.

PO-BK-1-07 Beyond This Portal (Levels 17-20) – Sat, Sun 2 pm,

Mon 9 am – Dungeons & Dragons 5th Edition

A call was put out by the protector spirit of the Jundarwood Forest. Will you answer the call to investigate the corruption growing deep within the woods? Can you root out the evil before it takes hold and threatens the Border Kingdoms, even Toril as a whole?

PO-BK-1-08 Dark Side of the Rune (Levels 11-16) –

Sun 9 am, 7 pm, Mon 2 pm – Dungeons & Dragons 5th Edition
Heroes face an outsider enemy in a Far Realm keep. The portals attaching it to both the Far Realm and the Jundarwood Forest are the only things continuing to cause danger to the people of the Border Kingdoms. Can you take down the portals and make your way home safely?

RMH-06 Amber Reclamation (lvl 5) – Sat 9 am – Dungeons &

Dragons 5th Edition

Your investigations have led you to the peaks of Mount Ghakis, and the Amber Temple—an ancient resting place of terrible evil—lay before you. With any luck, the missing investigator is inside and their work complete. Unfortunately, luck doesn't seem to have been working in their favor so far. The seventh in the Ravenloft: Mist Hunters series of adventures. A four-hour adventure for 5th-level characters.

RMH-07 The City of Dreams (lvl 6) – Sat 2 pm – Dungeons &

Dragons 5th Edition

Entrusted with greater responsibility, you've been dispatched to l'Cath to find the Urn of Dreams. There, you must navigate the city and find a way into the Palace of Bones—the home of the domain's Darklord. To accomplish this, you'll need help from unlikely sources. Whatever you do, though, don't fall asleep. A four-hour adventure for 6th-level characters.

RMH-08 The Palace of Bones (lvl 6) – Sun 9 am – Dungeons &

Dragons 5th Edition

The Urn of Dreams lies somewhere within the Palace of Bones, and you've been tasked with finding it. Along the way, you learn you aren't the only ones in pursuit of the elusive artifact. To have any hope of recovering the urn before your mysterious rival, you must discover the palace's secrets, and use them to your advantage. The ninth in the Ravenloft: Mist Hunters series of adventures.

RMH-09 The Deadliest Game (lvl 6) – Sun 2 pm – Dungeons &

Dragons 5th Edition

Rumors tell of a jungle shrine in the domain of Valachan, and Alanik has asked you to brave the dangers within in search of the vestige that sleeps within an amber sarcophagus. While the jungle is the clearest danger, you'll have far deadlier things to contend with than beasts and plants. The tenth in the Ravenloft: Mist Hunters series of adventures.

WBW-DC-ROOK-1-1 The Care and Maintenance of the Rookery

(Levels 1-4) – Fri 2 pm, Sat 7 pm, Mon 9 am –

Dungeons & Dragons 5th Edition

A lost nature preserve has been rediscovered! Help its new caretaker secure and restore its once glorious Bastion of Rebirth, so examination of the demiplane can begin. The Rookery is a magical tome containing a feywild demiplane dedicated to the preservation and rehabilitation of endangered species. A Four-Hour Adventure for Tier 1 Characters. Optimized for APL 2.

WBW-DC-ROOK-1-2 Rise of the Everplume (Levels 1-4) – Fri 7 pm,

Sun 9 am, Mon 2 pm – Dungeons & Dragons 5th Edition

The perimeter of a volcanic island needs secured! Help a nature preserve's new caretaker assure the area surrounding his base of operations is safe. A 4-hour tier 1 adventure.

WBW-DC-ROOK-2-1 Rapid Resettlement in the Rookery (Levels

5-10) – Sat 2 pm, Sun 7 pm – Dungeons & Dragons 5th Edition

A request has been made to help an endangered species. A rare blood dragon has requires aid relocating its lair before the predator that killed its mate returns for the clutch. The Rookery is a magical tome containing a feywild demiplane dedicated to the preservation and rehabilitation of endangered species. A Two-Hour Adventure for Tier 2 Characters. Optimized for APL 8.

Adventurers League

WBW-DC-ZODIAC-01 The Pied Piper and the Rat King (Lvl 1-4) – Sat 9 am, Sun 2 pm – Dungeons & Dragons 5th Edition
The common folk of the village blame the Carnival for their missing children. A pied piper has stolen the children into the Feywild. Save the children, prove the carnival's innocence. Story 1 of the Zodiac TalesA Four-Hour Adventure for Tier 1 Characters. Optimized for APL 2.

WBW-DC-ZODIAC-02 Udder Chaos, The Holy Cowspiracy (Levels 1-4) – Sat 2 pm, Sun 7 pm – Dungeons & Dragons 5th Edition
The denizens of Samsara have lost contact with the village of Honey Milk, adventurers are hired to solve the conspiracy, and find the missing archfey of Samsara.A sinister mystery and delve into the underground labyrinth in the Feywild.Story 2 of the Zodiac TalesA Four-Hour Adventure for Tier 1 Characters. Optimized for APL 3. GCG Approved.

Pathfinder Society

Los Angeles A

PF1 Mod: Gallows of Madness (LV 1-3) – Sun 9 am, 2 pm, 8 pm – Pathfinder RPG 1st edition
Something wicked—and monstrous—stirs around the rugged Isgeri town of Saringallow, where the hated legacy of noble Chelish diabolists runs deep. Levels 1-3

PF2 AP 151: Extinction Curse – Sat, Sun 9 am, 2 pm, 8 pm – Pathfinder RPG 2nd edition
The Extinction Curse Adventure Path begins! The Circus of Wayward Wonders has just arrived in the remote town of Abberton.

PFS1 4-09: The Blakros Matrimony (LV 3-7) – Sat 9 am – Pathfinder RPG 1st edition
The eldest daughter of the prominent Blakros family is set to wed an influential Hellknight, and the Pathfinder Society is invited to the festivities. For levels 3-7

PFS1 4-14: My Enemy's Enemy (LV 3-7) – Sat 2 pm – Pathfinder RPG 1st edition
Someone in the city of Magnimar is committing crimes and leaving evidence implicating the Pathfinder Society. Levels 3-7

PFS1 5-03: The Hellknight's Feast (LV5-9) – Mon 9 am, 2 pm – Pathfinder RPG 1st edition
War between demons and the civilized peoples of the Inner Sea region has broken out in the Worldwound far to the north of Absalom, but despite the regional implications of an Abyssal victory, many nations are ambivalent toward the cause. Levels 5-9

PFS1 5-23: Cairn of Shadows (LV 5-9) – Sat 8 pm – Pathfinder RPG 1st edition
The innumerable cairns and burial mounds of Barrowmoor in northern Nidal contain untold treasures and terrors. the PCs must brave the shadow-stricken region to keep this object from falling into the wrong hands. Levels 5-9

PFS1 9-17: Oath of the Overwatched (Levels 5-9) – Fri 8 pm – Pathfinder RPG 1st edition
Deep beneath the Blakros Museum lies a copper gate that no key could open—at least, not from the outside. Within, they uncover the true reason why the ancient mage Ralzeros made the place beyond the gate so hard to reach. Levels 5-9

PFS1 - Call of the Copper Gate (LV 3-7) – Fri 2 pm – Pathfinder RPG 1st edition
Alarm bells blare throughout the Pathfinder Society's Grand Lodge as chaos reigns in one of the vaults below. It falls to the PCs to follow this disruption's trail, a mission that puts them on a collision course with mysterious forces that wish to unleash horrors from beyond reality upon Golarion. Levels 3-7

PFS2 1-09: Star-Crossed Voyages (LV 3-6) – Sun 2 pm – Pathfinder RPG 2nd edition
The Pathfinder Society is called upon to aid the fledgling nation of Vidrian! Levels 3-6

PFS2 1-23: The Star-Crossed Court (LV 3-6) – Sun 8 pm – Pathfinder RPG 2nd edition
On an idyllic island of the western coast of Garund, the PCs arrive at the iruxi city of Ekkeshikaar. Levels 3-6

PFS2 2-06: The Crashing Wave (LV 3-6) – Sun 9 am – Pathfinder RPG 2nd edition
On an island off the coast of Jalmeray, the Pathfinders are called to action! The Society's friends at the Monastery of Unbreaking Waves are faced with a horde of sea devils seeking to level their recently-rebuilt temple and claim it for themselves. Levels 3-6

PFS2 2-13: A Gilded Test (LV 1-4) – Mon 9 am – Pathfinder RPG 2nd edition
Called to the city of Oppara, a group of Pathfinders quickly find themselves assigned to investigate a clandestine fighting tournament taking place in the city streets. Levels 1-4

PFS2 2-18: The Fanciful March of Urwal (LV 3-6) – Mon 2 pm – Pathfinder RPG 2nd edition
With one of its masked leaders missing, the Pathfinder Society continues a desperate search of the forests in northern Iobaria. Levels 3-6.

PFS2 2-19: Enter the Pallid Peak (LV 1-4) – Mon 2 pm (2) – Pathfinder RPG 2nd edition
After the volcano Droskar's Crag erupted over 700 years ago, destroying many nearby cities in a cataclysm that would come to be known as the Rending, the dwarven empire of Tar Khadurn fractured and eventually collapsed. Levels 1-4

PFS2 2-21: In Pursuit of Water (LV 1-4) – Fri 2 pm – Pathfinder RPG 2nd edition
The Pathfinder Society sends the PCs to the Thuvian city of Aspenthar, where they learn that div-worshipping cultists have taken violent measures to secure the ancient keys to a mysterious site out in the desert. Levels 1-4

PFS2 2-23: An Agent's Obligation – Fri 8 pm – Pathfinder RPG 2nd edition
While on a routine mission to catalogue a collection of family heirlooms for House Junianis in the Chelish city of Hinji, four Pathfinder agents have mysteriously vanished. Levels 3-6

PFS2 3-03: Echoes of Desperation(LV 3-6) – Sun 2 pm – Pathfinder RPG 2nd edition
Venture-Captain Finze Bellaugh at the Anthusis Lodge in Vidrian recently came into possession of a magic bell that was plundered from a community of Song'o halflings living somewhere in the Laughing Jungle. Levels 3-6

PFS2 3-10: Delve the Pallid Depths (LV 1-4) – Sun 8 pm – Pathfinder RPG 2nd edition
After a group of prospectors discovered an ancient, abandoned dwarven ruin within the mountain known as Droskar's Crag, they reported their finding to the Pathfinder Society. Levels 1-4

PFS2 Intro 1: The Second Confirmation – Sat 2 pm –
 Pathfinder RPG 2nd edition
 A Pathfinder Society initiate goes missing on their Confirmation mission to become a fully-fledged field agent. Levels 1-2

PFS2 Intro 2: United in Purpose – Sat 8 pm –
 Pathfinder RPG 2nd edition
 When a group of Pathfinder Society initiates recently completed their Confirmation and rescued a fellow Pathfinder Levels 1-2

PFS2 Intro: Year of Shattered Sanctuaries – Sat 9 am –
 Pathfinder RPG 2nd edition
 A recently inducted Pathfinder field agent makes a startling discovery as pleas for assistance flock to the Society’s Grand Lodge from across the Inner Sea. Levels 1-4



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, the next full year awards will be for 2022. Orcccon 2020 and Gateway 2021 will be included in those awards.

For 2019 the winners are:

Jack Butler Award:	1st - Darrell Stark
	2nd - Eric Downing
	3rd - Brian Rush
Short Board Games:	1st - Darrell Stark
	2nd - Sean Growley
	3rd - Eric Downing
Medium Board Games:	1st - Darrell Stark
	2nd - Jaye R
	3rd - Josh Ballard

Long Board Games:	1st - Bruce Schlickbernd
	2nd - Maria Loram
	3rd - Jay Spowart
Collectible Games:	1st - Gene Berry, James Branzuela
Video Games:	1st - Ryan Caven
	2nd - Jason Bailey
Kids' Games:	1st - James Aldrich
	2nd - Aeris Holland, Arryn Holland

Strategicon congratulates these fine gamers!

General Events

General Events

Pacific Ballroom, Carmel, International F, 1635, Bel Air

Auction – Mon 11 am

Closets cleared or closets filled with games you may never have heard of, and lot of stuff you have. What exactly will be there? No one knows! Come find out. Always entertaining. Carmel

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. Bel Air

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. Bel Air

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

Dealer Room Closed – Fri 9 pm, Sat, Sun 6:30 pm, Mon 2:30 pm
Pacific Ballroom

DnD 5e (learn to play or GM) – Sat, Sun 7 pm – DnD 5e

Come learn Dungeons and Dragons 5e (player and/or gming) with the crew of Sidequest Games & Accessories. Outside the dealer's room in the Pacific Foyer.

Fantasy Movie – Sun 3 pm

In Carmel.

Feedback Forum – Sun 6 pm

Our first live Gamex since 2019. How'd we do? What happened? What can we do better? All this and more will be discussed ad nauseam. Note the new time. Carmel

Flea Market – Fri 8 pm, Sat Sun 11 am

Strategicon's Bazaar of the Bizarre. Games and various and sundry items abound! Who knows what gems will be available here. Come by to buy or sell. International Foyer

Gamex 2022 Meet & greet – Fri 7 pm

Join us for an unique Meet & Greet with our special guests Michael Tan, John Noce, and Bradford Obie. Food, beverages, and wonderful conversation with the guests. 1635

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. Pre-reg will each get chance to win a prizes so sign up. 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 – Fri 1 pm, Sun 10 am

In 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

Sci-Fi Movie – Fri 3 pm, Sat 5 pm

In Carmel



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
Army Painter	Mayday Games
Blue Panther	Paizo Publishing
Critical Hit Games	Reaper Paints & Miniatures
Dan Verssen Games	Renegade Game Studios
Days of Wonder	Rio Grande Games
Decision Games	SleepWalkAir
Existence Games	Steve Jackson Games
Phoenix Hobbies	The Game Chest
Fire & Dice	The Warehouse
Gamecraft Miniatures	Ultra Pro
Games Workshop	Vallejo Paints
Gate Keeper Games	Warlord Games
Imperial Outpost Games	White Wizard Games
Kayenta Publishing	Wizards of the Coast

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 2022 Dealer Room Vendors:

+3 to Charisma	GoodDay Games
Arcknight	Hobby Goblins
Area 88	Line of Sight Terrain
Bluefish Games	Loscon
Cantrip Candles	Meepleshop
Crazy Bob's Dream Emporium	Moonlit Moor Games
Critical Hit Games	Noble Dwarf Printing
DE Distribution	Numbskull Games
Dice Envy	Odyssey Games
Dice Tower Dungeons	Party Penguins
DM Dunn	Ramen Sandwich Press
Fire & Dice	Ratmasters House of Anime and Stuff
Frog Knight Games	

RosaleenDhu Designs	The Weekend Warrior
Sidequest Games & Accessories	Warlord Games
Snakes and Lattes	Weird Works
Strategicon Market	Yu-Gi-Holics
The Game Chest	

The Grid Game!

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

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

Flea Market

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

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

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

Convention Seller Rules

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

Buyer Guidelines

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

Participation Procedures

1. You may obtain a maximum of one table at a time. If things are slow, the Convention Services person might let you get a second table, but don’t count on it!
2. You must pay for a Flea Market table in advance. Payment, with your completed paperwork (available from the Convention Services person), is at the rate of \$10 per table per hour. The Convention Services person in the Flea Market area will collect payment for Flea Market tables. PLEASE, DO NOT ASK AT THE REGISTRATION DESK!

3. At the expiration of your time, if people are waiting for Flea Market tables, you have to relinquish yours. If no one is waiting for a Flea Market table when your time is up, you may renew by the hour based on availability.

4. You may not set up before your hour begins and when your time is up, you must leave. THERE IS NO GRACE PERIOD.

5. If you set up early, or if you are late leaving, you must pay the hourly FULL PRICE of the table.

Product Policy

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

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

Notice from the State of California

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

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

Game Auction

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

Auction Registration Rules

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

A Note About Lots

A lot is auctioned off as a single unit. It may contain any number of items (a trilogy of games or a year’s worth of magazines, for example). The Lot Registration Slip should list what items the lot contains specifically along with any special features of the items. Details such as edition, condition (mint, punched, or partially punched), extra units and variants included should be listed. War games should have the scale and period depicted (Tactical WWII naval, for example) in the lot’s description. Role Playing Games should have the system for which the item was designed listed in the description.

Auction Seller rules

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

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

Auction Buyer rules

1. All sales are cash only. No credit cards or personal checks will be accepted. Dealer Dollars from this year's conventions and Traveler's Checks will be accepted.
2. Call out your bids loud and clear, raising your hand for the auctioneer to see. Please leave your hand up as long as you are bidding on the item.
3. The minimum bid increment for each bid is \$1 unless the auctioneer declares otherwise.
4. CAVEAT 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 LARP 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. This includes swordcanes, which are illegal and a felony in California. 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 2022 Winners

Board & Card Games	1st Place	2nd Place	3rd Place
7 Blunders	Jason Folger	Winton Lemoine	Kyle Greenwood
7 Wonders	Kyle Greenwood	Cephra Stuart	Bridget Colbert
7 Wonders: Armada	Sean Growley	Kyle Greenwood	Darrell Stark
7 Wonders: Leaders	Cephra Stuart	Sean Growley	Kyle Greenwood
Acquire: David Woolcott Memorial	Shadi Khalil	Samir Shah	Austin Tran
Age of Empires III	Brent Wallace	Jeremy Langdon	Edward Tu
Agricola	Reid Barkell	Drew Conley	Kenneth Osborne
Arcadia Quest	Michael Rizzo	Ryan Everly	David Ballesteros
Azul	Josh Lederer	Kyle Greenwood	Gilbert Quinonez
Bargain Quest	Travis Griffin	Brian Rush	Bridget
Battlestar Galactica	Team Cylon: Jeremy Langdon, Robert Flores		
Blokus	Darrell Stark	Bruce Schlickbernd	Sean Rich
Blue Moon City	Darrell Stark	Winton Lemoine	Cameron David
Brass: Lancashire	Erick Vallejos	Cole Luebbers	Brian Mccain
Category 5	David Cohen	Gilbert Quinonez	Jaye R.
Caylus	Mark Nadeski	Robert Neff	Jeremy Langdon
Century: Spice Road	Stephen Bowen	David Parayre	Martha Cordero
Cloudspire	Steven Cole		
Cohorts and Cronies	Adam Armstrong	Jose Jose Garcia	Jack Sanders
Coloretto	Brian Rush	Jeremy Langdon	Edward Tu
Concordia	Scott Samarel	Thomas Wallace	Steve Estrella
Dream Factory	Jason De Moura	Andre Chautard	Darrell Stark
Dune Imperium	Eric Ongchangco	Stanley Cascone	Sean Mcmorris
Eclipse	Ben Paolicelli	Alfonso Weilbach	Chris Green
Fireball Island	Robert Lamarre	Ciaran Forde-Sexe	Stella Guisto
Ghost Fightin' Treasure Hunters	Everyone Escaped		
Gloomhaven	The Game Won		
Great Western Trail 2nd Ed	Chris Gillis	Ehren Evans	Andrew Ma
Heroes of Land, Air & Sea	Andrew Clark	Elizabeth Rutledge	Adam Clark
In the Stars	Michelle Paradis-Sorensen	Ta-Te Wu	
Ingenious	Darrell Stark	Valerie Lake	Gwen Alviani
Kingdomino	Keira Estrella	Sora Huebner	Stella Guisto
Kingsburg	Brandon Muller	Angela York	Robin Fox
Kingsburg	Noah Bleich	Angela York	Sean Rich
Lagacy: The Testament of Duke de Crecy	Nicholas Sobko	Christine Marciniak	Brent Wallace
Liar's Dice	Brian Rush	Robert Neff	Eli Beck
Lords of Waterdeep	Susan Fintland	Stephen Bowen	Brian Wallis
Love Letter	Travis Griffin	Andrew Clark	David Parayre
Nexus Ops	Darrell Stark	Kyle Greenwood	David Parayre
No Thanks!	Sean Growley	John Heydorn	Brian Rush
Nuclear War	Larry Mcintire	Sean Rich	Biff Miller
On Mars	Mark Nadeski		
Orleans	Geoff Kloess	Winton Lemoine	David Cohen
Overboss	Kaonee Shugart	Travis Griffin	Michael Owens
Pax Viking	William Ronald	Brent Wallace	
Phase 10	Mike Fryer	Cameo Baranowski	Lee Ursich
Phase 10	Tanya Aldrich	Tamala Takahashi	James Aldrich, Yoshi Takahashi
Power Grid	Philip Snyder	Mike Munson	Reid Barkell
Power Grid World Tour: China	Bruce Schlickbernd, Mike Munson, Brad Cohen	Lisa Buroola, Reid Barkell, Scott Samarel	Drewkitty, Morgan
Power Grid World Tour: Korea	Mike Munson, Reid Barkell, Gilbert Quinonez, Gerald Delker	Philip Snyder, Morgan Maynard, Ozgun Tumer, Jason De Moura	Maynard, Robert Neff
Power Grid World Tour: Northern Europe	Reid Barkell, Gilbert Quinonez		Martha Cordero, Drewkitty, Christine Marciniak, Rocco Garcia
Power Grid World Tour: UK/Ireland	Gilbert Quinonez, Lisa Buroola, Christine Marciniak	Jack Munson, Heide Nichols, John Byun	Mike Munson
Puerto Rico	Cameron David	Darrell Stark	Philip Snyder, Drewkitty, John Cuthbertson
Ra	Gilbert Quinonez	Kathy Deng	
Red Cathedral	Chris Buskirk	Casey Jones	Dearl Albright
Rising Sun	Mark Dierking	Ryan Jacobson	Bob Stout
Settlers Of Catan Finals	Chris Broderick	Marlon Shows	Jeff Gray
Shadows Over Camelot	Lisa Gray		Alexandra Dierking
Space Base	Hailey Genova		Mehran Hassan
Spartacus: A Game of Blood & Treachery		Sean Rich	Sean Growley
Stone Age	Jaye R.	Martin Deolden	Ivan Demoura
Survive!	Dante Parti-Smith	John Cuthbertson	Samir Shah
Talisman	Kenneth Thomas	Brian Rush	
Terraforming Mars	Lisa King	Travis Griffin	Sergio Alvarez
		Evan Sarafian	Stanley Cascone

The Castles of Burgundy	Thomas Wallace	Sean Growley	Susan Fintland
The Princes of Florence	Bill Harris	Chris Green	Robert Neff
The World Cup Game	J.L. Robert	Lee Ursich	Robert Neff
Thurn and Taxis	Scott Samarel	Andre Chautard	Gerald Delker
Ticket to Ride First Journey	James Aldrich,	Stella Guisto,	
Ticket to Ride: Europe	Keira Estrella	Sora Huebner	
Ticket to Ride: Germany	Shadi Khalil	Jaye R.	Gilbert Quinonez
Ticket to Ride: Italy	Brian Rush	Jaye R.	Brandon Muller
Ticket to Ride: Nordic Countries	Jaye R.		
Ticket to Ride: Rails and Sails	Brandon Muller	Neil Kessler	Robin Stout
Ticket to Ride: Swiss	Courtney Holland	Rebecca Murphy	Jaye R.
Tiny Towns	Kyle Greenwood	Gilbert Quinonez	Jefferson Tinus
Tokaido	Scott Samarel	Ryan Mercatante	Sabrina Brennan
Trekking The National Parks	Christine Marciniak	Darrell Stark	Scott Rinehart,
Uno	Brandon Muller,	Brian Rush, Stella Guito	Kiera Estrella
Vegas Showdown	Rachel Adams	Sergio Garcia	Mike Fryer
Wingspan	Jaye R.	Darrell Stark	Cameron David
Collectible Cards & Minis	David Mines	Sabrina Brennan	Ehren Evans
7 Wonders Duel	Josh Lederer	2nd Place	3rd Place
Ascension #1	1st Place	Scott Hansen	Edgar Morales
Ascension #2	Chris Gillis	No Badge Given	Ephraim Silverman
Clash Royale Mobile-Strategic-Placement-Con	Melissa Weiss	Jason Folger	Melissa Weiss
Funko Pop Board Game	Stephen Bowen	Courtney Holland	
Gamer Game Show: Family Feud Gamer Edition	Brad Dawson	Nia O'Connor	Austin Tran
Its a Wonderful World	Reimer Tran	Lili Yen, Bret O'Connor,	
Lost Ruins of Arnak	Jefferson Tinus, Austin	Ryan Tinus	
Magic: the Gathering Commander #1	Tran, Reimer Tran	Kenneth Osborne	David Parayre
Magic: the Gathering Commander #2	Brett Holbrook	Chris Buskirk	Lisa Gray
Magic: the Gathering Commander #4	David Mines	Steven Skorheim	
Magic: the Gathering Draft #2	Derrin Jung	Angel Ocampo	Todd Barry
Magic: the Gathering Draft #3	Robert Blair	John Heydorn	Albert Chen
Magic: the Gathering Friday Night Draft	Alberto Quintero	Jason Folger	Josh Maxman
Magic: the Gathering Keith Aldrich Pauper	Jimmy Crowell	Perrin Weiss	Satyen Prasad, Tanya
Magic: the Gathering Sealed	Jaime Estrada	Steven Skorheim	Aldrich, Keith Aldrich
Star Wars Miniatures Sealed Booster Draft	Jimmy Crowell	Jeremy Branzuela	
Star Wars Miniatures [...] The Battle of Hoth	Scott Mesich	Scott Mesich	
Transformers: TCG Booster Draft	Jeremy Branzuela	Ben Ziegert	Ronen Ziegert
Vampire the Eternal Struggle (VtES)	Andrew Clark	Pierre-Gilles Stehr	Rusti Acevedo
Vampire the Eternal Struggle (VtES)	Kris Zierhut	Jonathan Becht	Jeff Poole
Vampire the Eternal Struggle (VtES)	Rusti Acevedo	Damian Pytlik	Rusti Acevedo
Vampire the Eternal Struggle (VtES)	Mark Jasper	Robert Bruce	Branden Adams
Yu-Gi-Oh!	Damian Pytlik	Bradley Thomas	
Yu-Gi-Oh! Advance	Sage Garver	Christopher Anderson	
Miniatures	Ronen Ziegert	2nd Place	3rd Place
1-48 Tactics Tournament	1st Place	Martin Juarez	Greg Mazourek
Circus Maximus	Stan Stratton	Benjamin Ou	Eli Beck
Fuzzy Heroes	Suzanne Kenney	Frank Vassallo	Yeshua Obena
Kill Team Small Tournament/ Open play	Everyone Won	Greg Mazourek	Larry Ross
Star Wars Legion	Alic Kuschwsky	Willie Malone	Duncan Jones
Warhammer 40K 9th edition Ironman	Donald Tseng	2nd Place	3rd Place
Painting Contest	Quinn Ziegert	Blood Deuel	Chelsea Deuel
Fantasy Large	1st Place	Jared Rutledge	Michael Basnigh
Fantasy Single	Jared Rutledge	Solomon Chang	Dana Hohn
Fantasy Unit	Blood Deuel	Courtney Navachi	
Historical Large	Dana Hohn	Solomon Chang	Quinn Giegert
Historical Unit	Dana Hohn	Jim Sandoval	
Open	Dana Hohn	Phil Abramonth	
Sci Fi Large	Michael Basnigh	Victoria Schultz	
Sci Fi Single	Frank Vassalo	2nd Place	3rd Place
Sci Fi Unit	Phil Abramonth		
Strategikids	Dana Hohn		
RPGs	Victoria Schultz		
Dungeons & Dragons 5.0 PvP Tournament	1st Place		
Fantasy Trip (GURPS) Best of the Rest	Jonathan Murray		
Fantasy Trip (GURPS) Journey over Daggerfell Peak	Anna-Marie Farquhar		
Fantasy Trip (GURPS) The Siege of Daggervale	Ciaran Forde-Sexe		
GURPS ASPIRE	Berney Peng		
GURPS One Man's Trash	Margaret Gilbert		
GURPS Paragon University a small issue	Michale Shupe		
GURPS Project ASPIRE Return to Alpine TX	Dustin Takeyama		
GURPS Project ASPIRE The more things change	Gary Mack		
GURPS Return to Sector 13	Eli Beck		
	Dustin Lawrence		

Video Games	1st Place	2nd Place	3rd Place
Darkstalkers 3	John Shippee	Drew Staten	Nick Fascitelli
Super Puzzle Fighter 2 Turbo	Kenneth Phuong	Hunter Collins	Jonathan Schrepfer
War Games	1st Place	2nd Place	3rd Place
1775 Rebellion	Keith Aldrich	Siven Prasad	
Axis & Allies	Luke Hardman	Ryan Voznick	
Battle Cry	Ian Rodriguez	Tom Kelly	
Memoir 44 New Flight Plan	Clive Souter	Frank Yuan	
Sails of Glory	Bruce Schlickbernd	Neil Kessler	
Sails of Glory - Frigates	Luke Hardman	Ryan Voznick	

In Memoriam



Jose Armando 'Ché' Morado was born to Amalia and Armando in the summer of 1987. Since then, his light has shone on everyone that crossed his path. On April 16, 2022, Ché suddenly passed away. All who knew him describe him as joyful, intelligent, funny, respectful, genuine and loving.

Ché was an active member of his community, a 2005 graduate of Tolleson Union High School, attended Morado University, and was Barrio certified in auto body and paint. He was a successful manager for Warlord Games and their #1 sales agent for their North and South American territory. Ché's always been an adventurer, having previously lived in Peru and visited Ecuador, Bolivia, Mexico, and mostly recently England. Ché's life ended too soon. He brought so much joy to his family, friends and colleagues. Ché will most be remembered for his amazing smile and contagious laugh, which would instantly light up a room, and for his humor, his storytelling, and being helpful to all who needed it. Above all, Ché loved God and his familia. We hope he knew how much he was loved. Everyone was Ché's favorite person and no one was ever hurt about it, because he was their favorite too. He made friends and touched lives everywhere he went, and his absence will weigh heavily on thousands of people across the globe.



Strategicon Mask and Vaccine Policy

Overview: Due to changes in the recommendations made by the CDC and falling COVID numbers, Strategicon has elected to drop its masking mandate. However, in acknowledgment of recommendations for mega events made by the state of California and the safety of our attendees, we will continue to require proof of full vaccination for all eligible individuals, or a negative PCR or antigen (lab-performed) test within 72 hours of your arrival at the convention. This page's goal is to provide attendees with an overview and details of this policy, how to make sure attendees and volunteers are in compliance with the policy before the convention, and provide details on the enforcement of these policies.

Vaccine Eligibility: All attendees must have completed the two-week exclusion period after their second dose by their arrival, or have either a negative lab-performed PCR or antigen COVID test performed at an approved testing site within 72 hours of their arrival at the convention, with appropriate documentation dating their test. Children under five are not eligible for the vaccine and must be tested as stated above to be admitted into the convention.

Currently, there are three vaccines approved for emergency use against COVID-19 in the United States, and two vaccines fully approved by the FDA (Pfizer and Moderna). At this time, vaccines are only available to individuals five and older, meaning that children under the age of five are currently ineligible for vaccination and will need to enter Strategicon with a negative PCR or antigen test. If, however, your child was fully vaccinated against COVID-19 as part of a preliminary pre-approval study by an accredited body, their proof of vaccination will be sufficient for them to enter the convention, so long as they are out of their exclusion period after their second dose.

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

Compliance: Two of the three available vaccines in the United States are two-dose vaccines. If you're planning to come to Strategicon, are eligible to get vaccinated, and have not yet received your first dose, begin scheduling your doses so that you will be out of your exclusion period (about two weeks after the second dose) by the time of your arrival at the convention. If you plan to continue unvaccinated, begin looking for a testing site and prepare to have your lab-grade test(s) taken within 72 hours of you and your party's arrival. If you do not use the online QR code system to upload your vaccination status, you will need to show your proof of vaccination or negative test results at the COVID Check station upon arrival at Registration.

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

Testing: Unvaccinated individuals will need to take a PCR or antigen (either one performed at a lab) COVID test at an approved testing site and show a negative result within 72 hours of your arrival at the convention. Unvaccinated attendees will need to show their negative test result at COVID Check before picking up their badge, and guardians will need to show negative test results for their unvaccinated children. A waiver will be required for every individual once proof of vaccination or a negative COVID test has been shown at the check station. Strategicon will not be databasing any medical information beyond vaccinated/unvaccinated status for the purposes of badge registration, and is not a covered entity under HIPAA restrictions. Strategicon will not share your vaccination or eligibility status with any other entity.

Mask Mandate: As of April 1, 2022 Los Angeles County has dropped its blanket mandate requiring masking, but Los Angeles and the state of California continue to highly recommend masking for large indoor events, such as Strategicon. At Gamex 2022, we will not be enforcing masking, but we recommend masks for all attendees, and ask that attendees be polite and kind about other attendees' choice to mask or not to mask. As always, if you begin to feel ill, particularly if you have a sore throat, congestion, or fever, we ask that you wear a mask to protect other attendees, or consider staying home or in your hotel room and taking care of yourself.

Strategicon Doxxing and Social Media Harassment Policy

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

Strategicon will not tolerate:

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

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

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

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

A Word (or two) from the Con Man

It's been a long time ...

Gamex is finally live again. It was the first con shuttered by the pandemic and the last one to open. So welcome to the first live Gamex since 2019. We're really glad to be here and we're pleased you could join us.

It's Getting Better All the Time!

We are not back to normal, but we're back to something that is at least recognizable. And while we are not done with the pandemic, many of us have adapted to living with it. Long-term effects of COVID-19 are still an unknown, but things have (d)evolved to the point that it's no longer a death sentence for the vast majority of people.

State of the con: the con is healthy

While obviously we can't know for sure how this con is going to go, all indications are that it's going to come in at about 80 percent of normal. That up from about 66 percent last show and 50 percent the show before that. We're up over 100 events from the last show for this one. I'm hoping that next show will come in close to where we were back before all this madness started. Still a bit of a juggling act financially, but it's looking like all will be fine, except for one issue ...

We (Always) Need Help

One of the tricks of putting a show like this on is getting enough volunteers. That's been an issue, to put it mildly. While we've had a reasonable supply of GMs, getting other volunteers for all the miscellaneous jobs has been a real challenge. Eight hours of work for a free badge is not overwhelming compensation, I realize, but it does help guarantee the events you want run will get run. For non-GMs the hours are very flexible as well.

Speaking of next show ...

Gateway 2022 is going up against a couple of large concerts at SoFi stadium and the hotel has seen fit to raise prices on all their rooms outside our block. So we will be opening up the block as soon as we can after the show so people can get the best

selection of rooms available. I'm hoping we can have the block open by early June.

Inflation!

While we have contracts in place with the Hilton for quite some time, a lot of our expenses are starting to go up. While we aren't raising prices this year, we cannot make that same promise for next. We'll hold the line as long as we can, but I expect some adjustments for 2023. So be prepared, and feel free to take advantage of the current price structure for the future this and next show.

I'm Free!

Lockdown for me is finally over! I had to take drastic measures (see below), but I'm finally free of lockdown. It only took two years.

No, I'm really free!

I just recently joined the burgeoning ranks of the "great resignation" – I retired. This was long planned. I now have much more time to put into the cons. Consider this a warning. Of course, the "honey-do" list is about 10 years long. Wish me luck. Plus, I now have time to work on my nefarious plans for <redacted>.

Finally! In Print!

Our talented cover artist, Kevin Hill, has done some absolutely stunning work for us over the years. While we were virtual, he continued to do so – partially as a contingency plan for if we could go live. These beautiful con book covers deserved to be in print, so now they are on the inside front cover of this con book. Thanks Kevin!

Time to have some fun!

I love these shows – always have. Been looking forward to this one for quite some time. So let's have some fun and have a great con. Hopefully we get to keep doing these for years to come.

**I'm not a
people
person**

**I'M A
MEEPLE
PERSON**



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