

Los Angeles. California. USA

STRATEGICON GAMEX!



4.15

05:22-25:2015



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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. Since locating individuals at Gamex is sometimes difficult, look for someone wearing a purple Strategicon vest or visit the Registration Desk.

| | |
|---------------------------------|--|
| Convention Manager | Eric M. Aldrich I |
| Convention Operations | Chris Carlson |
| Event Coordinator | Tim Keennon |
| Dealer Room | John Paiva |
| Registration | Tracy Fryer Tiffany LaMarre |
| Board Games | Shane Sauby |
| Industry Liaison & Collectibles | Victor Bugg |
| Computer and Video Games | Jason DuVall |
| Live Action Role Playing | Ryan McMullan |
| Miniatures | Mike James Frank Vassallo |
| Role-Playing Games | Jim Sandoval Jon-Enee Merriex Mickey Tan |
| Auctioneer | Alfonzo Smith |
| Webmaster | Tanya Aldrich |
| Marketing | Mei Dean Francis |
| Seminars & Movie Room | Nick Chavez |
| Library | David Holt |
| Open Gaming | Michael Fryer Robyn L. Nixon |
| Lots of Stuff | Mark Hyman Eric Downing Michael J. Russell |
| Art Director | Renee Rose-Perry |
| Quartermaster | Chris Suarez |

Welcome

Strategicon welcomes you to Gamex 2015. Thank you for joining us.

Gamex brings you the widest array of family, fantasy, historical, and science-fiction board, card, computer, 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, Computer and Video Games, Demonstrations, Live-Action Role-Playing Games, Miniatures, Role-Playing Games, Special Events and Seminars), 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 (GMs), this convention grants its officials these rights.

1. Judges and GMs may modify game rules as necessary by announcement prior to commencement of the tournament or event.
2. Judges and GMs may adjudicate a winner when time allotted for the completion of the round has elapsed.
3. As necessary, judges and 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 cancel it.
5. Event officials have the right to eject, if deemed necessary, any player from an event.

Event Registration

You can register for participation in game events on site by entering your name on the sign up sheet. These sheets can be found at the appropriate Event Registration Desk prior to the event's scheduled starting time. Role-Playing events are an exception. Role-Playing event sign up sheets are in RPG HQ all day and will be 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 often tournaments are limited by the number of games 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 Guillotine #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 registration chances.

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 as follows:

Mega - \$50, \$20, \$10, \$5

Large - \$20, \$10, \$5, \$3

Tournament - \$10, \$5, \$3

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

Sponsored events will give 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.

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A Guide to Gamex 2015 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 Carcassonne, 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, just like you.

Another type of gaming that you'll enjoy is the "Card Game" division. These games include the fast and riotous action games such as Uno, Guillotine, 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. Just look for someone with a copy of the game and ask him or her to teach you! You'll be glad to hear that new players have a good chance of beating even the most experienced veterans in these freewheeling fun games.

We have also added many party games, such as Wits and Wagers, Liar's Dice, 25 Words or Less, and Times Up to the schedule. 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 a bit more physically exerting, we have "Combat" Live-Action Role-Playing games that bring role-playing games to life with not only live acting, but also physical challenges such as dexterity tasks (disarming mock traps, solving puzzles, or "picking" locks) and live combat with safe, padded weapons.

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!



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

GameX 2015 Special Guests



Dan Verssen — Dan Verssen Games (DVG)

In the 1980s, Dan discovered his passion for game design while modifying existing games like Traveler and D&D. Dan's first published game was the award-winning Modern Naval Battles, published by 3W Games in 1989; over the years Dan's designs have won several Origins Awards and Charles S. Roberts Awards.

Dan and his wife, Holly, formed Dan Verssen Games (DVG) in 2002 with one simple aim: to design and publish games that offered high production values and amazing artwork coupled with unique and compelling gaming experiences. DVG has produced and published dozens of titles, ranging from card games to solitaire games to board wargames. DVG usually has about 5 games in development at any given time!

Ian Stedman — Magic Meeple Games

Ian Stedman is the designer of Magnum Opus, a deckbuilding game about alchemy, published last year by Clever Mojo Games. He has been a designer of board, card, and video games since he was a child but became serious about it in 2007, when a for-fun project for his wife Trish prompted a friend to mentor him and establish the necessary connections for him to get started on a professional level.



Ian has a BSBA from NAU and has worn a lot of hats in addition to designing games; I.T. professional, graphic designer, architectural drafter, husband and father. Ian and his wife Trish's new publishing company, Magic Meeple Games, is working with Gamelyn Games to co-publish the highly anticipated Darkrock Ventures by famed designer Michael Eskue, which will launch on Kickstarter this July.



Michael Coe - CEO Gamelyn Games

Designer, publisher and actor Michael Coe began publishing board games in 2011. He has successfully funded over 10 Kickstarter projects for a collective sum of more than \$1M. His most successful publication, Tiny Epic Galaxies, has been printed in 5 languages and was the second most backed board game project in Kickstarter history.

Coe began designing games at a young age, and his deep passion for games is evident in Gamelyn Games' mission: to share inspiration with players, spark creativity within them and provide memorable experiences that bring them together. He and his wife, Brittany, live with their daughter Jolene in Phoenix, AZ.

GameX 2015 Artists



Ellis Goodson - Program Cover Artist

Blazing Meeples

In 1953 Ellis was born in Claremore, Oklahoma and went to school in Oklahoma City. He spent class time doodling instead of taking notes, shaping his inevitable college career choice into commercial art. In 1985 he came west to California, making a number of friends.

Ellis is available for story boarding and visual development
<http://ellisgoodson.daportfolio.com>

Eric Loran Bingham - GameX Artist

MeepleVinci

A lothario at heart, Eric's life philosophy can be summed up thusly:

*When I see a fair damsel go by,
I just sigh a fiery sigh,
And she's baked like a tater—
I think of her later
With a romantic tear in my eye.*



In addition to playing the field, Eric also likes to play board games with his brother Darren. The Bingham family are descendants of Hiram Bingham, the famous archaeologist explorer. Carcassonne and Lords of Waterdeep inspired Eric's meeple shirt design—MeepleVinci.

Friday

Master Schedule of Events

* = Play with the creator

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

Departments: B = Board Games, C = Collectibles, G = General, L = LARPs,

M = Miniatures, R = RPGs, S = Seminars, T = Traditional Card Games

V = Video Games, W = War Games

Fri, May 22

| Start Time | Duration (hours) | System Title or Type | Room | Exp. | Dept. |
|------------|------------------|---|-----------------|------|-------|
| Noon | 2 | Cosmic Encounter Small | | E | B |
| | 2 | Henchmen! PLAYTEST Demo | | B | B |
| | 2 | Liar's Dice Small | | A | B |
| | 2 | Munchkin Qualifier #1 Sponsored | | A | B |
| | 2 | Shadow Hunters Event | | B | B |
| | 1 | Sheriff of Nottingham Event | | A | B |
| | 1 | Thurn & Taxis Gaming 101 Demo | | B | B |
| | 2 | Carcassonne Event | | A | B |
| | 1 | Yu-Gi-Oh! Demo | La Jolla | B | C |
| | 4 | Boss Monster | La Jolla | A | C |
| | 4 | Adventure Time: Card Wars | La Jolla | A | C |
| | 0.1 | Deadzone Deadzone Campaign- Battle for Los Angeles | La Jolla | A | M |
| | 2 | Dogs of War Dogs of War | International A | A | M |
| | 2 | Axis & Allies Set Up Event | Marina | A | W |
| 1 pm | 2 | Blood Bound Small | | E | B |
| | 2 | Formula D Small | | E | B |
| | 2 | Mars Attacks: The Dice Game Sponsored | | B | B |
| | 2 | Perpetual Motion Machine Event | | A | B |
| | 1 | The Scepter of Zavandor Gaming 101 Demo | | B | B |
| | 2 | Thurn & Taxis: Power and Glory Event | | A | B |
| | 3 | Blue Moon City Small | | E | B |
| | 4 | Magic: The Gathering - Modern Masters Draft | La Jolla | A | C |
| 2 pm | 2 | Deus Event | | A | B |
| | 2 | Dixit Small | | E | B |
| | 2 | Fluxx Sponsored | | A | B |
| | 2 | Ginkopolis Event | | A | B |
| | 2 | La Boca Event | | A | B |
| | 6 | Relic Small | | E | B |
| | 4 | The Scepter of Zavandor Small | | E | B |
| | 1 | Revolution Small | | A | B |
| | 1 | Settlers of Catan Gaming 101 Demo | | B | B |
| | 2 | Pathfinder Adventure Card Game | La Jolla | A | C |
| | 3 | Yu-Gi-Oh! Life Tournament | La Jolla | A | C |
| | 4 | Zombicide Zombicide | International A | A | M |
| | 4 | Drift Worlds DRIFT WORLDS Playtest | Plaza D | A | R |
| | 4 | Dungeon Crawl Classics DCC - The One Who Watches From Below | San Lorenzo A | A | R |
| | 4 | Dungeons and Dragons 5e Greyhawk Reborn: Children of the New Age | San Lorenzo A | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX1-10 Tyranny in Phlan (lvl 5-10) | | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX2-1 City of Danger (lvl 1-4) | | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX2-2 Embers of Elmwood (lvl 1-4) | | A | R |
| | 8 | Dungeons & Dragons 5th Edition DDEX2-9 Eye of the Tempest (lvl 5-10) | | A | R |
| | 4 | Dungeon World Beasties & Bygones: Raunchy Parody RPG Demo | Plaza B | A | R |
| | 4 | Fate Core Voyages of the Starship Loki | San Lorenzo B | A | R |
| | 4 | GURPS Sanctuary- The old prison | Plaza D | A | R |
| | 4 | GURPS 4th Edition The Fall of Galactor? (Gatchaman) | Plaza C | A | R |
| | 4 | HeroQuest Glorantha The Cursed Corpse-King | Plaza B | A | R |
| | 5 | Pathfinder RPG PFS 1-40 Hall of the Drunken Heroes | | A | R |
| | 5 | Pathfinder RPG PFS 3-24: The Golden Serpent (levels 5-9) | | A | R |
| | 5 | Pathfinder RPG PFS 5-99: The Paths We Choose (levels 3-7) | | A | R |
| | 5 | Pathfinder RPG PFS 5-99: The Paths We Choose (levels 3-7) Core Campaign | | A | R |
| | 5 | Pathfinder RPG PFS 6-10: The Wounded Wisp (levels 1-2) | | A | R |
| | 5 | Pathfinder RPG PFS 6-10: The Wounded Wisp (levels 1-2) Core Campaign | | A | R |
| | 5 | Pathfinder RPG PFS 6-14: Scions of the Sky Key, Part 2 (levels 1-5) | | A | R |

Friday

Fri, May 22

| Start Time | Duration (hours) | System Title or Type | Room | Exp. | Dept. |
|------------|------------------|---|-----------------|------|-------|
| | 5 | Pathfinder RPG PFS 6-14: Scions of the Sky Key, Part 2 (lv1 1-5) Core Cam. | | A | R |
| | 5 | Pathfinder RPG PFS Bonekeep Challenge I (level 3-7) Core Campaign | | E | R |
| | 4 | Powered by the Apocalypse Apocalypse World | Plaza C | A | R |
| | 5 | Star Frontiers / Savage Worlds Distress on Life Liner 928 | San Lorenzo F | A | R |
| 3 pm | 2 | Chez Geek Sponsored | | A | B |
| | 2 | Dread Curse Event | | A | B |
| | 2 | Dungeon Small | | E | B |
| | 2 | Five Crowns Event | | A | B |
| | 2 | No Thanks! Small | | A | B |
| | 1 | Brass Gaming 101 Demo | | B | B |
| | 1 | Mesopotamia Event | | A | B |
| | 3 | Settlers of Catan National Qualifier Event | | E | B |
| | 3 | Magic the Gathering: Mini Master | La Jolla | E | C |
| | 4 | Sails of Glory Tournament Tournament | Marina | A | W |
| 4 pm | 4 | Brass Tournament | | E | B |
| | 1 | Coup Small | | A | B |
| | 2 | Eclipse Gaming 101 Demo | | B | B |
| | 2 | Fluxx Sponsored | | A | B |
| | 1 | Red November Event | | A | B |
| | 2 | Spell Chess Event | | A | B |
| | 1 | Spyfall Event | | A | B |
| | 2 | Yahtzee Free for All #1 Small | | A | B |
| | 1.5 | Covalent Crisis Final Playtests | La Jolla | A | C |
| | 4 | Super Dungeon Explore Forgotten King Arcade | International A | A | M |
| | 4 | Palladium Robotech Macross Saga | Plaza D | A | R |
| 5 pm | 2 | Battlestar Galactica Gaming 101 Demo | | B | B |
| | 4 | Conquest at Kismet DEMO Demo | | B | B |
| | 2 | Evolution Event | | A | B |
| | 2 | Family Business Small | | E | B |
| | 4 | Little Pig: There can be only one! DEMO Demo | | B | B |
| | 2 | Mars Attacks: The Dice Game Sponsored | | A | B |
| | 1 | Mythotopia Gaming 101 Demo | | B | B |
| | 1 | Summoner Wars Gaming 101 Demo | | B | B |
| | 3 | Terra Mystica Qualifier #1 Event | | E | B |
| | 1 | Wits & Wagers Event | | A | B |
| | 2 | Power Grid Gaming 101 Demo | | B | B |
| | 2 | Doomtown: Reloaded (ECG) Demo | La Jolla | A | C |
| | 3 | Exodus Trading Card Game Tournament | La Jolla | A | C |
| | 4 | Dealers Room Opens Dealers Room Opens | | A | G |
| | 3 | Warhammer 40K Intro to Warhammer 40K | International A | A | M |
| | 3 | Warhammer Fantasy Intro to Warhammer Fantasy | International A | A | M |
| 6 pm | 1 | 18xx Gaming 101 Demo | | B | B |
| | 4 | Aura DEMO Demo | | B | B |
| | 4 | Covalent Crisis PLAYTEST Demo | | B | B |
| | 1 | Dead of Winter Gaming 101 Demo | | B | B |
| | 7 | Eclipse Tournament | | E | B |
| | 2 | Monopoly Deal #1 Small | | A | B |
| | 2 | Munchkin Qualifier #2 Sponsored | | A | B |
| | 3 | Mythotopia Small | | E | B |
| | 2 | Summoner Wars Event | | A | B |
| | 2 | Titan Gaming 101 Demo | | B | B |
| | 3 | Force of Will Tournament | La Jolla | A | C |
| | 2 | LSR CCG Storyline Demo Event | La Jolla | A | C |
| | 2 | Magic: The Gathering - Secret Alliances (Pauper) | La Jolla | E | C |
| | 0.1 | Raffle Drawing! Raffle Drawing! | | A | G |
| | 4 | Imperial Assault Imperial Assault Skirmish Demo | International A | A | M |
| | 2 | Zombicide Zombicide 101 | International A | A | M |
| 7 pm | 4 | 18xx Small | | E | B |
| | 4 | Battlestar Galactica Event | | A | B |
| | 2 | Chez Geek Sponsored | | B | B |
| | 4 | Dead of Winter Event | | A | B |
| | 1 | Kingdom Builder Gaming 101 Demo | | B | B |

Friday

Fri, May 22

| Start Time | Duration (hours) | System Title or Type | Room | Exp. | Dept. |
|------------|------------------|--|-----------------|------|-------|
| | 2 | Love Letter #1 Small | | A | B |
| | 2 | March of the Ants Event | | A | B |
| | 1 | Shogun/Wallenstein Gaming 101 Demo | | B | B |
| | 1 | The Current Number of the Beast Event | | A | B |
| | 2 | Yu-Gi-Oh! Win-A-Mat | La Jolla | A | C |
| | 1 | Meet & Greet Meet & Greet | 1635 | A | G |
| | 6 | Flames of War 15mm HMGS-PSW Presents Patton in North Africa | International A | A | M |
| | 4 | AD&D 1st edition Ravenloft: The Original | San Lorenzo A | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX1-12 Raiders of the [...] (lv1 5-10) | | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX2-1 City of Danger (lv1 1-4) | | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX2-5 Flames of Kythorn (lv1 1-4) | | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX2-8 Foulness Beneath [...] (lv1 1-4) | | A | R |
| 8 pm | 1 | BANG! The Dice Game Event | | A | B |
| | 2 | Kingdom Builder Tournament | | A | B |
| | 2 | Phase 10 #1 Small | | A | B |
| | 2 | Splendor Small | | E | B |
| | 3 | Tanto Cuore Expansions Event | | B | B |
| | 1 | Werewolf Gaming 101 Demo | | A | B |
| | 1 | Wizards Vs Dragons PLAYTEST Demo | | B | B |
| | 1 | Merchants & Marauders Gaming 101 Demo | | B | B |
| | 4 | Power Grid World Tour: Russia Event | | E | B |
| | 1 | The Castles of Burgundy Gaming 101 Demo | | B | B |
| | 3 | Magic: The Gathering- Friday Night Magic | | A | C |
| | 2 | Flea Market Flea Market | | A | G |
| | 0.1 | Raffle Drawing! Raffle Drawing! | | A | G |
| | 4 | Parlor LARP Unheroes | Bel Air | A | L |
| | 1 | Miniatures Robotech RPG Tactics Demo | International A | A | M |
| | 1 | Warhammer Fantasy Arena of Death | International A | A | M |
| | 4 | Zombicide Zombicide | International A | A | M |
| | 4 | Classic Traveller (GDW Traveller Books 1-3) Falling Stars | Plaza B | A | R |
| | 4 | Dungeons and Dragons 5e Greyhawk Reborn: High Tide | San Lorenzo A | A | R |
| | 4 | GURPS GURPS - The Totally Renamed Pony Game | Plaza D | A | R |
| | 4 | GURPS - Traveler (Tournament) To the Rescue part 1 - Into Space | Plaza D | A | R |
| | 4 | Mini-Six Star Wars: Blood Moon | San Lorenzo F | A | R |
| | 4 | Monster of the Week - Evil Hat McCall-ing all Monster Hunters | Plaza B | A | R |
| | 4 | My Life With Master Mother Dearest | San Lorenzo B | A | R |
| | 5 | Pathfinder RPG PFS 3-04: The Kortos Envoy (levels 7-11) | | E | R |
| | 5 | Pathfinder RPG PFS 5-08: The Confirmation (levels 1-2) | | A | R |
| | 5 | Pathfinder RPG PFS 5-08: The Confirmation (levels 1-2) Core Campaign | | A | R |
| | 5 | Pathfinder RPG PFS 6-16: Scions of the Sky Key, Part 3 (lv1 1-5) | | A | R |
| | 5 | Pathfinder RPG PFS 6-16: Scions of the Sky Key, Part 3 (lv1 1-5) Core Cam. | | A | R |
| | 5 | Pathfinder RPG PFS 6-17: Fires of Karamoss (levels 5-9) | | A | R |
| | 5 | Pathfinder RPG PFS 6-18: From Under Ice (levels 1-5) | | A | R |
| | 5 | Pathfinder RPG PFS 6-18: From Under Ice (levels 1-5) Core Campaign | | A | R |
| | 5 | Pathfinder RPG PFS Bonekeep Challenge I (level 3-7) Core Campaign | | E | R |
| | 4 | Powered by the Apocalypse Urban Shadows | Plaza C | A | R |
| | 4 | Savage Worlds (Science Fiction) Crash-Drivers (original setting) | Plaza C | E | R |
| | 4 | The End of the World - Zombie Apocalypse Surviving Gamex – The 1st Night | Plaza B | A | R |
| | 4 | The Extraordinarily Horrible Children of Raven's Hollow (Playtest) | Plaza B | A | R |
| | 4 | The Queen's Cavaliers The Oceanus Rim | San Lorenzo F | A | R |
| | 2 | Made For Play, The Movie | Carmel | A | S |
| 9 pm | 2 | Castellan Sponsored | | A | B |
| | 2 | Chaosmos Small | | E | B |
| | 3 | Merchants & Marauders Event | | A | B |
| | 3 | The Castles of Burgundy Qualifier Event | | E | B |
| | 2 | Tragedy Looper: First Steps Event | | B | B |
| | 3 | Werewolf #1 Event | | A | B |
| | 4 | Yo, Bro! The Card Game DEMO Demo | | B | B |
| | 1 | Eldritch Horror Gaming 101 Demo | | B | B |
| | 0 | Dealers Room Closes Dealers Room Closes | | A | G |
| | 2 | Apocalypse 40K Mega-Apocalypse Deployment | International A | A | M |
| | 1 | Warhammer 40K Arena of Death! | International A | A | M |

Friday

Fri, May 22

| Start Time | Duration (hours) | System Title or Type | Room | Exp. | Dept. |
|------------|------------------|--|-----------------------|------|-------|
| 10 pm | 5 | Eldritch Horror Event | | A | B |
| | 2 | Euphrat & Tigris Small | | E | B |
| | 1 | Metro Event | | A | B |
| | 2 | Roll for the Galaxy Event | | E | B |
| | 1 | The Resistance: Avalon Event | | A | B |
| | 2 | Uno #1 Small | | A | B |
| | 1 | Lords of Waterdeep Gaming 101 Demo | | B | B |
| | 1 | Race for the Galaxy Gaming 101 Demo | | B | B |
| | 1 | Tiny Epic Defenders | La Jolla | A | B |
| | 11 pm | 2 | Istanbul Small | | E |
| 1 | | Kanzume Goddess Event | | B | B |
| 4 | | Lords of Waterdeep Tournament | | E | B |
| 4 | | Race for the Galaxy 2 Player Tournament | | E | B |

* = Play with the creator

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

Departments: B = Board Games, C = Collectibles, G = General, L = LARPs,

M = Miniatures, R = RPGs, S = Seminars, T = Traditional Card Games

V = Video Games, W = War Games

Sat, May 23

| Start Time | Duration (hours) | System Title or Type | Room | Exp. | Dept. |
|------------|--|---|-----------------|------|-------|
| Midnight | 6 | Advanced Werewolf Event | | E | B |
| | 1 | Sultans of Karaya Event | | A | B |
| | 3 | Werewolf #2 Event | | A | B |
| 3 am | 3 | Werewolf #3 Event | | A | B |
| 9 am | 2 | Carcassonne Event | | A | B |
| | 4 | Icarus DEMO Demo | | B | B |
| | 2 | Ingenious Small | | A | B |
| | 1 | Kill Shot Sponsored | | A | B |
| | 2 | Munchkin Qualifier #3 Sponsored | | A | B |
| | 4 | Parenthood DEMO Demo | | B | B |
| | 12 | Titan Big | | E | B |
| | 1 | Village Gaming 101 Demo | | B | B |
| | 1 | Star Trek Attack Wing Demo | La Jolla | A | C |
| | 10 | Apocalypse 40K Mega-Apocalypse 40K | International A | A | M |
| | 1 | Mantic Dreadball Dreadball Demo | International A | A | M |
| | 4 | Star Wars Armada Star Wars Armada Demo | International A | A | M |
| | 4 | Beast: The Primordial Once Upon a Nightmare | Plaza B | A | R |
| | 4 | Dungeons and Dragons 5e Greyhawk Reborn: Children of the New Age | San Lorenzo A | A | R |
| | 8 | Dungeons & Dragons 5th Edition DDEX1-11 Dark Pyramid of [...] (lvl 5-10) | | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX2-1 City of Danger (lvl 1-4) | | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX2-3 The Drowned Tower (lvl 5-10) | | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX2-6 Breath of the Yellow Rose (lvl 1-4) | | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX2-8 Foulness Beneath [...] (lvl 1-4) | | A | R |
| | 4 | Dungeon World Treasures of Mouleen | Plaza B | A | R |
| | 4 | Fate Core Kingsman | San Lorenzo B | A | R |
| | 4 | GURPS GURPS - Project ASPIRE | Plaza D | A | R |
| | 4 | Maid RPG My Hearts Desire | Plaza B | A | R |
| | 5 | Pathfinder RPG PFS 2-04: Shadows Fall on Absalom (levels 7-11) | | A | R |
| | 4 | Pathfinder RPG PFS 2-04: Shadows Fall on Absalom (levels 7-11) | | E | R |
| | 5 | Pathfinder RPG PFS 2-11: The Penumbral Accords (levels 1-5) | | A | R |
| | 4 | Pathfinder RPG PFS 3-06: Song of the Sea Witch (levels 3-7) | | A | R |
| | 5 | Pathfinder RPG PFS 3-24: The Golden Serpent (levels 5-9) | | A | R |
| | 4 | Pathfinder RPG PFS 6-15: The Overflow Archives (levels 1-5) | | A | R |
| | 4 | Pathfinder RPG PFS 6-15: The Overflow Archives (levels 1-5) Core Campaign | | A | R |
| | 4 | Pathfinder RPG PFS Kids Track | | B | R |
| | 4 | Pathfinder RPG PFS Quest: The Silverhex Chronicles (level 1) | | A | R |
| | 4 | Pathfinder RPG PFS Quest: The Silverhex Chronicles (lvl 1) Core Cam. | | A | R |
| 4 | Shadowrun Missions CMP 2012-01 Swing Vote (lvl 1-4) | | A | R | |
| 4 | Spirit of 77 Saturday Morning Power Hour | Plaza B | A | R | |
| 4 | The Queen's Cavaliers Nice Day for a White Wedding | Plaza C | A | R | |

Saturday

Saturday

Sat, May 23

| Start Time | Duration (hours) | System Title or Type | Room | Exp. | Dept. |
|------------|------------------|--|-----------------|------|-------|
| | 12 | Axis & Allies Tournament | Marina | A | W |
| 9:30 am | 9 | Dealers Room Opens Dealers Room Opens | | A | G |
| 10 am | 4 | A Game of Thrones 2nd Edition Small | | E | B |
| | 1 | Chutes and Ladders Event | Family Space | A | B |
| | 5 | Descent Journeys in the Dark 2nd Ed Event | | A | B |
| | 2 | Henchmen! PLAYTEST Demo | | B | B |
| | 1 | Magnum Opus Gaming 101 Demo | | A | B |
| | 2 | Perpetual Motion Machine Event | | A | B |
| | 8 | Twilight Imperium 3rd Ed Tournament | | E | B |
| | 2 | Uno #2 Small | | A | B |
| | 3 | Village Event | | A | B |
| | 4 | Highlander TCG Type 2 Regional Championship | La Jolla | E | C |
| | 2 | L5R CCG Storyline Demo Event | La Jolla | A | C |
| | 3 | Magic: The Gathering- Booster Draft | | E | C |
| | 1 | Pokemon Workshop | | A | C |
| | 1 | Yu-Gi-Oh! Demo | | A | C |
| | 1 | Dice Masters: Demo | La Jolla | A | C |
| | 2 | Pirates Pocketmodel: Tournament | | A | C |
| | 0.1 | Deadzone Deadzone Campaign- Battle for Los Angeles | La Jolla | A | M |
| | 4 | Fields of Fire Battle of the Bridge | International A | A | M |
| | 4 | Imperial Assault Imperial Assault Skirmish Demo | International A | A | M |
| | 4 | Infinity Infinity Demo | International A | A | M |
| | 10 | La Bataille San Fernando Wargamers Presents Quatre Bras Day 1 | International A | A | M |
| | 4 | Mantic Dreadball Dreadball Tournament | International A | E | M |
| | 1 | Miniatures Robotech RPG Tactics Demo | International A | A | M |
| | 7 | Paint and Take | International A | A | M |
| | 6 | Pike and Shotte 28mm HMGS-PSW Presents the Battle of Pavia 1525 | International A | A | M |
| | 2 | Relic Knights Relic Knights game demos | International A | A | M |
| | 6 | Rezolution Rezolution Demo * | International A | A | M |
| | 10 | This is WAR! This is WAR! Demo * | International A | A | M |
| | 7 | Warhammer Fantasy Warhammer Fantasy RTT | International A | A | M |
| | 6 | Warlands Warlands Demo * | International A | A | M |
| | 1 | Game Design 101 | Carmel | A | S |
| | 1 | 1775 Rebellion 101 Demo | Marina | A | W |
| | 12 | Virgin Queen (Campaign Tournament) Tournament | Marina | E | W |
| 11 am | 5 | 18xx Small | | E | B |
| | 4 | Healthy Heart Hospital DEMO Demo | | B | B |
| | 2 | Magnum Opus Event | | A | B |
| | 4 | Rip It The Farting Card Game PLAYTEST Demo | | B | B |
| | 3 | Seafarers of Catan Tournament | | E | B |
| | 6 | Space the Game V2 Event | | A | B |
| | 1 | The Cards of Cthulhu Sponsored | | A | B |
| | 1 | Five Tribes Gaming 101 Demo | | B | B |
| | 2 | Doomtown: Reloaded (ECG) Demo | La Jolla | A | C |
| | 3 | Pokemon | | A | C |
| | 3 | Dice Masters: Tournament | La Jolla | A | C |
| | 4 | Ascension: Chronicle of the Godslayer #2 | | E | C |
| | 6 | Flea Market Flea Market | | A | G |
| | 0.1 | Raffle Drawing! Raffle Drawing! | | A | G |
| | 3 | Warmachine/Hordes Warmachine/Hordes Demo | International A | A | M |
| | 3 | 1775 Rebellion Tournament Small | Marina | A | W |
| Noon | 3 | Five Tribes Tournament | | E | B |
| | 2 | Formula De Small | | E | B |
| | 1 | King's Ransom Gaming 101 Demo | | B | B |
| | 2 | Likewise! Event | | A | B |
| | 2 | Phase 10 #2 Small | | A | B |
| | 3 | Terra Mystica Qualifier #2 Event | | E | B |
| | 3 | The Castles of Burgundy Qualifier Event | | E | B |
| | 4 | The Majority Complete Edition DEMO Demo | | B | B |
| | 1 | Agricola Gaming 101 Demo | | B | B |
| | 3 | Exodus Trading Card Game Tournament | | A | C |
| | 3 | L5R 20 Festivals Draft Tournament | La Jolla | B | C |

Saturday

Sat, May 23

| Start Time | Duration (hours) | System Title or Type | Room | Exp. | Dept. |
|------------|------------------|--|-----------------|------|-------|
| | 4 | Boss Monster | La Jolla | A | C |
| | 4 | Adventure Time: Card Wars | La Jolla | A | C |
| | 6 | Alte Fritz Battle of Gross Deutschbag | International A | A | M |
| | 3 | Miniatures Robotech RPG Tactics 300 point Battle on Macross City | International A | B | M |
| | 2 | The Queen's Cavaliers Games on Demand * | San Lorenzo F | A | R |
| | 2 | Movie And A Game | Carmel | A | S |
| | 1 | PC Pinball Arcade Ongoing | | E | V |
| | 2 | Wii U Super Smash Bros - Free For All | | A | V |
| | 4 | Sturm Europa Event * | Marina | B | W |
| 1 pm | 4 | Action Card Descent DEMO Demo | | A | B |
| | 6 | Agricola Big | | E | B |
| | 1 | Chinatown Gaming 101 Demo | | B | B |
| | 2 | Machi Koro Small | | A | B |
| | 2 | Munchkin Qualifier #4 Sponsored | | A | B |
| | 1 | Small World Gaming 101 Demo | | B | B |
| | 2 | Takenoko Small | | E | B |
| | 4 | Until Dawn PLAYTEST Demo | | B | B |
| | 2 | What's He Building in There? Event | | A | B |
| | 2 | Doomtown: Reloaded (ECG) Tournament | La Jolla | A | C |
| | 1 | Dungeons & Dragons Dice Masters: Battle for Faerûn - Gaming 101 | La Jolla | B | C |
| | 4 | Star Trek Attack Wing- Faction Wars | La Jolla | A | C |
| | 3 | Ascension: Chronicle of the Godslayer | La Jolla | E | C |
| | 4 | MECCG Hero vs Hero Constructed | La Jolla | E | C |
| | 4 | MECCG Arda Game | La Jolla | A | C |
| | 6 | Lord of the Rings Strategy Battle Game "The 'Bridge at Khazad Dum" | International A | A | M |
| | 6 | Relic Knights Relic Knights Endless Hunger Tournament | International A | A | M |
| 2 pm | 2 | Backgammon Small | | A | B |
| | 3 | Chinatown Event | | A | B |
| | 4 | Overlords of Infamy DEMO Demo | | B | B |
| | 3 | Small World Tournament | | E | B |
| | 4 | SnapGammon DEMO Demo | | B | B |
| | 2 | Star Wars Imperial Assault Gaming 101 Demo | | B | B |
| | 1 | Zombie Dice Event | | A | B |
| | 1 | Ticket to Ride: Team Asia Gaming 101 Demo | | B | B |
| | 1 | Mage Wars 101 | La Jolla | A | C |
| | 4 | Highlander TCG Type 1 Regional Championship | La Jolla | E | C |
| | 4 | Magic: The Gathering- Sealed Deck Tournament | La Jolla | E | C |
| | 2 | Pathfinder Adventure Card Game | La Jolla | A | C |
| | 3 | Yu-Gi-Oh! Lite Tournament | La Jolla | A | C |
| | 2 | Hearts | | A | T |
| | 0.1 | Raffle Drawing! Raffle Drawing! | | A | G |
| | 3 | CounterSpy v2.2 The Spy who Lived Twice * | San Lorenzo C | A | L |
| | 5 | Dying Kingdoms Dying Kingdoms Table Top Game | Bel Air | A | L |
| | 4 | Los Angeles Foam Fighters The Battle for Middle Nerf * | Malibu Garden | A | L |
| | 3 | Warmachine/Hordes Warmachine/Hordes Demo | International A | A | M |
| | 6 | X-Wing X-Wing: 100 point tournament | International A | A | M |
| | 4 | Zombicide Zombicide | International A | A | M |
| | 4 | Drift Worlds DRIFT WORLDS Playtest | Plaza D | A | R |
| | 4 | Dungeon Crawl Classics RPG The Hypercube of Myt (Tournament) | San Lorenzo A | A | R |
| | 4 | Dungeons and Dragons 5e Greyhawk Reborn: Earthgate | San Lorenzo A | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX2-1 City of Danger (lvl 1-4) | | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX2-7 Bounty in the Bog (lvl 1-4) | | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX2-8 Foulness Beneath [...] (lvl 1-4) | | A | R |
| | 8 | Dungeons & Dragons 5th Edition DDEX2-9 Eye of the Tempest (lvl 5-10) | | A | R |
| | 4 | Dungeon World Beasties & Bygones: Raunchy Parody RPG Demo | Plaza B | A | R |
| | 4 | Elf Boys Homebrew Peasants and Dragons | Plaza D | A | R |
| | 5 | FATE Neon Rose: A Cyberpunk Mystery | Plaza C | A | R |
| | 4 | Fate Accelerated Spirit of Hyboria | Plaza B | A | R |
| | 4 | GURPS GURPS: The Moontear Necklace | Plaza D | A | R |
| | 4 | GURPS World of Zombies: Widening World | Plaza D | A | R |
| | 4 | GURPS - Traveler (Tournament) To the Rescue part 2 - Welcome to the Jungle | Plaza D | A | R |
| | 4 | Haunted Haunted (Playtest) | Plaza D | A | R |

Saturday

Sat, May 23

| Start Time | Duration (hours) | System Title or Type | Room | Exp. | Dept. |
|------------|------------------|---|-----------------|------|-------|
| | 5 | Pathfinder RPG PFS 1-40: Hall of Drunken Heroes (levels 7-11) | | A | R |
| | 5 | Pathfinder RPG PFS 5-08: The Confirmation (levels 1-2) | | A | R |
| | 5 | Pathfinder RPG PFS 5-08: The Confirmation (levels 1-2) Core Campaign | | A | R |
| | 5 | Pathfinder RPG PFS 6-14: Scions of the Sky Key, Part 2 (levels 1-5) | | A | R |
| | 5 | Pathfinder RPG PFS 6-14: Scions of the Sky Key, Part 2 (lvl 1-5) Core Cam. | | A | R |
| | 5 | Pathfinder RPG PFS 6-16: Scions of the Sky Key, Part 3 (lvl 1-5) | | A | R |
| | 5 | Pathfinder RPG PFS 6-16: Scions of the Sky Key, Part 3 (lvl 1-5) Core Cam. | | A | R |
| | 5 | Pathfinder RPG PFS 6-17: Fires of Karamoss (levels 5-9) | | A | R |
| | 5 | Pathfinder RPG PFS 6-19: Test of Tar Kuata (levels 3-7) | | A | R |
| | 5 | Pathfinder RPG PFS 6-19: Test of Tar Kuata (levels 3-7) Core Campaign | | A | R |
| | 5 | Pathfinder RPG PFS Bonekeep Challenge I (level 3-7) Core Campaign | | E | R |
| | 5 | Pathfinder RPG PFS Kids Track | | B | R |
| | 4 | Primetime Adventures Primetime Adventures | San Lorenzo B | A | R |
| | 4 | Project : Dark Project : Dark | Plaza C | A | R |
| | 4 | Shadowrun Missions CMP 2012-02 Five Minutes to Midnight (lvl 1-4) | | A | R |
| | 3 | Spirit of 77 (AW Hack) Spirit of 77 - Cruise Ship of the Damned | Plaza B | A | R |
| | 4 | The Call of Catthulhu The Call of Catthulhu | Plaza D | A | R |
| | 4 | The Quiet Year The Quiet Year | San Lorenzo B | A | R |
| | 4 | Time and Temp The Perseus Gang | Plaza B | A | R |
| | 1 | Q&A with Dan Verssen | Carmel | A | S |
| 3 pm | 1 | 7 Wonders Expansions Gaming 101 Demo | | B | B |
| | 4 | Doom: The Board Game Event | | A | B |
| | 2 | Monopoly Deal #2 Small | | A | B |
| | 2 | Palaces Event | | A | B |
| | 2 | Shadow Hunters Event | | A | B |
| | 2 | Smash Up Expansions Small | | E | B |
| | 4 | Ticket to Ride: Team Asia Tournament | | E | B |
| | 4 | Villainous Vikings DEMO Demo | | B | B |
| | 2 | The Last Spike Demo Demo * | | A | B |
| | 1 | Blokus Event | | A | B |
| | 4 | Mage Wars | La Jolla | E | C |
| | 4 | Force of Will Tournament | La Jolla | A | C |
| | 2 | Magic: The Gathering - Planechase (Pauper) | La Jolla | E | C |
| | 4 | D&D: Attack Wing Tyranny of Dragons | La Jolla | A | C |
| | 8 | Circus Maximus Circus Maximus | International A | A | M |
| | 4 | Roleplaying Game L5R 4th Edition RPG - 47 Samurai * | San Lorenzo F | A | R |
| | 2 | The Queen's Cavaliers Games on Demand * | San Lorenzo F | A | R |
| | 1 | The Show That Shall Not Be Named (Harry Potter Improv Comedy) | Carmel | A | S |
| 4 pm | 3 | 7 Wonders Expansions Tournament | | E | B |
| | 4 | Aura DEMO Demo | | B | B |
| | 3 | Battlestations Event | | A | B |
| | 1 | Kingsburg Gaming 101 Demo | | B | B |
| | 2 | Red Dragon Inn Small | | E | B |
| | 2 | Rise of the Zombies Sponsored | | A | B |
| | 1 | Wizards Vs Dragons PLAYTEST Demo | | B | B |
| | 2 | Yahtzee Free for All #2 Small | | A | B |
| | 3 | My Little Pony | La Jolla | A | C |
| | 2 | Yu-Gi-Oh! Win-A-Mat | La Jolla | A | C |
| | 3 | Dice Masters: Tournament | La Jolla | B | C |
| | 5 | Warmachine/Hordes Warmachine/Hordes Steamroller | International A | A | M |
| | 4 | Multiple - See description Games on Demand | San Lorenzo F | A | R |
| | 1 | Epic World-Building * | Carmel | A | S |
| | 1 | PC - Minecraft MC: Iron Block Challenge | | A | V |
| 5 pm | 2 | AEG 5-Minute Fun Sponsored | | A | B |
| | 1 | Age of War Event | | A | B |
| | 2 | Anti-Social DEMO Demo | | B | B |
| | 1 | A Study in Emerald Gaming 101 Demo | | B | B |
| | 2 | Chaosmos Small | | E | B |
| | 4 | Conquest at Kismet DEMO Demo | | B | B |
| | 1 | Down in Flames: Aces High Sponsored | | A | B |
| | 4 | Kingsburg Big | | E | B |
| | 2 | The King's Armory Event | | B | B |

Saturday

Sat, May 23

| Start Time | Duration (hours) | System Title or Type | Room | Exp. | Dept. |
|------------|------------------|--|-----------------|------|-------|
| | 2 | Dominant Species Gaming 101 Demo | | B | B |
| | 1 | Kanban Gaming 101 Demo | | B | B |
| | 4 | Thurn & Taxis Gaming 101 Demo | | B | B |
| | 3 | L5R 20 Festivals Draft Tournament | La Jolla | B | C |
| | 2 | Magic: The Gathering - Secret Alliances (Pauper) | La Jolla | E | C |
| | 0.1 | Raffle Drawing! Raffle Drawing! | | A | G |
| 6 pm | 3 | A Study in Emerald Small | | E | B |
| | 5 | Battlestar Galactica Expansions Event | | E | B |
| | 3 | Kanban Event | | A | B |
| | 2 | Love Letter #2 Small | | A | B |
| | 2 | Munchkin Qualifier #5 Sponsored | | A | B |
| | 1 | Set Event | Family Space | A | B |
| | 3 | Thurn & Taxis Tournament | | E | B |
| | 1 | Zombie Spin-the-Bottle PLAYTEST Demo | | B | B |
| | 1 | Yu-Gi-Oh! Game Show | La Jolla | A | C |
| | 2 | Zombicide Zombicide 101 | International A | A | M |
| | 1 | ComicBook Live | Carmel | A | S |
| | 2 | PC - League of Legends Shadow Isles 3v3 | | A | V |
| 6:30 pm | 0 | Dealers Room Closes Dealers Room Closes | | A | G |
| 7 pm | 1 | Alhambra Gaming 101 Demo | | B | B |
| | 3 | Darkest Night Event | | A | B |
| | 4 | Dominant Species Tournament | | E | B |
| | 4 | Fortress America Small | | E | B |
| | 2 | Isla Dorada Gaming 101 Demo | | B | B |
| | 1 | Monster Derby Event | | A | B |
| | 2 | Outpost Event | | A | B |
| | 1 | Rough: The Card Game Gaming 101 Demo | | B | B |
| | 1 | Space Hulk: Death Angel Gaming 101 Demo | | B | B |
| | 1 | The Tube Test: Television Trivia Event | | A | B |
| | 2 | Warfighter Sponsored | | A | B |
| | 3 | Magic: The Gathering- Constructed Tournament | | A | C |
| | 3 | Yu-Gi-Oh! Tournament | La Jolla | A | C |
| | 4 | Dungeons & Dragons 5th Edition DDEX2-1 City of Danger (lvl 1-4) | | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX2-4 Mayhem in the [...] (lvl 5-10) | | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX2-5 Flames of Kythorn (lvl 1-4) | | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX2-8 Foulness Beneath [...] (lvl 1-4) | | A | R |
| | 2 | Ca\$h 'N Gun\$ Live #1 | Newport A | A | S |
| | 4 | Sails of Glory Tournament Tournament | Marina | B | W |
| 8 pm | 4 | Alhambra Tournament | | E | B |
| | 5 | Descent Journey Into Darkness 1st Ed Event | | A | B |
| | 1 | Pandemic: The Cure Event | | A | B |
| | 2 | Rough: The Card Game Sponsored | | A | B |
| | 4 | Space Hulk: Death Angel Event | | A | B |
| | 1 | Werewolf Gaming 101 Demo | | A | B |
| | 4 | Power Grid World Tour: Australia Event | | E | B |
| | 1 | Sequence Event | | A | B |
| | 4 | Boss Monster | La Jolla | A | C |
| | 4 | Magic: The Gathering Keith Aldrich Pauper Highlander Tourney | La Jolla | E | C |
| | 4 | Starship Valkyrie 2.04 Starship Valkyrie * | Bel Air | A | L |
| | 4 | Steam Differential - Victorian Steampunk "The Emperor's Birthday" | San Lorenzo C | A | L |
| | 4 | Battlefleet Gothic Battlefleet Gothic | International A | A | M |
| | 4 | Blood Bowl Blood Bowl | International A | A | M |
| | 4 | Star Wars: Armada Star Wars: Armada open gaming | International A | A | M |
| | 2 | Warhammer Fantasy Fantasy Ironman tournament | International A | A | M |
| | 4 | Zombicide Zombicide | International A | A | M |
| | 4 | Bulldogs! (Fate Core) The Wages of Despair | Plaza D | A | R |
| | 4 | Dungeons and Dragons 5e Greyhawk Reborn: Gamex Greyhawk Interactive | San Lorenzo A | A | R |
| | 4 | Dungeon World Hack No Country for Old Kobolds | San Lorenzo B | A | R |
| | 4 | Fate Aeon Wave | Plaza D | A | R |
| | 4 | GURPS GURPS - World of Zombies | Plaza D | A | R |
| | 4 | GURPS Star Trek (USS Voyager D-Quadrant) Unwanted Things | Plaza D | A | R |
| | 4 | GURPS - Traveler (Tournament) After the Coup part 1 - Lost in Space | Plaza D | A | R |

Saturday

Saturday

Sat, May 23

| Start Time | Duration (hours) | System Title or Type | Room | Exp. | Dept. |
|------------|------------------|---|---------------|------|-------|
| | 4 | Monster of the Week - Evil Hat McCall-ing all Monster Hunters | Plaza B | A | R |
| | 5 | Pathfinder RPG PF Mod: Master of the Fallen Fortress (level 1) | | A | R |
| | 5 | Pathfinder RPG PF Mod: Master of the Fallen Fortress (level 1) Core Cam. | | A | R |
| | 5 | Pathfinder RPG PFS 3-S1: Blood Under Absalom (levels 1-11) | | A | R |
| | 5 | Pathfinder RPG PFS 3-S1: Blood Under Absalom (levels 1-11) Core Cam. | | A | R |
| | 5 | Pathfinder RPG PFS Family Track | | B | R |
| | 4 | Powered by the Apocalypse Apocalypse World | Plaza C | A | R |
| | 4 | Savage Worlds (Science Fiction) Crash-Drivers (original setting) | Plaza C | E | R |
| | 4 | Synthicide Synthicide (Demo) * | Plaza B | A | R |
| | 4 | The End of the World - Zombie Apocalypse Surviving Gamex 2015 [...] | Plaza D | A | R |
| | 4 | The Extraordinarily Horrible Children of Raven's Hollow (Playtest) | Plaza B | A | R |
| | 4 | The Queen's Cavaliers Don't Hate the Villain, Hate the Villanelle | San Lorenzo B | A | R |
| | 4 | Vampire: The Masquerade V20 The Darkest Hour | Plaza B | A | R |
| | 2 | Saturday Night At The Movies | Carmel | A | S |
| | 1 | PC Carmageddon Reincarnation - Heads-off | | A | V |
| 9 pm | 3 | Cash and Guns Event | | A | B |
| | 1 | Lifeboat Small | | E | B |
| | 2 | Palaces Event | | A | B |
| | 2 | Rise of the Zombies Sponsored | | A | B |
| | 4 | Tichu Qualifier Event | | E | B |
| | 3 | Werewolf #4 Event | | A | B |
| | 1 | Clash of Culture Gaming 101 Demo | | B | B |
| | 3 | Macao Event | | A | B |
| | 3 | Settlers of Catan National Qualifier Event | | E | B |
| 10 pm | 4 | Cards Against Humanity Small | | A | B |
| | 4 | Clash of Cultures Tournament | | E | B |
| | 2 | Euphrat & Tigris Small | | E | B |
| | 2 | Frontier Stations Event | | A | B |
| | 1 | The Worst Game Ever Event | | A | B |
| | 1 | Two of a Kind! PLAYTEST Demo | | B | B |
| | 2 | Last Chance Event | | A | B |
| 11 pm | 1 | Hollywood Game Night Party Game Event | | A | B |
| | 3 | Ticket to Ride: USA 1910 Small | | A | B |

* = Play with the creator

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

Departments: B = Board Games, C = Collectibles, G = General, L = LARPs,

M = Miniatures, R = RPGs, S = Seminars, T = Traditional Card Games

V = Video Games, W = War Games

Sun, May 24

| Start Time | Duration (hours) | System Title or Type | Room | Exp. | Dept. |
|------------|------------------|--|-----------------|------|-------|
| Midnight | 6 | Advanced Werewolf: Two Villages Event | | E | B |
| | 1 | Dr. Shark Event | | A | B |
| | 3 | Werewolf #5 Event | | A | B |
| | 1 | Magic: The Gathering - Horde | La Jolla | E | C |
| 3 am | 3 | Werewolf #6 Event | | A | B |
| 9 am | 6 | Civilization: The Expansion Project Event | | B | B |
| | 1 | Concordia Gaming 101 Demo | | B | B |
| | 2 | Dream Factory Small | | E | B |
| | 2 | Meeples To The Mothership! Small | | E | B |
| | 2 | Munchkin Qualifier #6 Sponsored | | A | B |
| | 5 | Power Grid Big | | E | B |
| | 3 | Shogun/Wallenstein Event | | A | B |
| | 1 | Thunderstone Advance Gaming 101 Demo | | B | B |
| | 1 | Wizards Vs Dragons PLAYTEST Demo | | B | B |
| | 1 | XCOM: The Board Game Gaming 101 Demo | | B | B |
| | 1 | Star Trek Attack Wing Demo | La Jolla | A | C |
| | 8 | Warhammer Fantasy Legendary Storm of Magic | International A | A | M |
| | 4 | Dungeons and Dragons 5e Greyhawk Reborn: Return to the Abbey of Ice | San Lorenzo A | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX1-12 Raiders of the [...] (lvl 5-10) | | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX2-1 City of Danger (lvl 1-4) | | A | R |

Sunday

Sun, May 24

| Start Time | Duration (hours) | System Title or Type | Room | Exp. | Dept. |
|------------|------------------|--|-----------------|------|-------|
| | 4 | Dungeons & Dragons 5th Edition DDEX2-2 Embers of Elmwood (lvl 1-4) | | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX2-8 Foulness Beneath [...] (lvl 1-4) | | A | R |
| | 8 | Dungeons & Dragons 5th Edition DDEX2-9 Eye of the Tempest (lvl 5-10) | | A | R |
| | 4 | Dungeon World Dungeon World-The Contest | Plaza C | A | R |
| | 4 | Fate Core Vinternacht | San Lorenzo B | A | R |
| | 4 | GURPS Flight 1465 | Plaza B | A | R |
| | 4 | GURPS GURPS - The Totally Renamed Pony Game | Plaza D | A | R |
| | 4 | GURPS - Traveler (Tournament) After the Coup part 2 - "Win-Win" | Plaza D | A | R |
| | 4 | HeroQuest Glorantha The Cursed Corpse-King | Plaza B | A | R |
| | 4 | Itras By Welcome...to Nightvale | Plaza B | A | R |
| | 4 | Pathfinder RPG PFS 1-31: Sniper in the Deep (levels 5-9) | | A | R |
| | 4 | Pathfinder RPG PFS 2-04: Shadows Fall on Absalom (levels 7-11) | | E | R |
| | 5 | Pathfinder RPG PFS 2-04: Shadows Fall on Absalom (levels 7-11) | | A | R |
| | 4 | Pathfinder RPG PFS 3-18: The God's Market Gamble (levels 1-5) | | A | R |
| | 5 | Pathfinder RPG PFS 5-08: The Confirmation (levels 1-2) | | A | R |
| | 4 | Pathfinder RPG PFS 5-08: The Confirmation (levels 1-2) Core Campaign | | A | R |
| | 4 | Pathfinder RPG PFS 6-12: Scions of the Sky Key, Part 1 (lvl 1-5) | | A | R |
| | 4 | Pathfinder RPG PFS 6-12: Scions of the Sky Key, Part 1 (lvl 1-5) Core Cam. | | A | R |
| | 5 | Pathfinder RPG PFS 6-19: Test of Tar Kuata (levels 3-7) | | A | R |
| | 4 | Pathfinder RPG PFS 6-19: Test of Tar Kuata (levels 3-7) Core Campaign | | A | R |
| | 4 | Swords & Wizardry WhiteBox The Ruins of Hillfort | Plaza B | A | R |
| 9:30 am | 9 | Dealers Room Opens Dealers Room Opens | | A | G |
| 10 am | 2 | Henchmen! PLAYTEST Demo | | B | B |
| | 1 | Imperial Gaming 101 Demo | | B | B |
| | 5 | Middle Earth Quest Event | | A | B |
| | 1 | The Cards of Cthulhu Sponsored | | A | B |
| | 2 | Thunderstone Advance Small | | E | B |
| | 2 | Uno #3 Small | | A | B |
| | 3 | XCOM: The Board Game Event | | A | B |
| | 4 | Concordia Tournament | | E | B |
| | 2 | L5R CCG Storyline Demo Event | La Jolla | A | C |
| | 1 | Pokemon Workshop #2 | | A | C |
| | 1 | Yu-Gi-Oh! Demo | | A | C |
| | 4 | Doomtown:Reloaded Casual Meetup | La Jolla | A | C |
| | 2 | Clay-O-Rama Clay-O-Rama | International A | B | M |
| | 0.1 | Deadzone Deadzone Campaign- Battle for Los Angeles | La Jolla | A | M |
| | 12 | Dust Tactics Dust Tactics Specific Orders | International A | A | M |
| | 4 | Imperial Assault Imperial Assault Skirmish Demo | International A | A | M |
| | 10 | La Bataille San Fernando Wargamers Presents Quatre Bras Day 2 | International A | A | M |
| | 1 | Miniatures Robotech RPG Tactics Demo | International A | A | M |
| | 7 | Paint and Take | International A | A | M |
| | 10 | This is WAR! This is WAR! Demo * | International A | A | M |
| | 7 | Warhammer 40K Warhammer 40K RTT | International A | A | M |
| | 6 | Warhammer Ancient Battles HMGS-PSW Presents The Dark Age Battle Royale | International A | A | M |
| | 4 | Warmachine/Hordes Warmachine/Hordes Demo / open gaming | International A | A | M |
| | 2 | Kid Friendly Movies #1 | Carmel | A | S |
| | 12 | Kriegsspiel Event | Marina | A | W |
| | 5 | Maria Tournament | Marina | A | W |
| 11 am | 4 | Aura DEMO Demo | | B | B |
| | 3 | Darkest Night Event | | A | B |
| | 4 | Healthy Heart Hospital DEMO Demo | | B | B |
| | 1 | Hiss Event | Family Space | A | B |
| | 5 | Imperial Tournament | | E | B |
| | 1 | In the Year of the Dragon Gaming 101 Demo | | B | B |
| | 8 | Los Angeles Board Game Jam Special | International | A | B |
| | 6 | Space the Game V2 Event | | A | B |
| | 5 | Terra Mystica Finals Big | | E | B |
| | 1 | Panamax Gaming 101 Demo | | B | B |
| | 3 | Force of Will Tournament | | A | C |
| | 3 | Pokemon #2 | | A | C |
| | 4 | Boss Monster | La Jolla | A | C |
| | 6 | Flea Market Flea Market | | A | G |

Sunday

Sunday

Sun, May 24

| Start Time | Duration (hours) | System Title or Type | Room | Exp. | Dept. |
|------------|------------------|--|-----------------|------|-------|
| | 0.1 | Raffle Drawing! Raffle Drawing! | | A | G |
| Noon | 1 | Ghost Blitz Event | Family Space | A | B |
| | 4 | In the Year of the Dragon Small | | E | B |
| | 1 | King of New York Gaming 101 Demo | | B | B |
| | 2 | Panamax Tournament | | E | B |
| | 2 | Phase 10 #3 Small | | A | B |
| | 4 | SnapGammon DEMO Demo | | B | B |
| | 1 | Talisman Gaming 101 Demo | | B | B |
| | 4 | The Majority Complete Edition DEMO Demo | | B | B |
| | 2 | What's He Building in There? Event | | A | B |
| | 1 | Ticket to Ride Gaming 101 Demo | | B | B |
| | 4 | Ticket to Ride: Play the World Champion Special | | A | B |
| | 3 | Herodlix- Battle Royale | La Jolla | B | C |
| | 4 | Star Wars Minis Warfare and Subterfuge | La Jolla | A | C |
| | 4 | Adventure Time: Card Wars | La Jolla | A | C |
| | 12 | Axis & Allies (Finals) | Marina | B | W |
| | 3 | Miniatures Robotech RPG Tactics 300 point Battle on Macross City | International A | B | M |
| | 6 | Pike and Shotte Battle of Nordlingen 1634 | International A | A | M |
| | 2 | Multiple - See description Games on Demand | San Lorenzo F | A | R |
| | 2 | The Queen's Cavaliers Games on Demand * | San Lorenzo F | A | R |
| | 2 | Kid Friendly Movies #2 | Carmel | A | S |
| | 1 | PC Pinball Arcade Ongoing | | E | V |
| | 1 | Wii U Super Smash Bros - Duels | | A | V |
| | 1 | Battle Cry 101 Demo | Marina | A | W |
| | 4 | Red Storm tournament Event * | | A | W |
| 1 pm | 1 | Alchemists Gaming 101 Demo | | B | B |
| | 4 | Jena 20 2nd edition DEMO Demo | | B | B |
| | 0.5 | Kill Shot Sponsored | | A | B |
| | 2 | King of New York Event | | A | B |
| | 2 | Manila Small | | E | B |
| | 1 | Rumis Event | Family Space | A | B |
| | 2 | Shadows Over Camelot Event | | A | B |
| | 5 | Talisman Small | | E | B |
| | 5 | Ticket To Ride Big | | A | B |
| | 1 | Merchant of Venus Gaming 101 Demo | | B | B |
| | 4 | Star Trek Attack Wing- A matter of Honor | La Jolla | A | C |
| | 4 | MECCG Constructed Deck | La Jolla | E | C |
| | 6 | Lord of the Rings Strategy Battle Game The Bridge at KhazadDum | International A | A | M |
| | 3 | Warmachine/Hordes Warmachine/Hordes Demo | International A | A | M |
| | 4 | ASL Starter Kit #1 101 Demo | Marina | B | W |
| | 3 | Battle Cry Tournament Demo | Marina | A | W |
| 2 pm | 1 | Gem Rush Event | | A | B |
| | 5 | Merchant of Venus Tournament | | E | B |
| | 2 | Palaces Event | | A | B |
| | 2 | Prism PLAYTEST Demo | | B | B |
| | 4 | Settlers of Catan National Finals Sponsored | | A | B |
| | 1 | Tiny Epic Kingdoms Gaming 101 Demo | | B | B |
| | 3 | Exodus Trading Card Game Tournament | | A | C |
| | 4 | Magic: The Gathering - Draft | | A | C |
| | 2 | Pathfinder Adventure Card Game | La Jolla | A | C |
| | 3 | Yu-Gi-Oh! Lite Tournament | La Jolla | A | C |
| | 4 | MECCG Arda Game | La Jolla | A | C |
| | 2 | Cribbage | | A | T |
| | 2 | Spades | | A | T |
| | 0.1 | Raffle Drawing! Raffle Drawing! | | A | G |
| | 6 | Dying Kingdoms Dying Kingdoms Court Game | Bel Air | A | L |
| | 4 | Lion Rampant Lion Rampant Demo | International A | A | M |
| | 2 | Painting Contest Judging | International A | A | M |
| | 4 | Zombicide Zombicide | International A | A | M |
| | 4 | Dungeons and Dragons 5e Greyhawk Reborn: Earthgate | San Lorenzo A | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX1-13 Pool of Radiance [...] (lvl 5-10) | | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX2-1 City of Danger (lvl 1-4) | | A | R |

Sunday

Sun, May 24

| Start Time | Duration (hours) | System Title or Type | Room | Exp. | Dept. |
|------------|------------------|--|-----------------|------|-------|
| | 4 | Dungeons & Dragons 5th Edition DDEX2-5 Flames of Kythorn (lvl 1-4) | | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX2-8 Foulness Beneath [...] (lvl 1-4) | | A | R |
| | 4 | Dungeon World Catacombs of Westfall | Plaza B | A | R |
| | 4 | Elf Boys Homebrew Peasants and Dragons Part 2 | San Lorenzo A | A | R |
| | 4 | Fate Aeon Wave | Plaza D | A | R |
| | 2 | FATE Accelerated Games on Demand | San Lorenzo F | A | R |
| | 4 | GURPS GURPS Tournament Finals | Plaza D | A | R |
| | 4 | GURPS GURPS: The Moontear Necklace | Plaza D | A | R |
| | 4 | Haunted Haunted (Playtest) | Plaza D | A | R |
| | 4 | Paranoia Catching Fire | Plaza B | A | R |
| | 5 | Pathfinder RPG PFS 3-04: The Kortos Envoy (levels 7-11) | | E | R |
| | 5 | Pathfinder RPG PFS 3-04: The Kortos Envoy (levels 7-11) | | A | R |
| | 5 | Pathfinder RPG PFS 3-24: The Golden Serpent (levels 5-9) | | A | R |
| | 5 | Pathfinder RPG PFS 6-18: From Under Ice (levels 1-5) | | A | R |
| | 5 | Pathfinder RPG PFS 6-18: From Under Ice (levels 1-5) Core Campaign | | A | R |
| | 5 | Pathfinder RPG PFS Bonekeep Challenge I (level 3-7) Core Campaign | | E | R |
| | 4 | Powered by the Apocalypse Apocalypse World | Plaza C | A | R |
| | 4 | Primetime Adventures Primetime Adventures | Plaza C | A | R |
| | 4 | Shadowrun Missions CMP 2012-03 Silicon Slick (lvl 1-4) | | A | R |
| | 3 | Spirit of 77 (AW Hack) Spirit of 77 - Diamonds Are Whenever | Plaza B | A | R |
| | 4 | Tenra Bansho Zero Ruined Empire: Covert Machinations | Plaza B | A | R |
| | 4 | The Sprawl The Delta Predation | San Lorenzo B | A | R |
| | 4 | White Star: WhiteBox Science Fiction Roleplaying Hunt for the last Star Knights | Plaza D | A | R |
| 3 pm | 1 | Acquire Gaming 101 Demo | | B | B |
| | 6 | Caverna: The Cave Farmers Tournament | | E | B |
| | 4 | Dawn of the Zeds 3rd Ed DEMO Demo | | B | B |
| | 1 | For the Crown Gaming 101 Demo | | B | B |
| | 9 | Imperial Assault Event | | A | B |
| | 2 | Monopoly Deal #3 Small | | A | B |
| | 4 | Pew Pew! DEMO Demo | | B | B |
| | 2 | San Juan Small | | E | B |
| | 2 | Tiny Epic Kingdoms Event | | A | B |
| | 1 | Aquarius - Basic Event | Family Space | A | B |
| | 1 | Weiß Schwarz - Gaming 101 | La Jolla | B | C |
| | 1 | Dice Masters: Demo | La Jolla | A | C |
| | 4 | D&D: Attack Wing Tyranny of Dragons | La Jolla | A | C |
| | 4 | Imperial Assault Imperial Assault Skirmish Tournament | International A | A | M |
| | 2 | The Queen's Cavaliers Games on Demand * | San Lorenzo F | A | R |
| 4 pm | 4 | Acquire David Woolcott Memorial Tournament | | E | B |
| | 3 | Battlestations Event | | A | B |
| | 2 | Finca Event | | A | B |
| | 1 | Forbidden Desert Event | | A | B |
| | 2 | For the Crown Small | | E | B |
| | 4 | Smash Up Sponsored | | A | B |
| | 1 | Stone Age Gaming 101 Demo | | B | B |
| | 1 | Universal Rails Gaming 101 Demo | | B | B |
| | 2 | Warfighter Sponsored | | A | B |
| | 2 | Yahtzee Free for All #3 Small | | A | B |
| | 2 | Doomtown: Reloaded (ECG) Demo | La Jolla | A | C |
| | 3 | My Little Pony #2 | La Jolla | A | C |
| | 2 | Yu-Gi-Oh! Win-A-Mat | La Jolla | A | C |
| | 1 | Dice Masters: Gamex 2015 Tournament | La Jolla | B | C |
| | 0.1 | GRID GAME! Drawing GRID GAME! Drawing | | A | G |
| | 1 | PC - Minecraft MC: Iron Block Challenge | | A | V |
| | 5 | Friedrich Tournament | Marina | A | W |
| 5 pm | 1 | Castle Panic Event | | A | B |
| | 2 | Cinque Terre Small | | A | B |
| | 4 | Conquest at Kismet DEMO Demo | | B | B |
| | 4 | Magic Flute DEMO Demo | | B | B |
| | 4 | Stone Age Big | | E | B |
| | 3 | The Castles of Burgundy Finals Big | | E | B |
| | 4 | Universal Rails Small | | E | B |

Sunday

Sunday

Sun, May 24

| Start Time | Duration (hours) | System Title or Type | Room | Exp. | Dept. |
|------------|------------------|---|-----------------|------|-------|
| | 1 | Cardfight!! Vanguard - Gaming 101 | La Jolla | B | C |
| | 4 | Lord of the Rings: Combat Hex MiniThe Battle of the Pelennor Fields | La Jolla | A | C |
| | 0.1 | Raffle Drawing! Raffle Drawing! | | A | G |
| | 1 | Indie Publishing Q&A | Carmel | A | S |
| 6 pm | 2 | Beauty Queen Death Match! PLAYTEST Demo | | A | B |
| | 2 | Chaosmos Small | | E | B |
| | 1 | Down in Flames: Aces High Sponsored | | A | B |
| | 2 | Love Letter #3 Small | | A | B |
| | 2 | Munchkin Finals! Sponsored | | A | B |
| | 1 | Puerto Rico Gaming 101 Demo | | B | B |
| | 3 | Ticket to Ride: Europe Tournament | | E | B |
| | 1 | Two of a Kind! PLAYTEST Demo | | B | B |
| | 1 | King of Tokyo Gaming 101 Demo | | B | B |
| | 2 | Pirates Pocketmodel: Sink-N-Keep "Minions" | | A | C |
| | 2 | Dogs of War Dogs of War | International A | A | M |
| | 2 | PC StarCraft 2 Duels | | A | V |
| | 1 | C&C Napoleonics 101 Demo | Marina | A | W |
| 6:30 pm | 0 | Dealers Room Closes Dealers Room Closes | | A | G |
| 7 pm | 3 | Hunt: the Unknown Quarry PLAYTEST Demo | | B | B |
| | 1 | Incan Gold Event | | A | B |
| | 2 | One Night Ultimate Werewolf Event | | A | B |
| | 2 | Palaces Event | | A | B |
| | 4 | Puerto Rico Tournament | | E | B |
| | 3 | Railroad Tycoon Small | | E | B |
| | 3 | Yspahan Small | | E | B |
| | 3 | Yu-Gi-Oh! Tournament | La Jolla | A | C |
| | 4 | Dungeons & Dragons 5th Edition DDEX1-14 Escape from Phlan (lvl 5-10) | | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX2-1 City of Danger (lvl 1-4) | | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX2-6 Breath of the Yellow Rose (lvl 1-4) | | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX2-8 Foulness Beneath [...] (lvl 1-4) | | A | R |
| | 4 | Shadowrun Missions CMP 2012-04 Depth Charge (lvl 1-4) | | A | R |
| | 2 | Ca\$h 'N Gun\$ Live #2 | Newport A | A | S |
| | 2 | Feedback Forum | Carmel | A | S |
| | 3 | C&C Napoleonics Tournament Small | Marina | B | W |
| 8 pm | 1 | Deep Sea Adventure Event | | A | B |
| | 2 | King of Tokyo Tournament | | E | B |
| | 2 | March of the Ants Sponsored | | A | B |
| | 1 | Monster Derby Event | | A | B |
| | 2 | One More Roll! Sponsored | | A | B |
| | 3 | Wolf Pack PLAYTEST Demo | | B | B |
| | 1 | Dominion Gaming 101 Demo | | B | B |
| | 1 | Eldritch Horror Gaming 101 Demo | | B | B |
| | 4 | Power Grid World Tour: Japan Event | | E | B |
| | 1 | Magic: The Gathering - Live Draft (Cube) | La Jolla | E | C |
| | 4 | The King's Musketeers The King's Musketeers * | San Lorenzo C | A | L |
| | 2 | Warhammer 40K 40K Iron Man Tournament | International A | A | M |
| | 4 | Dungeons and Dragons 5e Greyhawk Reborn: High Tide | San Lorenzo A | A | R |
| | 4 | Feng Shui 2nd Edition Hong Kong Connection | San Lorenzo B | A | R |
| | 4 | GURPS GURPS - Star Hunters (Season One) | Plaza D | A | R |
| | 5 | Pathfinder RPG PFS 1-40: Hall of Drunken Heroes (levels 7-11) | | A | R |
| | 5 | Pathfinder RPG PFS 1-55: The Infernal Vault (levels 1-7) | | A | R |
| | 5 | Pathfinder RPG PFS 3-10: The Immortal Conundrum (levels 5-9) | | A | R |
| | 4 | Pathfinder RPG PFS 6-14: Scions of the Sky Key, Part 2 (levels 1-5) | | A | R |
| | 4 | Pathfinder RPG PFS 6-14: Scions of the Sky Key, Part 2 (lvl 1-5) Core Cam. | | A | R |
| | 5 | Pathfinder RPG PFS 6-15: The Overflow Archives (levels 1-5) | | A | R |
| | 5 | Pathfinder RPG PFS 6-15: The Overflow Archives (levels 1-5) Core Campaign | | A | R |
| | 5 | Pathfinder RPG PFS 6-16: Scions of the Sky Key, Part 3 (levels 1-5) | | A | R |
| | 5 | Pathfinder RPG PFS 6-16: Scions of the Sky Key, Part 3 (lvl 1-5) Core Cam. | | A | R |
| | 4 | Powered by the Apocalypse Urban Shadows | Plaza B | A | R |
| | 3 | Spirit of 77 (AW Hack) Spirit of 77 - Seeeeeekrit Adventure! | Plaza B | A | R |
| | 4 | Synthicide Synthicide (Demo) * | Plaza B | A | R |
| | 4 | The End of the World - Zombie Apocalypse Surviving Gamex – The Dark [...] | Plaza B | A | R |

Sunday

Sun, May 24

| Start Time | Duration (hours) | System Title or Type | Room | Exp. | Dept. |
|------------|------------------|---|---------|------|-------|
| | 4 | The Queen's Cavaliers Nice Day for a White Wedding | Plaza C | A | R |
| | 1 | Wii U Super Smash Bros - Adults Duels | | A | V |
| 9 pm | 1 | Desert Island Event | | A | B |
| | 5 | Dominion Expansions Big | | E | B |
| | 5 | Eldritch Horror Event | | A | B |
| | 2 | Glory To Rome Small | | E | B |
| | 4 | Tichu Finals Big | | E | B |
| | 3 | Werewolf #7 Event | | A | B |
| | 1 | Yahtzee Event | | A | B |
| 10 pm | 2 | 7 Blunders Tournament | | E | B |
| | 2 | Cards Against Humanity Small | | E | B |
| | 1 | Las Vegas Boulevard Event | | A | B |
| | 1 | Nexus Ops Gaming 101 Demo | | B | B |
| | 1 | Risk Express Event | | A | B |
| | 1 | The Worst Game Ever Event | | A | B |
| | 1 | Turn the Tide Event | | A | B |
| | 1 | Alien Frontiers Gaming 101 Demo | | B | B |
| | 3 | T'zolkin: The Mayan Calendar Small | | E | B |
| 11 pm | 1 | Majority Rules! Event | | A | B |
| | 4 | Nexus Ops Small | | E | B |
| | 1 | The Adventurers! Event | | A | B |
| | 4 | Alien Frontiers Tournament | | E | B |

* = Play with the creator

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

Departments: B = Board Games, C = Collectibles, G = General, L = LARPs,

M = Miniatures, R = RPGs, S = Seminars, T = Traditional Card Games

V = Video Games, W = War Games

Mon, May 25

| Start Time | Duration (hours) | System Title or Type | Room | Exp. | Dept. |
|------------|------------------|---|-----------------|------|-------|
| Midnight | 6 | Advanced Werewolf Event | | E | B |
| | 2 | Chicago Express Event | | A | B |
| | 1 | CV Event | | A | B |
| | 3 | Werewolf #8 Event | | A | B |
| 3 am | 3 | Werewolf #9 Event | | A | B |
| 9 am | 5 | 18xx Small | | E | B |
| | 3 | 7 Wonders MEGA Special | | E | B |
| | 2 | Machi Koro Expansions Event | | A | B |
| | 2 | Rise of Augustus Event | | A | B |
| | 1 | Saint Petersburg Gaming 101 Demo | | B | B |
| | 1 | Attika Gaming 101 Demo | | B | B |
| | 4 | Mall Sprawl DEMO Demo | | B | B |
| | 1 | Mesopotamia Event | | A | B |
| | 2 | Dogs of War Dogs of War | International A | A | M |
| | 4 | Zombicide Zombicide | International A | A | M |
| | 8 | Dungeons & Dragons 5th Edition DDEX1-11 Dark Pyramid of [...] (lvl 5-10) | | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX2-1 City of Danger (lvl 1-4) | | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX2-2 Embers of Elmwood (lvl 1-4) | | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX2-3 The Drowned Tower (lvl 5-10) | | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX2-8 Foulness Beneath [...] (lvl 1-4) | | A | R |
| | 8 | Dungeons & Dragons 5th Edition DDEX2-9 Eye of the Tempest (lvl 5-10) | | A | R |
| | 4 | GURPS 4th Edition The Fall of Galactor? (Gatchaman) | San Lorenzo B | A | R |
| | 5 | Pathfinder RPG PFS 2-11: The Penumbra Accords (levels 1-5) | | A | R |
| | 5 | Pathfinder RPG PFS 6-17: Fires of Karamoss (levels 5-9) | | A | R |
| 9:30 am | 5 | Dealers Room Opens Dealers Room Opens | | A | G |
| 10 am | 3 | Attika Tournament | | E | B |
| | 2 | Henchmen! PLAYTEST Demo | | B | B |
| | 2.5 | Lords of the Eastern Reach DEMO Demo | | B | B |
| | 3 | Saint Petersburg Small | | E | B |
| | 1.5 | Tokaido Expansions Event | | A | B |
| | 2 | Uno #4 Small | | A | B |

Monday

Monday

Mon, May 25

| Start Time | Duration (hours) | System Title or Type | Room | Exp. | Dept. |
|------------|------------------|--|----------|------|-------|
| | 4 | Power Grid World Tour: India Event | | E | B |
| | 4 | Napoleonic Wars (2nd Edition) Event | Marina | A | W |
| 11 am | 4 | Rip It The Farting Card Game PLAYTEST Demo | | B | B |
| | 8 | Twilight Imperium 3rd Ed. Event | | E | B |
| | 1 | The Current Number of the Beast Event | | A | B |
| | 2 | The King's Armory Event | | A | B |
| | 2 | Doomtown: Reloaded (ECG) Demo | La Jolla | A | C |
| | 1 | Yu-Gi-Oh! Demo | La Jolla | A | C |
| | 3 | Auction Auction | | A | G |
| Noon | 4 | VOID PLAYTEST Demo | | B | B |
| | 3 | Galaxy Trucker Event | | A | B |
| | 3 | Pillars of the Earth Event | | A | B |
| | 2 | Pathfinder Adventure Card Game | La Jolla | A | C |
| | 0.1 | Grand Raffle Drawing! Grand Raffle Drawing! | | A | G |
| 1 pm | 2 | Nuclear War Event | | A | B |
| | 1 | Vegas Showdown Event | | A | B |
| 2 pm | 2 | Mr. Card Game Event | | B | B |
| | 1 | Yahtzee Event | | A | B |
| | 4 | Dungeons & Dragons 5th Edition DDEX2-4 Mayhem in the [...] (lvl 5-10) | | A | R |
| | 4 | Dungeons & Dragons 5th Edition DDEX2-7 Bounty in the Bog (lvl 1-4) | | A | R |
| | 5 | Pathfinder RPG PFS 1-31: Sniper in the Deep (levels 5-9) | | A | R |
| | 5 | Pathfinder RPG PFS 3-18: The God's Market Gamble (levels 1-5) | | A | R |
| | 5 | Pathfinder RPG PFS 3-18: The God's Market Gamble (levels 1-5) Core Cam. | | A | R |
| | 5 | Pathfinder RPG PFS 6-19: Test of Tar Kuata (levels 3-7) | | A | R |
| | 5 | Pathfinder RPG PFS 6-19: Test of Tar Kuata (levels 3-7) Core Campaign | | A | R |
| 2:30 pm | 0 | Dealers Room Closes Dealers Room Closes | | A | G |
| 3 pm | 2 | Category 5 Event | | A | B |

* = Play with the creator

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

Departments: B = Board Games, C = Collectibles, G = General, L = LARPs,

M = Miniatures, R = RPGs, S = Seminars, T = Traditional Card Games

V = Video Games, W = War Games

Annual Awards

Once again Strategicon presents its annual awards for boardgaming excellence over the course of the year. Strategicon will track people's final positions in each tournament according to the following 9 game categories:

- Board Management
- Card
- Collectible
- Dice Rolling
- Resource / Hand Management
- Social / Co-op
- Tile / Worker Placement
- Variable Player Powers
- War

The points earned will be based on the following grid:

| # of players | 40+ | 25-39 | 17-24 | 11-16 | 7-10 | 1-6 |
|--------------|-----|-------|-------|-------|------|-----|
| Finish 1st | 18 | 15 | 12 | 10 | 8 | 5 |
| Finish 2nd | 12 | 10 | 8 | 6 | 4 | 2 |
| Finish 3rd | 6 | 5 | 4 | 3 | 2 | 1 |

The # of players relates to the # of players in the actual tournament, not in the individual game.

The awards will be presented during the following year's Orcon (Presidents' Day weekend) Convention.

For 2014 the winners are:

Jack Butler: Darrell Stark

Board Management: Jaye R

Card: Mary Taylor

Collectible: Michael Arsollon

Dice Rolling: Eric Downing, Lea Vicerai

Resource / Hand Management: Daniel Rush

Social / Co-op: Ella Lucas, Kelly Slizza, Krysta Fryer

Tile / Worker Placement: Darrell Stark

Variable Player Powers: Joshua Beller

War: Dale Conklin, Tim Towery

Strategicon Congratulates these fine gamers!



DO YOU HAVE WHAT IT TAKES TO ENTER THE DRAGON'S LAIR?

Polycon invites you to explore the depths of
the ocean, battle monsters, and rescue
the Princess (or Prince).

Polycon 33: Grimm Con

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Cal Poly San Luis Obispo - University Union

Visit polycon.org for more info

Seminars and Special Events

Special Events and Seminars

Carmel, Newport C, Santa Monica C

Ca\$h 'N Gun\$ Live #1 – Sat, Sun 7 pm

In Ca\$h 'N Gun\$ Live, 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.

ComicBook Live – Sat 6 pm

ComicBook Live is the Galaxy's premiere unscripted Cosplay Comedy show. See a live action and improvised adaptation come to life onstage and in full costume! FREE comics every performance! Follow us on Twitter: @ComicBook_Live

Epic World-Building – Sat 4 pm

When is killing a dragon the *dull* part of your game? When you surround that quest with characters, clues and consequences that make it part of a whole experience that builds each session. Gamer/novelist Ken Hughes walks you through the steps to make the most out of your game setting.

Feedback Forum – Sun 7 pm

Comments? Complaints? Suggestions? Here's your chance to let us know how we're doing.

Game Design 101 – Sat 10 am

Join Frank Zazanis, Game Designer and Author, for a game design seminar tailored for the new (and not so new) designers that will discuss Prototyping Quick Tips, Design Q & A, and the Design Process.

Indie Publishing Q&A – Sun 5 pm

Join Michael Coe and Nathan Hatfield of Gamelyn Games (publisher of Tiny Epic series) and Ian Stedman of Magic Meeple Games (designer of Magnum Opus) as they discuss: Independent board game publishing, The upcoming Tiny Epic Kingdoms: Heroes Call expansion, upcoming Darkrock Ventures to be co-published by the two companies, The future of Gamelyn Games / Magic Meeple Games co-publishing. Panel will be mostly Q&A driven. If you want to know more about game design, development, and publishing...drop on by!

General Events

Pacific Ballroom, Carmel, 1635

Auction – Mon 11 am

Buy gaming stuff, sell gaming stuff, and be entertained while doing it.

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

The Gamex 2015 Dealers Room is now open.

Dealers Room Closes – Fri 9 pm, Sat, Sun 6:30 pm, Mon 2:30 pm

The Gamex 2015 Dealers Room is now closed.

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

Gamex's bazaar of the bizarre. No one knows what will show up, but it's guaranteed to be interesting.

Grand Raffle Drawing! – Mon Noon

Come to the Dealers' Room and see if you've won! Four tickets will be pulled for 25 Dealer Tokens each! Additionally, there will be drawings for special prizes donated by the vendors that will only be available to those who attend. Guaranteed winners!

Open Gaming

Plaza Ballroom A

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

Kid Friendly Movies – Sun 10 am, Noon

We invite children, parents and non-parents alike to watch Kid Friendly Movies with us. *Please note, this is not a babysitting service, the sole responsibility of the moderator is to make sure the equipment is running. Strategicon is NOT responsible for your children. *Family Track

Made For Play, The Movie – Fri 8 pm

Made for Play: Board Games and Modern Industry - Ludo Fact, one of the world's largest manufacturers of board and card games demonstrates with this documentary shows how a board game makes the leap from an idea to your table.

Movie And A Game – Sat Noon

Hunger Games movie accompanied with The Hunger Games: Training Days game.

Q&A with Dan Verssen – Sat 2 pm

Come meet famous game designer Dan Verssen. Dan will talk about DVG in general. starting with where he started and on to current growth and direction of the company. Signing to follow and one lucky attendee will take home an out-of-print game signed by the designer!

Saturday Night At The Movies – Sat 8 pm

Well Saturday night at 8 o'clock, I know where I'm gonna go. I'm a gonna pick my baby up and take her to the picture show. Saturday night at the movies, who cares what picture you see? If the movie is good, or even if it's bad, you can heckle from our non-balcony. Enjoy a movie.

The Show That Shall Not Be Named (Harry Potter Improv Comedy) – Sat 3 pm

Wizards, muggles, and inanimate objects performing an improvised story based on the world of Harry Potter and your suggestions. Based out of Los Angeles, "The Show That Shall Not Be Named" is a gang of talented improvisers who are huge fans of JK Rowlings books about "The Boy Who Lived" and all the creatures and wizards that live in that world.

GRID GAME! Drawing – Sun 4 pm

Ten tickets will be drawn for 25 Dealer Tokens each! Come and see if you've won! At the end of the drawing there will be a special drawing for prizes donated by the vendors only be available to those who attend the drawing!

Meet & Greet – Fri 7 pm

Come Meet our special guests Dan Verssen, Ian Stedman and Michael Coe. In the President's Suite on the 16th floor (1635)

Raffle Drawing! – Fri 6 pm, 8 pm, Sat, Sun 11 am, 2 pm, 5 pm

Come to the Dealers' Room and see if you've won! Three tickets will be pulled for 15 Dealer Tokens each!

Traditional Card Games

Traditional Card Games

International Ballroom

Cribbage – Sun 2 pm

15 two, 15 four and there ain't no more! You don't have to be an engineer to do the math, just show up for a fun Cribbage tournament! Standard Hoyle rules will be used and format will depend on the number of players.

Hearts – Sat 2 pm

Beware of the Queen of Spades! Come and join us for a fun Hearts tournament. Standard Hoyle rules will be used, format will be dependant upon how many players we have.

Board Games

International Ballroom, San Lorenzo A, Second Floor Foyer (Family Space)

18xx Gaming 101 – Fri 6 pm

18xx – Fri 7 pm

Any 18xx game taking four hours or less can be played.

18xx – Sat 11 am

Any 18xx taking five hours or less can be played.

18xx – Mon 9 am

Any 18xx can be played.

7 Blunders – Sun 10 pm

Are you bad at 7 Wonders? Then this might be your game! 7 Blunders is like 7 Wonders, only you are purposely trying to get the lowest score. It's harder to do than you think.

7 Wonders Expansions – Sat 4 pm

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

7 Wonders Expansions Gaming 101 – Sat 3 pm

7 Wonders MEGA – Mon 9 am

Lasts three ages. Each age, players receive seven cards, choose one of those cards, then pass the rest to an adjacent player. Players reveal their cards simultaneously, paying resources if needed, collecting resources or interacting with other players in various ways. The final round will include an official expansion.

Acquire David Woolcott Memorial – Sun 4 pm

Place tiles, build hotels, buy stock and merge hotel chains to make money. Whoever has the most money at the end of the game wins - Greed is Good!

Acquire Gaming 101 – Sun 3 pm

Action Card Descent DEMO – Sat 1 pm

A custom deck building and tactical miniatures hybrid in a high fantasy universe. Become the powerful Overlord with clever tricks and mighty minions or fight on the side of the heroes as five players take up arms in asymmetrical combat. Craft your unique character from over 1000 specialized class, race, and tactics cards and take on the dungeon that awaits in this variant of the Descent system.

Advanced Werewolf – Sat, Mon Midnight

Fun games with experienced players. You are more ready for these games than you know. Come play with some role sets you may have never seen before! Games take two to four hours.

Advanced Werewolf: Two Villages – Sun Midnight

Special Werewolf event. Two connected villages will be playing simultaneously. New rules and events every time. This werewolf game is worth the 3 hours! Some werewolf experience is recommended, but not a ton is required. So come check it out!

Spades – Sun 2 pm

To sandbag or not to sandbag...that is the question! Come and join us for a fun Spades tournament. Standard Hoyle rules will be used and format will be dependant upon the number of players we have.

AEG 5-Minute Fun – Sat 5 pm

Games from AEG's popular 5 Minute Fun line, with a different game for each round. Play favorites like the various Love Letter & Agent Hunter titles while experiencing other titles like Sail to India and Valley of the Kings. Run and sponsored by AEG.

A Game of Thrones 2nd Edition – Sat 10 am

Be one of the great six houses and use diplomacy and might to take the Iron Throne!

Age of War – Sat 5 pm

A quick-playing game of conquest. Fourteen cards are laid out at the start of the game, each showing one castle and the symbols required to conquer this castle, with the symbols separated into battle lines. Each castle belongs to a clan, with some clans having only a single castle and some having up to four castles.

Agricola – Sat 1 pm

Are you looking for a real-time simulation of medieval farming? No? Then this could be your game. A list of banned cards, instructions for drafting, and possible variants will be provided at the table

Agricola Gaming 101 – Sat Noon

Alchemists Gaming 101 – Sun 1 pm

Alhambra – Sat 8 pm

Granada, 1278. At the foot of the Sierra Nevada mountains, one of the most exciting and interesting projects of the Spanish Middle Ages begins: the construction of the Alhambra. Expansions will be used after the first round if available.

Alhambra Gaming 101 – Sat 7 pm

Alien Frontiers – Sun 11 pm

If you have skills to manage your resources, build a fleet, research alien life and settle colonies, an Alien world can be yours. Roll and place your dice to gain advantages over your opponent and block them out of useful areas. Use Alien Tech cards & territory bonuses to break the rules. Do what it takes to get your colonies down first!

Alien Frontiers Gaming 101 – Sun 10 pm

Anti-Social DEMO – Sat 5 pm

The Anti-Social, pro social game about playing with your friends, more than they play with you. In a world of games where it's easy to win, and victory is all about claiming as much space on a board as possible, The point is to do just the opposite.

Aquarius - Basic – Sun 3 pm

Connect 7 cards matching your goal, includes multi-connection bonuses, but no action cards.

Board Games

A Study in Emerald – Sat 6 pm

A game dripping with theme, the premise is Cthulhu took over the world 700 years ago. In the late 1800's two factions vie to either throw off the outworlder yoke or keep them in power. While there is hidden role/team aspect to the game, the unique end game mechanics means that only one player wins.

A Study in Emerald Gaming 101 – Sat 5 pm

Attika – Mon 10 am

There are two paths to victory in this game. Either be the first to connect two temples or to build out all the components of your city state.

Attika Gaming 101 – Mon 9 am

Aura DEMO – Fri 6 pm, Sat 4 pm, Sun 11 am

A casual card combat game for 2 to 4 players and plays in under 30 minutes. Aura takes its inspiration from the 5 elements of Chinese Qigong, which literally translates as "Life Energy Cultivation." During the game you must harness the powers of your Qi and observe the auras of your opponents' hands to effectively defend and build combinations against them.

Backgammon – Sat 2 pm

Double sixes rule in this game of dice and strategy! Come and join us for a fun Backgammon tournament. Standard rules apply and brackets will be determined based on the number of players.

BANG! The Dice Game – Fri 8 pm

Keeps the core of the Bang! card game in place. At the start of the game, players each take a role card that secretly places them on a team: the Sheriff and deputies, outlaws, and renegades. The Sheriff and deputies need to kill the outlaws, the outlaws win by killing the Sheriff, and the renegades want to be the last players alive in the game.

Battlestar Galactica – Fri 7 pm

Work as a group to save the remnants of the human race from the evil Cylons and everyday crises, but beware, at least one of you is not what he seems!

Battlestar Galactica Expansions – Sat 6 pm

An exciting semi-cooperative game of mistrust, intrigue, and the struggle for survival. The Pegasus expansion and the Cylon Fleet Option from the Exodus expansion will be used. Each table will decide if they are using the Daybreak expansion.

Battlestar Galactica Gaming 101 – Fri 5 pm

Battlestations – Sat, Sun 4 pm

Adventure in space in this boardgame/rpg of action and adventure with simultaneous ship to ship and boarding action!

Beauty Queen Death Match! PLAYTEST – Sun 6 pm

Bite, claw and nip/tuck your way to the top of the last pageant of the season! Struggle to improve yourself, or better yet just sabotage your opponents and bribe the judges as you stop at nothing for that tiara! This beauty pageant is about to get ugly.

Blokus – Sat 3 pm

Get your kids started on abstract strategy games using tetris style pieces. Try to get all your pieces on the board.

Blood Bound – Fri 1 pm

Players assume the roles of members of two clans – the brutal, bestial warriors of the Clan of the Beast and the graceful, deadly members of the Clan of the Rose – and (with an odd number of players) the human inquisition.

Blue Moon City – Fri 1 pm

The object of the game is to use cards featuring the races of Blue Moon to help rebuild the city and, at the end, put the large Crystal of the Obelisk in the middle of the city back together.

Brass – Fri 4 pm

Players represent industrialists in northern England during the heyday of the industrial revolution. Each player needs to build an economic engine that surpasses the other by the time railways are established and the foreign markets have been saturated with English cotton.

Brass Gaming 101 – Fri 3 pm

Carcassonne – Fri Noon, Sat 9 am

A tile laying game in which people place workers to complete cities, roads, cloisters, and farms. After all the tiles have been played, points are added and the highest score wins.

Cards Against Humanity – Sat, Sun 10 pm

A judge chooses a black question or fill-in-the-blank card. Each player contributes card(s) to the "card czar" anonymously from their hand of ten cards. The card czar determines which card(s) are funniest in the context of the question or fill-in-the-blank card.

Cash and Guns – Sat 9 pm

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

Castellan – Fri 9 pm

A card based castle building game. Work together to build a castle, but use your keeps to claim your own completed courtyards to get the points!

Castle Panic – Sun 5 pm

As trolls lay waste to your walls and boulders smash through your fortifications you must scramble with your fellow players to amass the troops needed to repel your enemies. This fast paced game of orc slaying and troll fighting will test your teamwork, planning, and goblin slaying skills. Do you have what it takes to save the castle?

Category 5 – Mon 3 pm

To play the game, you shuffle the 104 number cards, lay out four cards face-up to start the four rows, then deal ten cards to each player. Each turn, players simultaneously choose and reveal a card from their hand, then add the cards to the rows. All cards are bad. Don't take cards! The winner is the player with the fewest points once someone reaches 74 points.

Caverna: The Cave Farmers – Sun 3 pm

You are the leader of a family that lives in a cave. You begin the game with a farmer and his spouse, and each member of the family represents an action that the player can take each turn. Together, you cultivate the forest in front of your cave and dig deeper into the mountain. You furnish the caves as dwellings for your offspring as well as working spaces for small enterprises.

Chaosmos – Fri 9 pm, Sat 5 pm, Sun 6 pm

Balance your hand of cards and cleverly use your special alien powers to secure the most important artifact in the universe, the Ovoid. A hand-management strategy game of spying, hoarding, deceiving, stashing & sneaking, all as the last seconds of the universe tick away.

Chez Geek – Fri 3 pm, 7 pm

Beer. Nookie. Roommates. It's another Friday night at Chez Geek. Set up house with your friends for as long as you can stand them. Spend money and your precious spare time to accumulate Slack points. Do unto your roomies before they do unto you. Just remember, when your roommate and his S.O. keep you up all night, you can't throw them out. They live here.

Board Games

Chicago Express – Mon Midnight

Four railroads drive from the East Coast across the growing eastern US to Chicago. Smaller, more aggressive railroads spring up to further expand America's extensive railroads. The sharpest railroad executives vie for the maximum return on their investment in this business game lasting about one hour.

Chinatown – Sat 2 pm

Welcome to Chinatown in the 1960s. You have just immigrated to the United States in hope of starting a business and fulfilling the American Dream. You'll need to trade with the other players to truly get what you want. And in trading...anything goes. The player with the most money after 6 rounds is the winner.

Chinatown Gaming 101 – Sat 1 pm

Chutes and Ladders – Sat 10 am

Try to spin the right numbers to get you to the top of the board first, but watch out for the chutes.

Cinque Terre – Sun 5 pm

The Cinque Terre are five coastal villages in Italy between Genoa and Tuscany, well-known for their beauty, food, and agriculture. In this pick-up and delivery game, players will fulfill orders by transporting produce from inland farms to sell to the villages, in a mechanic similar to Ticket to Ride.

Civilization: The Expansion Project – Sun 9 am

Become the leader of an ancient civilization. Guide your people through the ages by expanding your empire and using its proceeds to finance new technological advances. Advancements help your civilization better cope with its problems as well as help bring new advancements.

Clash of Culture Gaming 101 – Sat 9 pm

Clash of Cultures – Sat 10 pm

A civilization game in which each player leads a civilization from a single settlement to a mighty empire. Players must explore their surroundings, build large cities, research advances and conquer those who stand in the way.

Concordia – Sun 10 am

Two thousand years ago, the Roman Empire ruled the lands around the Mediterranean Sea. With peace at the borders, harmony inside the provinces, uniform law, and a common currency, the economy thrived and gave rise to mighty Roman dynasties as they expanded throughout the numerous cities. Guide one of these dynasties to gain the chance to emerge victorious!

Concordia Gaming 101 – Sun 9 am

Conquest at Kismet DEMO – Fri, Sat, Sun 5 pm

You play as one of two races vying for control of the Kismet sector in the Raccroc Galaxy. This simple game uses a lottery-like method of resolving battle, allowing for a very small table footprint while having a healthy mix of tactics and luck.

Cosmic Encounter – Fri Noon

Welcome to the Cosmic Age. The open skies of countless worlds are filled with speeding spaceships, and a panoply of Alien races is competing to populate the galaxy. Will your own people choose to occupy undefended worlds, create peaceful and diverse Alien civilizations, or ruthlessly conquer others' territory? Peace, war, negotiation, betrayal– you never know what will happen in the next encounter

Coup – Fri 4 pm

You are head of a family in an Italian city-state, a city run by a weak and corrupt court. You need to manipulate, bluff and bribe your way to power. Your object is to destroy the influence of all the other families, forcing them into exile. Only one family will survive...

Covalent Crisis PLAYTEST – Fri 6 pm

Returning home from exploring the cosmos, your ship has met an unfortunate fate! After a tragic collision you are now floating through open space. Your air supply is down to 20 minutes, and your ship has taken serious amounts of damage! A fast pace dice allocation game with a little bit of Press Your Luck, and a little bit of Take That. Easy to learn and easy to teach.

CV – Mon Midnight

"CV" stands for curriculum vitae (a resumé). In the dice and card game CV, you will lead a character through his entire life from childhood to old age, making many choices about friends, relationships, jobs and activities along the way in pursuit of his ultimate life goals.

Darkest Night – Sat 7 pm, Sun 11 am

In this cooperative game play as one of the last heroes in a kingdom broken under the shadow of an evil necromancer. Battle undead, scrounge for supplies, and hide from the necromancer long enough to unearth the holy relics you'll need to defeat him. Each hero has a unique ability deck that guides their advancement throughout the game.

Dawn of the Zeds 3rd Ed DEMO – Sun 3 pm

Dawn of the Zeds 3: Play this new, multi-player coop edition of the classic Zombie game from VPG.

Dead of Winter – Fri 7 pm

Do you have what it takes to survive BOTH a harsh winter and a zombie apocalypse? You will play a sub-group of a colony, charged with helping to scavenge for supplies. You will have your own goal. It may be to help the colony, or to destroy it.

Dead of Winter Gaming 101 – Fri 6 pm

Deep Sea Adventure – Sun 8 pm

In this clever press-your-luck dice game, a group of explorers on a submarine take turns diving to search for treasure. But if they don't make it back to the submarine before running out of air, they will drop all their treasure. Who can bring home the greatest riches?

Descent Journey Into Darkness 1st Ed – Sat 8 pm

A semi-cooperative game. Four players become heroes with a wide assortment of skills and innate abilities, who will explore dungeons in search of treasure. One player will be the Overlord controlling the dungeon's many traps, puzzles, and monsters.

Descent Journeys in the Dark 2nd Ed – Sat 10 am

One player takes on the role of the treacherous overlord, and up to four other players take on the roles of courageous heroes. The heroes embark on quests and venture into dangerous caves, ancient ruins, dark dungeons, and cursed forests to battle monsters, earn riches, and attempt to stop the overlord from carrying out his vile plot.

Desert Island – Sun 9 pm

The all new game of survival on a desert Island. And yes, this is the other game with the hats.

Deus – Fri 2 pm

Players work to develop their own civilizations in a shared environment. Each player starts with five cards, and on a turn a player either uses one card to construct a building or discard one or more cards to make an offering to a god. Six card types are military, resource production, trade, scoring, temples, and effects.

Board Games

Dixit – Fri 2 pm

One player is the storyteller for the turn and looks at the images on the 6 cards in her hand. From one of these, she makes up a sentence and says it out loud (without showing the card to the other players). Each other player selects the card in their hands which best matches the sentence and gives the selected card to the storyteller, without showing it to the others.

Dominant Species – Sat 7 pm

An abstract recreation of the encroachment of an ice age and what that entails for the creatures trying to adapt to the slowly-changing earth. Each player assumes the role of one of six major animal classes mammal, reptile, bird, amphibian, arachnid or insect. Each beginning more or less in a state of natural balance in relation to one another.

Dominant Species Gaming 101 – Sat 5 pm

Dominion Expansions – Sun 9 pm

Players start with identical decks of cards. The table has a selection of cards to “buy” with the right cards. Through selecting the cards to buy, and how hands are played, players construct their deck, striving for the most efficient path to the precious victory points.

Dominion Gaming 101 – Sun 8 pm

Doom: The Board Game – Sat 3 pm

Invaders have broken through from another dimension into the Mars base. Marines have been deployed to protect personnel and destroy the invaders. Three players take the roles of armed and highly trained marines, while one player controls the legion of demonic invaders. The marine players explore, attack monsters, pick up new weapons and equipment and work together.

Down in Flames: Aces High – Sat 5 pm, Sun 6 pm

Dan Verssen’s tactical air combat card game

Dread Curse – Fri 3 pm

A light, casual game with role selection, variable powers, “take that” cards and a monkey. Pair that with piratey talk and the ability to seat 8 players and still hold to roughly 45 minutes - and you’ve got a push-your-luck game that’d do any pirate proud.

Dream Factory – Sun 9 am

Aka Hollywood Blockbuster, an auction game about producing movies. Players are studio heads who bid for directors, actors, camera, effects, music, guest stars and agents to complete movie scripts. Bonus points for first films completed, the best films, best directors, and even worst film.

Dr. Shark – Sun Midnight

Dr. Shark brings a new feel to the idea of a dexterity game as players rely on their sense of touch to discover evidence against the titular evildoer. Players have only 30 seconds per turn to recover clues from a bag, using their fingers to detect an object’s shape and texture.

Dungeon – Fri 3 pm

Similar to Dungeons & Dragons, but simplified & transformed into a board game. Players explore a dungeon divided into levels of increasing difficulty, fighting monsters for valuable treasure. As players venture deeper into the dungeon, monsters become more difficult & the treasure more valuable. The winner is the first player to bring a certain amount of treasure back to Dungeon’s entrance.

Eclipse – Fri 6 pm

Places you in control of a vast interstellar civilization, competing for success with its rivals. You will explore new star systems, research technologies, build spaceships to wage war. There are many potential paths to victory, so you need to plan your strategy according to the strengths and weaknesses of your species, while paying attention to the other civilizations’ endeavors.

Eclipse Gaming 101 – Fri 4 pm

Eldritch Horror – Fri 10 pm, Sun 9 pm

An ancient evil is stirring. You are part of a team of unlikely heroes engaged in an international struggle to stop the gathering darkness. To do so, you’ll have to defeat foul monsters, travel to Other Worlds, and solve obscure mysteries surrounding this unspeakable horror. The effort may drain your sanity and cripple your body, but if you fail, the Ancient One will awaken and rain doom upon the known world.

Eldritch Horror Gaming 101 – Fri 9 pm, Sun 8 pm

Euphrat & Tigris – Fri, Sat 10 pm

Players collect victory points in four different colors by playing tiles of the same color. Players must defend their kingdoms against possible conflicts from their opponents or possibly choose to ignite conflict on their own.

Evolution – Fri 5 pm

Compete to see whose creation of evolution survives and thrives (or gets eaten by someone’s predator).

Family Business – Fri 5 pm

Takes mob warfare to a new level of backstabbing, revenge, and general bloodthirstiness. Every player controls a “family” and plays various cards to off other players’ family members. In a game with this little structure, it’s possible for everyone to gang up on one unlucky soul, or for the damage to be fairly evenly spread. Either way, the last family standing is victorious.

Finca – Sun 4 pm

Buy and sell your fruit harvest in this small island town. Be the smartest merchant and bonus points for best use of resources. Join us for this classic out of print euro.

Five Crowns – Fri 3 pm

Rummy with a five-suited deck and a twist. The set collection aspect of rummy is basically the same, with groups of three cards in either runs or denominations making a valid meld. The twist is that in each hand the number of cards required to create a meld increases, from three cards in the first hand to thirteen in the last. The game, therefore, consists of eleven hands.

Five Tribes – Sat Noon

Here, in a unique twist on the “worker placement” genre, the game begins with the meeples already in place - and players must cleverly maneuver them over the village, market, oasis, and sacred place tiles that make up Naqala. How, when, and where you dis-place these Five Tribes of Assassins, Elders, Builders, Merchants, and Viziers determines your victory or failure.

Five Tribes Gaming 101 – Sat 11 am

Fluxx – Fri 2 pm

Fluxx open gaming but with prizes for everyone! Bring your favorite version or pick from our library. All age and skill levels welcome.

Fluxx – Fri 4 pm

Come one, come all to the game of ever changing rules. We will be playing tournament style, so bring your thinking cap, a friend, and a cup of coffee. Then make sure you pull the Up All Night goal (must have Thinking Cap, A Friend, and a Cup of Coffee) to win!

Board Games

Forbidden Desert – Sun 4 pm

In this race against time game you will be forced to pool your resources and make a desperate expedition through a shifting desert filled with bizarre abandoned ancient cities to find a way out of the most dangerous sandstorm of all time. Water is limited, sand is falling like rain, can you survive?

Formula D – Fri 1 pm

Take the wheel of a Formula 1 Car and race your fellow players on various courses (both real and fake) around the world. Players will roll the dice to determine their speed, but they'll have to keep in mind the wear their cars will face when taking tight turns and risking collisions.

Formula De – Sat Noon

We will use the advanced rules use of both soft and hard tires.

For the Crown – Sun 4 pm

This brain-burning strategy game combines the tactical maneuvering of Chess with a deck-building system used to recruit your units and perform special actions. Train an army, balance your economic and military needs, and capture the enemy sovereign to claim the crown!

For the Crown Gaming 101 – Sun 3 pm

Fortress America – Sat 7 pm
Indulge 1980s Cold War nostalgia with a classic, wherein three Communist invaders (Asian Peoples' Alliance, Central American Federation, and Euro-Socialist Pact) mount a full-scale invasion of the United States. If Red Dawn was an Axis & Allies-style boardgame, this would be it!

Frontier Stations – Sat 10 pm

Work together to defend a ring of frontier space stations against a variety of growing dangers. Upgrade your systems wisely to maintain a steady flow of the vital resources you'll need to survive, and allocate them carefully to keep nearby threats in check.

Galaxy Trucker – Mon Noon

Prove you're the best Trucker in the galaxy as you race your opponents to build the best ship possible out of a communal scrapyards and brave the dangers of space travel. Bring lots of firepower, but don't forget room for all that valuable cargo! Expansions available for the finals – upon group vote, with at least a Class 1 expansion ship for variety.

Gem Rush – Sun 2 pm

Grab a pick and dig a hole in this light set collection game. Combine your gems to forge new rooms in the mine, each with a unique ability to help you collect more gems.

Ghost Blitz – Sun Noon

A fast reaction game. Help Balduin, the house ghost, figure out what item he wanted to make disappear, when the photos he took don't quite match the items. Even 5 year olds can be contenders.

Ginkopolis – Fri 2 pm

Compete with up to four other players to build the most environmentally efficient city.

Glory To Rome – Sun 9 pm

A card-based city building and resource management game with a novel mechanism. Each card may act as a building, a patron, a raw material, or a valuable resource, frequently forcing players into difficult decisions regarding how each card should be used. In addition, much of the game is played from the discard pool, giving players some control over what cards are accessible to opponents.

Healthy Heart Hospital DEMO – Sat, Sun 11 am

In an effort to save the Hospital, you and your allies among its leading Physicians have staged a recent "Clinical Coup" and taken over the Hospital to restore its prestige. However, juggling the responsibilities at the Hospital can quickly turn even the noblest healer into a money-grubbing pragmatist cynically looking for a place to hide the victims of your "care."

Henchmen! PLAYTEST – Fri Noon, Sat, Sun, Mon 10 am

The world's most nefarious and diabolical super-villain has been imprisoned by meddling heroes. As loyal henchmen, you must orchestrate an escape! Acquire powers, battle heroes, and overcome obstacles to free your boss from a maximum-security prison. To succeed, you must work together -but as villainous lackeys, you're trying to one-up each other to claim the title of "right-hand (hench)man!"

Hiss – Sun 11 am

Get the most snake parts by the end of the game. But there are only so many heads and tails and you can only claim snakes that have a head, a tail, and at least one body part.

Hollywood Game Night Party Game – Sat 11 pm

This board game version of the popular primetime NBC game show hosted by Jane Lynch features a series of mini-games taken directly from the show, including TV ID, I Love a Charade, How Do You Doo?, and, in the bonus round, Celebrity Name Game. Come join the fun!

Hunt: the Unknown Quarry PLAYTEST – Sun 7 pm

You are a bounty hunter, racing to collect the bounty on a monster that has been marauding the countryside...or you are the monster, disguised as a hunter so you can pick the others off one by one. Search for clues, collect equipment, and catch your quarry before it catches you.

Icarus DEMO – Sat 9 am

A new card game from Reiner Knizia will be winging its way to you this summer. This is a game for three to seven casual players who must fasten their wax and wings to see who can soar the best without flying too close to the sun

Imperial – Sun 11 am

A game of international investments. At the outbreak of WWI, nations build factories, armies, and fleets and raise money through taxation. Players are international investors who take control of the European governments through skillful investing. These governments change hands in the course of the game.

Imperial Assault – Sun 3 pm

This will be a mini-campaign of Imperial Assault. We will be playing from 3 PM until midnight (possibly later).

Imperial Gaming 101 – Sun 10 am

Incan Gold – Sun 7 pm

You and your fellow explorers will tempt fate and raid the temple, but around every corner are dangers. Do you take the loot you gained or do you turn back? This is the vital question of Incan Gold.

Ingenious – Sat 9 am

A classic abstract color-matching game.

In the Year of the Dragon – Sun Noon

Play Chinese rulers around the year 1000. The game plays out in twelve rounds, each round representing one month in a year that seems to go from bad to worse. Disease, drought, and attacks from the Mongols may claim lives, but make sure you have enough money to offer a tribute to the Emperor. Careful planning is the key to survival and victory.

In the Year of the Dragon Gaming 101 – Sun 11 am

Board Games

Isla Dorada Gaming 101 – Sat 7 pm

Collect cards of different kinds and build the best hands turn after turn to be able to choose the expedition destinations in a succession of bids and negotiations. Players will try to put their hands on treasures while avoiding their cursed destinations and trying to block other player's objectives.

Istanbul – Fri 11 pm

Players compete to see who can collect and trade goods the most efficiently in order to acquire the required number of Ruby gem stones to win the game.

Jena 20 2nd edition DEMO – Sun 1 pm

Follows France's glorious victory against the combined Austro-Russian armies at Austerlitz. The previous December the Prussians have finally come off the fence and declared war against Napoleon. As both sides maneuver, uncertain of the location or center of gravity of the opposing army, they meet in a dramatic double battle on the fields of both Jena and Auerstadt.

Kanban – Sat 6 pm

Build cars in a factory management game with multiple levels of strategic complexity.

Kanban Gaming 101 – Sat 5 pm

Kanzume Goddess – Fri 11 pm

A deck building game about a war between two rival pantheons of Gods and Goddesses the Norse Gods led by Odin and the Greek Gods led by Zeus. Each player takes the role of one of the Gods and battles to come out on top using various warriors based upon the Zodiac.

Kill Shot – Sat 9 am, Sun 1 pm

THE counter terrorism party game. Fast paced, interactive, and exciting!!!

Kingdom Builder – Fri 8 pm

Place settlements in the form of little houses on the hex-board to create a greater kingdom than your opponents. A random set-up for both the board and the victory conditions assures that no two games are the same.

Kingdom Builder Gaming 101 – Fri 7 pm

King of New York – Sun 1 pm

Take control of a monster and fight other monsters for control of New York City

King of New York Gaming 101 – Sun Noon

King of Tokyo – Sun 8 pm

When the dice roll & the Kaiju monsters start growing wings, breathing fire, throwing tanks or smashing buildings, even a 7-year-old can beat you silly! Tournament will incorporate a meta-game point system to keep things to two 45-minute rounds of play.

King of Tokyo Gaming 101 – Sun 6 pm

Kingsburg – Sat 5 pm

Roll the dice and influence the King's Advisors to give you resources with which to expand your village, and prepare for battle at the end of the year!

Kingsburg Gaming 101 – Sat 4 pm

King's Ransom Gaming 101 – Sat Noon

La Boca – Fri 2 pm

In rotating teams of two, players try to create skylines using 3D puzzle blocks. However, the players can see the completed image only from their point of view, so they must consult with one another constantly to make sure each colored block ends up in the right location while racing against the timer.

Last Chance – Sat 10 pm

The late-night break you are looking for. A quick trip for up to 7 players, where you roll dice to win chips. Simple? Yes, but the real fun is when you are side-betting on your opponents: will they succeed or fail? Every game turns into loud & crazy fun, even for the skeptics!

Las Vegas Boulevard – Sun 10 pm

This expansion for the popular and award-winning dice-rolling game Las Vegas features a set of mix-and-match modules that add complexity and make for even more interesting decisions in the fun-filled game you already know and love.

Liar's Dice – Fri Noon

Make a bid as to how many dice showing a certain number are under all the cups at the table! STRATEGICON STANDING RULE: Challenges that result in an exact bid will not result in the removal of a player's final die, unless half or more players already have a single die left.

Lifeboat – Sat 9 pm

The classic game of survival at sea with your secret love, hated enemy and a few other shady characters. Yes, this is the game with the hats.

Likewise! – Sat Noon

Players try to guess the most popular answer at the table, silliness abounds.

Little Pig: There can be only one! DEMO – Fri 5 pm

Become one of three Little Pigs in this game of bluffing and double-think! Each Pig makes secret plans to gather wood, brick or straw, and if you can outwit the other pigs, you can pig out! Double down with powerful Guess cards, attract fairy tale friends like Puss in Boots, and even stoop to tipping off the Big Bad Wolf in this mischievous twist on the classic tale. For up to 3 devious players.

Lords of the Eastern Reach DEMO – Mon 10 am

A new card game of city building and adventuring heroes. Manage your resources wisely to construct buildings, hire troops and heroes. Be one of the first to play! Based on the Pillars of Eternity CRPG from Obsidian Entertainment.

Lords of Waterdeep – Fri 11 pm

Waterdeep, the City of Splendors – the most resplendent jewel in the Forgotten Realms, and a den of political intrigue and shady back-alley dealings. In this game, the players are powerful lords vying for control of this great city. Its treasures and resources are ripe for the taking, and that which cannot be gained through trickery and negotiation must be taken by force!

Lords of Waterdeep Gaming 101 – Fri 10 pm

Los Angeles Board Game Jam – Sun 11 am

An event for aspiring game designers, artists, and creative people to come together to create a board game from concept, to design, to prototype, to play test, and demo... all in just 6 hours. Teams will be mentored by veteran game designers to guide them through the process and provide advice to create some very cool games, win admiration from their peers, and win prizes.

Love Letter – Fri 7 pm, Sat, Sun 6 pm

A game of risk, deduction, and luck for 2-4 players. From a deck with only sixteen cards, each player starts with only one card in hand one card is removed from play. On a turn, you draw one card, and play one card, trying to expose others and knock them from the game.

Board Games

Macao – Sat 9 pm

One of Stefan Feld's most popular games, players are traders & adventurers setting out to discover new lands. Players must draft cards, take action cubes, and time their actions perfectly to buy land, move their ships, or unlock new powers throughout the game. Player with the most points wins.

Machi Koro – Sat 1 pm

You've just been elected Mayor of Machi Koro. Unfortunately the citizens have some pretty big demands: jobs, a theme park, a couple of cheese factories and maybe even a radio tower. A tough proposition since the city currently consists of a wheat field, a bakery and a single die.

Machi Koro Expansions – Mon 9 am

A fast-paced game for 2-4 players. Each player wants to develop the city on his own terms in order to complete all of the landmarks under construction faster than his rivals.

Magic Flute DEMO – Sun 5 pm

A 2 to 6 player cooperative and singing game based on Mozart's opera - Magic Flute.

Magnum Opus – Sat 11 am

Alchemists! You are on your way to immortality. Building up your trade skills and using the compounds, components, tools, preparations, and knowledge you build into your deck, you will transmute combinations of elements to discover the location of the clues to the Philosopher's Stone. The first to successfully transmute their three elements will have eternal life, and more importantly, win.

Magnum Opus Gaming 101 – Sat 10 am

Majority Rules! – Sun 11 pm

In this hilarious party game, players nominate 5 "candidates" - real or fictional, famous or famous just in your group - and draw and answer funny question cards about the people in the lineup. Think you know how everyone voted? Then place your bets, but remember, majority rules!

Mall Sprawl DEMO – Mon 9 am

A game in which players obtain stores, build their mall and attract shoppers to their stores in order to earn money. Players will have to make sure their mall is suitable for all shopper's needs.

Manila – Sun 1 pm

Barges, freight and profits are what it's all about in Manila, a speculative contest for 3-5 players. Goods shipments, intended for transport along sea routes, are in danger of being lost at sea in a storm. While the players speculate about success and failure, the ultimate fate of the ships will be determined by the dice.

March of the Ants – Fri 7 pm, Sun 8 pm

As spring dawns the queen stirs in her nest and the colony comes to life. Soldiers venture forth, clashing with opposing colonies for territory. Workers dig tunnels in their tireless search for food. The first larvae hatch and it is clear this generation will be different. Explore, forage, evolve, and march your way to victory in this dynamic strategy board game set in the world of ants.

Mars Attacks: The Dice Game – Fri 1 pm, 5 pm

Destroy the humans! Take their cities! Conquer Earth! Lead your team of Martian invaders to conquer Earth. Destroy cities, get your picture taken in front of famous monuments, and be the Martian with the most Earthling kills! But watch out, because the Earthlings might nuke you. A fast-playing tactical dice game.

Meeples To The Mothership! – Sun 9 am

Planet Hex is imploding! Race against other meeple commanders to evacuate the surface and claim the window seats on the mothership in this fast-paced game from Blue Panther!

Merchant of Venus – Sun 2 pm

Players explore the board discovering alien cultures and building trade routes. Initial round is to \$2000 with a final round to \$3000. This is the classic game even if using an FFG copy.

Merchant of Venus Gaming 101 – Sun 1 pm

Merchants & Marauders – Fri 9 pm

The game lets you live the life of an influential merchant or a dreaded pirate in the Caribbean during the Golden Age of Piracy. Seek your fortune through trade, rumor hunting, missions, and of course, plundering. Will your captain gain eternal glory and immense wealth - or find his wet grave under the stormy surface of the Caribbean Sea?

Merchants & Marauders Gaming 101 – Fri 8 pm

Mesopotamia – Fri 3 pm, Mon 9 am

Lead a clan, exploring unknown areas, building huts, and creating holy places to collect Mana.

Metro – Fri 10 pm

Help construct the Paris Metro system.

Middle Earth Quest – Sun 10 am

Adventure and conflict set in the time leading up to the creation of the Fellowship. One person plays Sauron, trying to spread his evil across the lands. Up to three people play heroes trying to foil Sauron's foul plots, and rally the peoples of Middle-Earth to their side.

Monopoly Deal – Fri 6 pm, Sat, Sun 3 pm

The fast-paced, addictive card game where your luck can change in the play of a card! Collect 3 complete property sets, but beware Debt Collectors, Forced Deals and the dreaded Deal Breakers, which could change your fortunes at any time!

Monster Derby – Sat 7 pm, Sun 8 pm

Race monsters and get the ones that you bet on to cross the finish line first!

Mr. Card Game – Mon 2 pm

Ever wonder what it's like living as a care-free adventurer? Try the official tabletop game of the multi-player online game Kingdom of Loathing. With a mixture of deck-building mechanics and tableau management, this is a fantasy adventure themed character building card game.

Munchkin Finals! – Sun 6 pm

All who placed 1st at a Gamex 2015 Munchkin qualifier earned a place in these finals. If you placed 2nd or 3rd at a Gamex 2015 Munchkin qualifier, you are on an "alt" list, and may possibly play in the finals if any of the winners do not show.

Munchkin Qualifier – Fri Noon, 6 pm, Sat 9 am, 1 pm, 6 pm, Sun 9 am

Qualifier for Sunday Final. The winner of each of these games plays in the finals with prizes directly from Steve Jackson Games! You may play in more than one, but once you've won your seat by winning a game, no munchkining to win an empty seat! Munchkin beginner? It's ok, you're welcome to play. You never know, you just might find you own some Mad Munchkin Skills!

Board Games

Mythotopia – Fri 6 pm

A deck-building game set in a medieval fantasy world based on the mechanisms in *A Few Acres of Snow* with players customizing their personal decks by drafting cards and expanding into provinces. Each province has its own unique card and occupying it adds that card to your deck. Utilize military, food, and clay to expand or upgrade your empire. The player with the most points wins.

Mythotopia Gaming 101 – Fri 5 pm

Nexus Ops – Sun 11 pm

A light, easy science fiction war game with a hexagonal board that is set up differently every time. Win battles and fulfill Secret Missions, to obtain victory points. Players who lose battles are compensated with Energize cards. Players can also obtain Energize cards by controlling the Monolith.

Nexus Ops Gaming 101 – Sun 10 pm

No Thanks! – Fri 3 pm

The rules are simple. Each turn, players have two options: play one of their chips 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. Three rounds played per game/table.

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... Only one prize to the winner (no other prizes as no one else survives) ... if all die THEN NO PRIZES GIVEN OUT!

One More Roll! – Sun 8 pm

Various short dice games from Steve Jackson Games. All with the premise - Do I take what I have or do I go for One More Roll?

One Night Ultimate Werewolf – Sun 7 pm

Werewolves have descended on the village and for just 1 hour we will try to hunt them down. The roles you get are luck-of-the-draw, but winning with them requires skill. This tournament will comprise several 10-15 minute rounds of play & will incorporate a cumulative meta-game point system that rewards the skill of the winners.

Outpost – Sat 7 pm

Compete to build the best outpost. Build and staff factories to produce resources which are then used to build more factories and purchase any of 13 outpost improvements which give different advantages. Improvements are purchased through auctions.

Overlords of Infamy DEMO – Sat 2 pm

Take on the role of an Evil Overlord with the goal of making your subjects as miserable as possible, while other Overlords are doing the same to their subjects. You accomplish this by harvesting a variety of materials to complete myriad Nefarious Plots ranging from "Steal Candy from Babies" and "Make Everyone's Socks Slightly Damp" to "Blow up the Moon!" and "Resurrect the Old Gods." Chaos ensues.

Palaces – Sat 3 pm, 9 pm, Sun 2 pm, 7 pm

Deck-building bidding game where you build towers as you build your deck. Clever combos and resource management keep this game tight.

Panamax – Sun Noon

Maximize your personal wealth while running a successful shipping company in the Panama Canal.

Panamax Gaming 101 – Sun 11 am

Pandemic: The Cure – Sat 8 pm

A dice-based version of the board game plays in 30 minutes. You and your team must keep the world's hotspots in check before they break out of control, while researching cures to the four plagues. Players roll dice each turn to determine the actions available to them. They can fly and sail between the six major population centers.

Parenthood DEMO – Sat 9 am

Humorous family/party card game pits players as householders trying to promote their own kids' growth and success, while sabotaging other players' kids with life's issues. 2-6 players as individuals or couples. Playable in about 20-30 minutes, but even if you only have 5 minutes, just drop by for a quick demo. It's easy to learn and play!

Perpetual Motion Machine – Fri 1 pm, Sat 10 am

A game of set collection, skill-tree building, and long and short term strategy. Race against other players to build the most efficient machine possible using limited resources. As you build, you'll choose which areas to focus on to ensure victory.

Pew Pew! DEMO – Sun 3 pm

A solitaire game emulating those great, old-school arcade shoot 'em ups from the 1980s, only better suited now for those of us whose reflexes may have slowed (gameplay is turn based), but whose minds are more cunning. A genuine blast from the past in a boardgame format.

Phase 10 – Fri 8 pm, Sat, Sun Noon

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. In case of ties, the player with the fewest number of points wins.

Pillars of the Earth – Mon Noon

Compete with the others to contribute the most towards the construction of the largest, most beautiful cathedral in England.

Power Grid – Sun 9 am

The objective is to supply the most cities with power when someone's network gains a predetermined size. Players bid against each other to purchase the power plants that they use to power their cities, acquire the raw materials needed to power said plants, while still retaining enough wealth to quickly expand their network to get the cheapest routes.

Power Grid Gaming 101 – Fri 5 pm

Power Grid World Tour: Australia – Sat 8 pm

Power Grid World Tour: India – Mon 10 am

Power Grid World Tour: Japan – Sun 8 pm

Power Grid World Tour: Russia – Fri 8 pm

In 2015 Strategicon will be presenting the Power Grid World Tour. Each convention will have four events, using both sides of two of the expansion maps. Players earn points for each game they play based on the number of players. Please make sure to bring the maps if you own them.

Prism PLAYTEST – Sun 2 pm

A mostly cooperative adventure for up to five wizards. The wizard faction you are at war with has captured and imprisoned you in magical confinement. Activate the portal or defeat the guardian before the other wizards extract enough information from you to win the war!

Puerto Rico – Sun 7 pm

A German-style board game designed by Andreas Seyfarth. Players assume the roles of colonial governors on the island of 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 or by constructing buildings.

Board Games

Puerto Rico Gaming 101 – Sun 6 pm

Race for the Galaxy 2 Player – Fri 11 pm

Played round robin, double elimination. Where possible the default is all possible expansions, with goals, no takeovers.

Race for the Galaxy Gaming 101 – Fri 10 pm

Railroad Tycoon – Sun 7 pm

Revisit the early days of the Age of Steam as you begin with a locomotive and a vision (your Tycoon “mission” card). From there, build your budding railroad network into a vast empire. Connect New York to Chicago, earn the most money, develop bigger and faster locomotives and maybe even span North America and build the Transcontinental Railway!

Red Dragon Inn – Sat 4 pm

Red Dragon Inn is a multi-player card game where everyone is against each other and the last man or woman, standing is the winner.

Red November – Fri 4 pm

A cooperative game in a gnomish attack submarine where everything is going wrong; water pressure increasing, nuclear reactor overheating, nuclear missile launchers pre-igniting, fires and water leaks everywhere, a giant Kraken nearby and very little oxygen and vodka left. The players must get organized to solve the problems.

Relic – Fri 2 pm

It's Talisman in the 40K universe. Plays just like the regular talisman game but without a PVP portion and an easier difficulty.

Revolution – Fri 2 pm

Secretly bid against your opponents to gain the support of the people, win territory, and gather more Gold, Blackmail, and Force for the next round of bidding.

Rip It The Farting Card Game PLAYTEST – Sat, Mon 11 am

A silly, humorous game about farting. Players will eat (draw) food cards, roll to fart, or move seats. If their fart succeeds, they will cause players on their left and right to lose “air.” Players that lose too much “air” will “pass out.” Those that cause enough “pass outs” win!

Rise of Augustus – Mon 9 am

This is Gamer Bingo. Tiles are drawn from a bag and you place your legions on the corresponding spaces of territory or senators you wish to influence. But the magic of the game is selecting which combinations to go after and will the game end before you achieve your goal. Choose wisely, the fate of your empire is at hand.

Rise of the Zombies – Sat 4 pm, 9 pm

The zombies are spawning into new location cards as you try to clear them out with the weapons and supplies that you have collected on your way to the rescue helicopter. Play in real time. Beat the clock to the helicopter and you and the other survivors live, fail and you are all doomed!

Risk Express – Sun 10 pm

Command troops, fire cannons, order generals all with the roll of a dice. This fast paced game of dice rolling and world conquering will engage and entertain any who wish to control the world! Are you a world dictator? Become one!

Roll for the Galaxy – Fri 10 pm

A dice game of building space empires for 2-5 players. Your dice represent your populace, whom you direct to develop new technologies, settle worlds, and ship goods. The player who builds the most prosperous empire wins!

Rough: The Card Game – Sat 8 pm

A fast paced game where people are sometimes eliminated from the game before they even get to play a card. Players start with five cards. Players play a card on their turn that forces one, two, or all players to perform a physical, or ridiculous task to stay in the game. Asking the question, who wants it more?

Rough: The Card Game Gaming 101 – Sat 7 pm

Rumis – Sun 1 pm

Players place 3-D shapes adjacent to other pieces the same color forming a 3-D pre-defined building. Aka Blokus 3-D.

Saint Petersburg – Mon 10 am

Game of workers, buildings, nobles, and now markets. Get your income going and then get your victory point plan going.

Saint Petersburg Gaming 101 – Mon 9 am

San Juan – Sun 3 pm

Players who like Puerto Rico may enjoy San Juan, a simplified card version of the game. Players choose roles to build buildings, produce and sell goods, and other ways to draw cards. The cards are your buildings as well as what you spend to build them.

Seafarers of Catan – Sat 11 am

Come and discover the freedom of having boats as well as roads. But, beware of the pirate.

Sequence – Sat 8 pm

Play a card from your hand, place a chip on a corresponding space on the game board. When you have five in a row, it's a Sequence.

Set – Sat 6 pm

Can you find the sets? Each feature, quantity, symbol, color, and shading has to be either all the same or all different.

Settlers of Catan Gaming 101 – Fri 2 pm

Settlers of Catan National Finals – Sun 2 pm

Finals for the top 16 players from the qualifying rounds.

Settlers of Catan National Qualifier – Fri 3 pm

Settlers of Catan National Qualifier – Sat 9 pm

One of two qualifying rounds for the finals on Sunday. The top 8 from each qualifying round will advance to the finals on Sunday where they will compete for a slot in the national tournament at GenCon. An entry fee is required.

Shadow Hunters – Fri Noon, Sat 3 pm

Players are assigned a role: Hunter, Shadow or a neutral and must use dice and cards to figure out who is on their team, and who is their enemy.

Shadows Over Camelot – Sun 1 pm

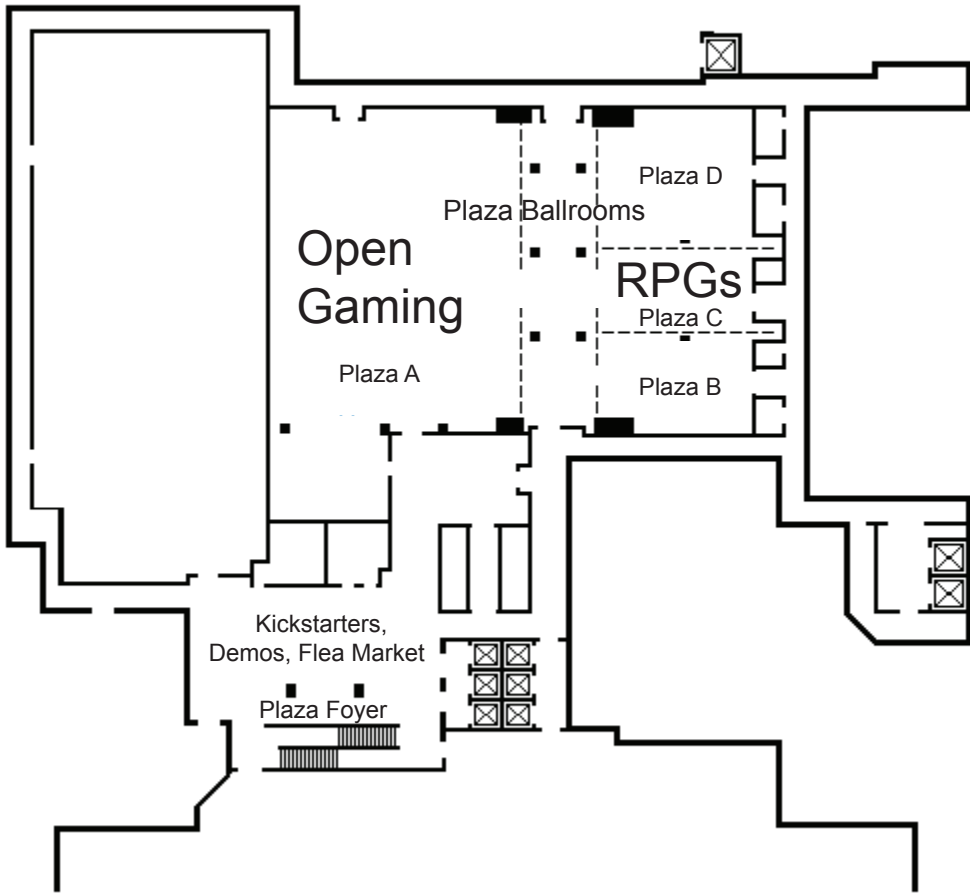
Are you ready to fight off legions of enemies? Are you ready to test your skills against the black knight? Are you ready to join magic, might, chivalry and valor together to defeat the forces of darkness? If so this fast paced co-op is for you. So charge into the battle field and drive your lance into your foe, but beware there is a traitor in your midst!

Sheriff of Nottingham – Fri Noon

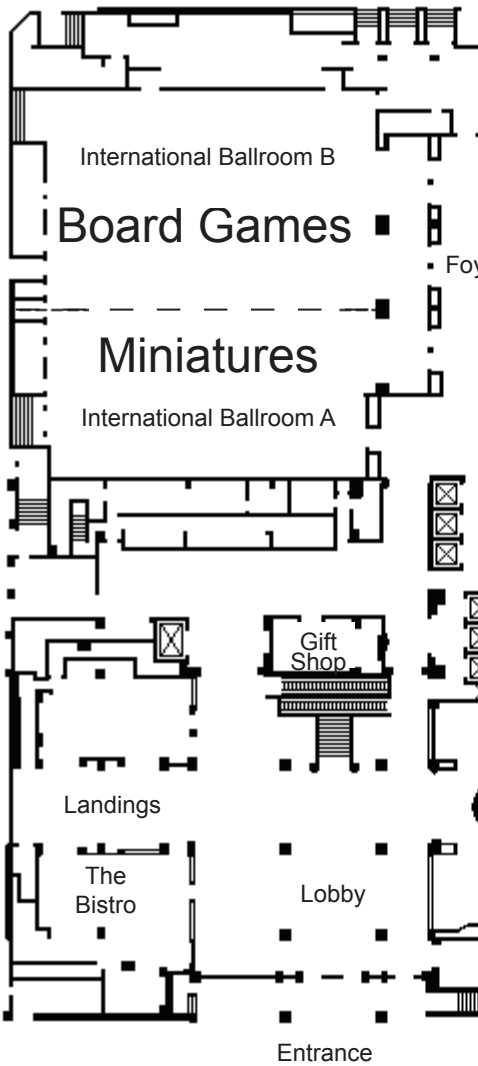
Each turn one player will step into the shoes of the Sheriff himself. Players declare goods they wish to bring into the city, goods that are secretly stored in their burlap sack. The Sheriff must then determine who gets into the city with their goods, who gets inspected, and who may have their goods confiscated!

GameX 2015 Maps

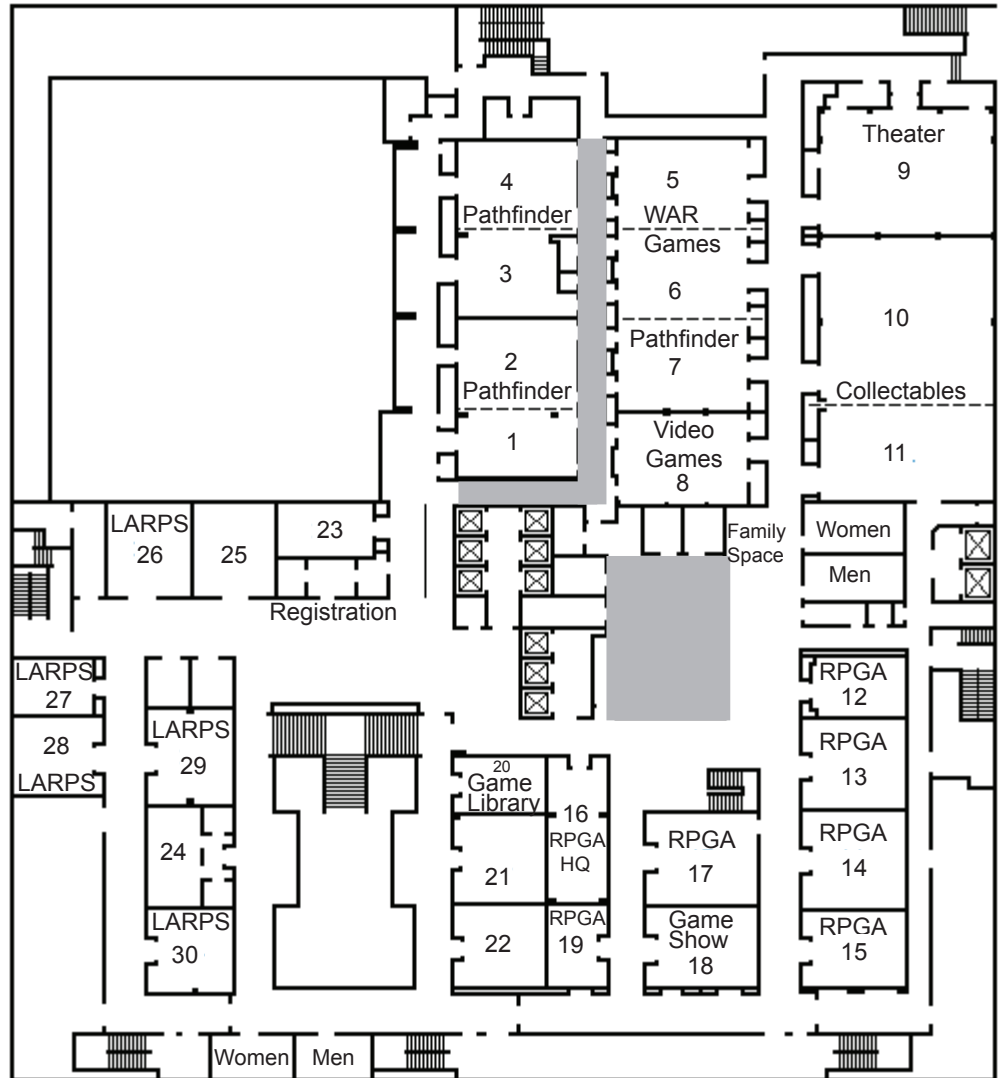
HILTON LOS ANGELES AIRPORT - LOWER LOBBY LEVEL



HILTON LOS ANGELES AIR

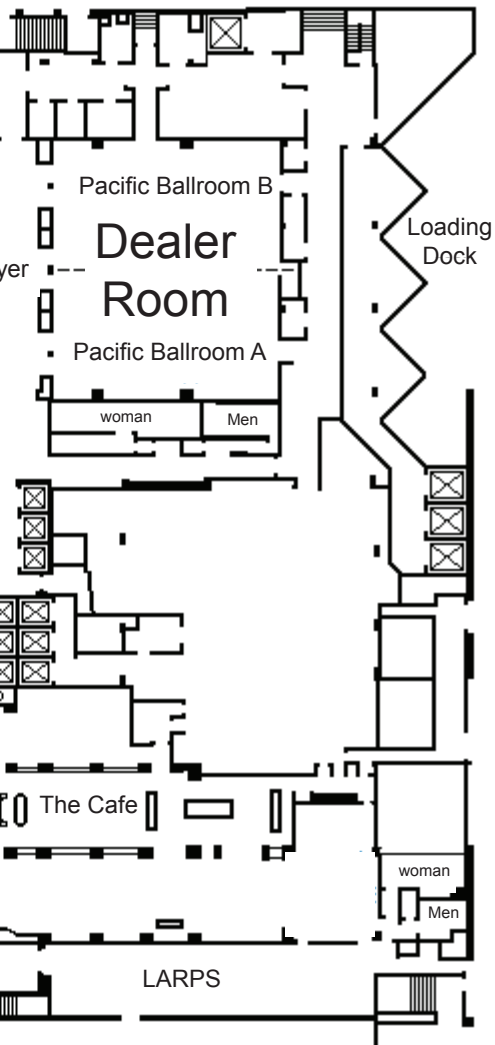


HILTON LOS ANGELES AIRPORT - SECOND FLOOR



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



Board Games

Shogun/Wallenstein – Sun 9 am

Each player assumes the role of a great Daimyo with all his troops. Each Daimyo has the same 10 possible actions to develop his kingdom and secure points. To do so he must deploy his armies with great skill. Each round, the players decide which of the actions are to be played out and in which of their provinces. If battle ensues between opposing armies, the unique Cubetower plays the leading role.

Shogun/Wallenstein Gaming 101 – Fri 7 pm

Small World – Sat 2 pm

This accessible strategy game offers endless possibilities to conquer thy neighbors, but limits you from conquering the world. Light hearted theme, medium difficulty, and hard to resist! Expansions may be used after the first round. The final table will include ALL race & power expansions, played on a custom board!

Small World Gaming 101 – Sat 1 pm

Smash Up – Sun 4 pm

Smash-Up shuffle building game with available expansions. Run and sponsored by AEG.

Smash Up Expansions – Sat 3 pm

This will be Smash-Up with all available expansions. Factions will be distributed randomly.

SnapGammon DEMO – Sat 2 pm, Sun Noon

Choose carefully when to play your special powers for maximum effect. Hit the other players' cows to send them to the Cow Pen. To win, be the first to get all of your cows on the train. SnapGammon is a humorous new version of Backgammon with Power Cards that can be used to alter the course of play.

Space Hulk: Death Angel – Sat 8 pm

Join a squad of elite Terminator Space Marines as you enter a mysterious Space Hulk and fight your way past hordes of deadly Genestealers. A compact card-based cooperative game set in the Warhammer 40K universe.

Space Hulk: Death Angel Gaming 101 – Sat 7 pm

Space the Game V2 – Sat, Sun 11 am

A 3 dimensional board game of space warfare. This is not a simulated 3D game. The playing pieces are actually suspended in midair, and in theory, the playing field can extend infinitely in all directions. Playtime runs approximately 2 hour or less.

Spell Chess – Fri 4 pm

A two player game consisting of a chess set and a deck of spell cards to use while playing the game of Chess. The cards modify and change the normal rules of chess as you play. It creates exciting new challenges to the existing game, as well as opens up new emergent strategies and tactics.

Splendor – Fri 8 pm

As a wealthy Renaissance merchant, acquire mines and transportation, hire artisans and woo the nobility. Create the most fantastic jewelry to become the best-known merchant of them all!

Spyfall – Fri 4 pm

A party game unlike any other, one in which you get to be a spy and try to understand what's going on around you. At the start of each round all players receive cards showing the same location except that one player receives a card that says "Spy" instead of the location. Players then start asking each other questions trying to uncover the spy. Device with internet access REQUIRED.

Star Wars Imperial Assault Gaming 101 – Sat 2 pm

Stone Age – Sun 5 pm

Players trade, expand their village and achieve new levels of civilization. First take turns placing tribe members in regions that will benefit them, then each player activates their staffed areas in any order. Finally successfully feed their population, or face losing resources or points.

Stone Age Gaming 101 – Sun 4 pm

Sultans of Karaya – Sat Midnight

For fans of Resistance or Werewolf. Players each have a secret role and may belong to one of two teams, Loyalists or Rebels. Each team has a specific way to win the game. However a player's role and team may change, so players must find a way to be on the winning team when the game is over.

Summoner Wars – Fri 6 pm

A fast paced 2 player light war game that is played with cards and dice. Your objective is to destroy your opponents summoner to win the game.

Summoner Wars Gaming 101 – Fri 5 pm

T'zolkin: The Mayan Calendar – Sun 10 pm

T'zolkin: The Mayan Calendar presents a new game mechanism: dynamic worker placement. Players representing different Mayan tribes place their workers on giant connected gears, and as the gears rotate they take the workers to different action spots.

Takenoko – Sat 1 pm

Cultivate land plots, irrigate them, and grow one of the three species of bamboo with the help of the Imperial gardener. Players will have to bear with the immoderate hunger of the panda for the juicy and tender bamboo. The player who manages to grow the most bamboo while feeding the delicate appetite of the panda will win the game.

Talisman – Sun 1 pm

Fourth Edition Revised Rules. The Prophetess reduction in abilities may be used. For the final round the City, Highland, new Woodland Expansion, Firelands, and Deep Realms may be used.

Talisman Gaming 101 – Sun Noon

Tanto Cuore Expansions – Fri 8 pm

An adorable, fun deck-building game with cute anime-style maids! The players take the roles of "masters of the house," employ a lot of cute maids, and are served by them while slowly filling out their house (card deck).

Terra Mystica Finals – Sun 11 am

You need to have qualified on Friday or Saturday to play in this tournament.

Terra Mystica Qualifier – Fri 5 pm, Sat Noon

Play for your chance to compete in Sunday's Finals!

The Adventurers! – Sun 11 pm

In this fast paced game of treasure hunting everything wants to kill you. You can be smashed by closing walls, boiled in lava, thrown off the top of a waterfall, plummet into an abyss from the top of an unstable bridge, and last but not least SQUISHED BY A BOULDER! But really only one thing will kill you: your own greed. So will you stay in the temple in search of gold or leave with your life?

The Cards of Cthulhu – Sat 11 am, Sun 10 am

Pits you against the forces of The Great Cthulhu. You will battle Cultists, slay Minions, banish Horrors, and protect our world from the enveloping insanity that threatens to consume us all! It doesn't matter if you are a rookie investigator or devoted your life to slaying the Great Cthulhu. Each game ends with you saving the world, or dooming us all to eternal torment.

Board Games

The Castles of Burgundy Finals – Sun 5 pm

You need to have qualified on Friday or Saturday to participate in this tournament.

The Castles of Burgundy Gaming 101 – Fri 8 pm

The Castles of Burgundy Qualifier – Fri 9 pm, Sat Noon
Qualifiers for the Finals on Sunday. There will be exactly 1 game with the winner from each table qualifying for Sunday's Finals. Seating and setup will be random.

The Current Number of the Beast – Fri 7 pm, Mon 11 am

A fun, fast-paced dice manipulation game. Players must use a combination of cunning and skill to be the first to get their dice to match the number on the current "Beast" card in play.

The King's Armory – Sat 5 pm, Mon 11 am

A co-op tower defense game that remains true to the online genre of tower defense. It is for 1-7 players, involves deep strategy, has infinite replayability, and yet is very easy to learn.

The Last Spike Demo – Sat 3 pm

Come and demo the newest game from Columbia Games! The Last Spike is a cooperative rail building game to build a rail line from St. Louis to Sacramento. You not only have to build your lines but help your opponents build their lines where you want them to go!

The Majority Complete Edition DEMO – Sat, Sun Noon

Two games are available. The Majority is a 3-4 players game where players draft and play cards to form stronger political factions. The Majority 2 is a 2 player game which plays similar to The Majority but with special card abilities. About 10 minutes for rules and 30 minutes of game play.

The Resistance: Avalon – Fri 10 pm

Pits the forces of Good and Evil in a battle to control the future of civilization. Arthur represents the future of Britain. Hidden among his brave warriors are Mordred's unscrupulous minions, who are few in number, but have knowledge of each other. Merlin alone knows about them, but he must speak of this only in riddles.

The Scepter of Zavandor – Fri 2 pm

Building and bidding game based on Middle Earth

The Scepter of Zavandor Gaming 101 – Fri 1 pm

The Tube Test: Television Trivia – Sat 7 pm
Participants are invited to form a team and test their knowledge concerning the entire history of television broadcasting.

The Worst Game Ever – Sat, Sun 10 pm

Everything you could hate about games, gamers and gaming crammed into one deck of cards. Cheating? Dice-whining? Kingmaking? Lost turns? Missing Cards? Denial? All this and 95 more cards make this terrible game the most fun you'll have or we'll refund the price to play. (of course, the event is free)

Thunderstone Advance – Sun 10 am

A deck building game in which players are traveling to a dungeon to fight monsters and claim victory points, or traveling to the village to recruit heroes and/or buy supplies.

Thunderstone Advance Gaming 101 – Sun 9 am

Thurn & Taxis – Sat 6 pm

Build a network of postal routes across the old Austro-Hungarian empire. Players collect city cards to form connected chains. Collect victory points by concentrating in each area or by extending longer chains. A 2006 Spiel des Jahres winner.

Thurn & Taxis Gaming 101 – Fri Noon, Sat 5 pm

Thurn & Taxis: Power and Glory – Fri 1 pm

Plan your route for delivering mail in early Germany. Will use the expansion map as first choice, but original game rules.

Tichu Finals – Sun 9 pm

This is the final round of the Tichu tournament. Players will be the qualifiers from the earlier round. No substitutions allowed. Not playing with the same partner as in the qualifying round is grounds for disqualification.

Tichu Qualifier – Sat 9 pm

A partnership game. Players may pick partners before the event. Unmatched players are welcome and matched with other unmatched players. Matched partners will play other matched partners. Because this is a two night event, please be prepared to play both nights with the same partner.

Ticket To Ride – Sun 1 pm

Can be learned in under 15 minutes, while providing intense strategic and tactical decisions every turn. Collect cards of various types of train cars, then use to claim railway routes in North America. Longer routes, earn more points. Points also come from fulfilling Destination Tickets.

Ticket to Ride: Europe – Sun 6 pm

A new train adventure across Europe. From Edinburgh to Constantinople and Lisbon to Moscow, visit great cities of turn-of-the-century Europe. Like the original, this game remains elegantly simple. More than just a new map, it features brand new game play elements.

Ticket to Ride Gaming 101 – Sun Noon

Ticket to Ride: Play the World Champion – Sun Noon

Come take on the Ticket to Ride World Champion Kenneth Heilfron! He will be playing head to head against any challenger on multiple maps all day Sunday.

Ticket to Ride: Team Asia – Sat 3 pm

Team play for up to 3 teams per game.

Ticket to Ride: Team Asia Gaming 101 – Sat 2 pm

Ticket to Ride: USA 1910 – Sat 11 pm

A card expansion for the original game. Players collect cards of various types of train cars they then use to claim railway routes in North America. Longer routes earn more points. Points also come with fulfilling Destination Tickets and to the player who builds the longest continuous route.

Tiny Epic Kingdoms – Sun 3 pm

Find out who is the one and only King after playing elimination rounds of this 30 min tiny game of conquest and exploration... But only the package is tiny. The game is truly epic!

Tiny Epic Kingdoms Gaming 101 – Sun 2 pm

Titan – Sat 9 am

Play as a warlord wandering the land in search of a fantastic army, and then use your army to destroy the other warlords who are all doing exactly the same thing.

Titan Gaming 101 – Fri 6 pm

Tiny Epic Defenders

See Collectibles

Tokaido Expansions – Mon 10 am

Enjoy a leisurely walk though Japan, Collect fellow travelers , exotic foods and souvenirs. Choose wisely where you will go, your fellow travelers may snatch opportunities from you. We will include the crossroads expansion.

Tragedy Looper: First Steps – Fri 9 pm

You and two other Protagonists must prevent certain tragedies from happening in a time loop. A Mastermind will try to facilitate those tragedies while the Protagonists have to find out what patterns are hidden, what evil plots are at work, and what roles the characters are hiding. Each failure sends you back in time to the beginning of the loop. Fail too often, and you'll arrive at a Bad End.

Board Games

Turn the Tide – Sun 10 pm

Card game where you bid for the lowest water card. But be careful, if your bid isn't high enough you may be stuck with the terrible second best card. So do you go high, or do you try to go low and stay safe. The choice is made simultaneously so you have to read the other players. Read wrong and you're sunk.

Twilight Imperium 3rd Ed – Sat 10 am, Mon 11 am

Epic empire-building game of interstellar conflict, trade, and struggle for power. Players take the roles of ancient galactic civilizations, each seeking to seize the imperial throne via warfare, diplomacy, and technological progression.

Two of a Kind! PLAYTEST – Sat 10 pm, Sun 6 pm

Fans of party games like Time's Up! and word games like Password will enjoy this brain-stretcher in which players come up with clues to connect two seemingly unrelated items. It's challenging, creative, and a ton of fun!

Universal Rails – Sun 5 pm

Any of the Mayfair crayon rails games may be used - Empire Builder will be default. Players build railways and deliver commodities until first player to acquire 250 and the required connections.

Universal Rails Gaming 101 – Sun 4 pm

Uno – Fri 10 pm, Sat, Sun, Mon 10 am

Players race to empty their hands and catch opposing players with cards left in theirs, which score points. In turns, players attempt to play a card by matching its color, number, or word to the topmost card on the discard pile. 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

Until Dawn PLAYTEST – Sat 1 pm

A cooperative game with limited communication among players. As brave heroes, you must gather your strength and rally the town guard. Once night falls, the monsters attack and the city is covered in an evil fog that will make coordination all but impossible. You'll have to hope your allies understand the meaning of that beacon you lit, and do what you can to hold out until dawn...

Vegas Showdown – Mon 1 pm

Build your own casino by bidding against the other players to acquire tiles that represent slot machines, lounges, restaurants, and other casino-related places. Put those tiles on your player board, which represents your own customized casino. The player who builds the most famous casino wins the game.

Village – Sat 10 am

A game full of tactical challenges. The action selection mechanism is responsible for keeping turns short and yet still tactically rich and full of difficult decisions. Also unique is the way this game deals with the delicate subject of death as a natural and perpetual part of life in the village, thoughts of death will keep you focused on smart time-management.

Village Gaming 101 – Sat 9 am

Villainous Vikings DEMO – Sat 3 pm

This is a rousing game for 3-5 players of Viking exploration and conquest. You must amass as many Valhalla Points as possible (by raiding, trading, and battling) so that after Ragnarök occurs your Captain has the best seat in Valhalla to tell his tales of battle and drink his mead. After one of the players has been declared the victor of Ragnarök, each player will tally up their Valhalla Points.

VOID PLAYTEST – Mon Noon

A cooperative card game where players are members of the crew of a derelict starship. Stranded far from home, the crew must work together to keep their ship and crewmates from succumbing to the dangers of a harsh and indifferent galaxy. Do you have what it takes to make it back to earth and survive the void?

Warfighter – Sat 7 pm, Sun 4 pm

Play cooperatively with your friends against the system to complete present day squad-level combat missions. By DVG.

Werewolf – Fri 9 pm, Sat, Sun Midnight, 3 am, 9 pm, Mon Midnight, 3 am

Your quiet little 16th century village has suddenly become infested with some very unfriendly werewolves... can you & the village find them before they devour everyone? Werewolves kill off villagers by night, in the day angry villagers kill suspected werewolves! Who'll prevail: the werewolves or the villagers? Time will only tell. Fun to watch & play!!

Werewolf Gaming 101 – Fri, Sat 8 pm

What's He Building in There? – Sat 1 pm, Sun Noon

The worker placement game of building the most marvelous doomsday device but don't forget your escape plan or you won't get away with it!

Wits & Wagers – Fri 5 pm

Trivia for People Who Don't Know Stuff! Each player writes a guess to a question that has an answer of some number. Each player places it face-up on the betting mat. Think you know the answer? Bet on your guess. Think you know who the experts are? Bet on their guess. The closest answer pays out according to the odds on the betting mat.

Wizards Vs Dragons PLAYTEST – Fri 8 pm, Sat 4 pm, Sun 9 am
Play this fun and innovative demo card game before it launches on KICKSTARTER! Wizards Vs. Dragons! Great art and game. You play co-op as wizard and fight a dragon! No two games the same!

Wolf Pack PLAYTEST – Sun 8 pm

A 2-4 player submarine wargame. In the game, Allies players command destroyers to hunt Axis subs while Axis players navigate subs to sink Allies convoys traveling from US to Europe coasts. The game uses Covert Navigation System (CNS) so submarines can maneuver covertly in front of all players. Also a special diving system is designed to simulate real life submarine.

XCOM: The Board Game – Sun 10 am

You are one of four key personnel of the Extraterrestrial Combat Unit (or XCOM) fighting to save the Earth from an alien threat. The game is split into two phases each round, a timed phase with a randomized action order and a resolution phase. Fight aliens, research new tech, and finish missions to unlock the final mission to win the game. Remember we will be watching.

XCOM: The Board Game Gaming 101 – Sun 9 am

Yahtzee – Sun 9 pm, Mon 2 pm

The original classic dice rolling game. Highest score wins!

Yahtzee Free for All – Fri, Sat, Sun 4 pm

A new twist on Yahtzee. 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. Each subsequent player can now try for any of the cards on the board, including the ones other players have taken, if they can beat their dice roll.

Board Games

Yo, Bro! The Card Game DEMO – Fri 9 pm

On a players turn they accessorize one item or challenge another player to a Bro-off. To Bro-Off, each player adds up the score from their accessories and combines that with the number of a die roll. The player with the higher score wins and steals a popped collar from the loser (regardless of the attacker). The first player to get to ten popped collars wins the game.

Yspahan – Sun 7 pm

A quick game with multiple victory point options. The active player rolls dice which will determine the available actions for all of the players in each round, then gets first choice of action. There are both area control and building development elements in choosing the path to victory.

Zombie Dice – Sat 2 pm

You are a zombie. Through the role of the dice, you hunt down human victims. But you have to be careful for your potential victims have the capability of fighting back. If you receive three shotgun blasts during a round of play before you decide to collect, you will lose the brains that you happen to have gathered for that given round. If you have gathered 13 brains during game play, you win.

Zombie Spin-the-Bottle PLAYTEST – Sat 6 pm

Your perfect Halloween party is being ravaged by a saliva-borne pathogen that turns guests into zombies. A social deduction game like The Resistance with shifting allegiances.

Family Games

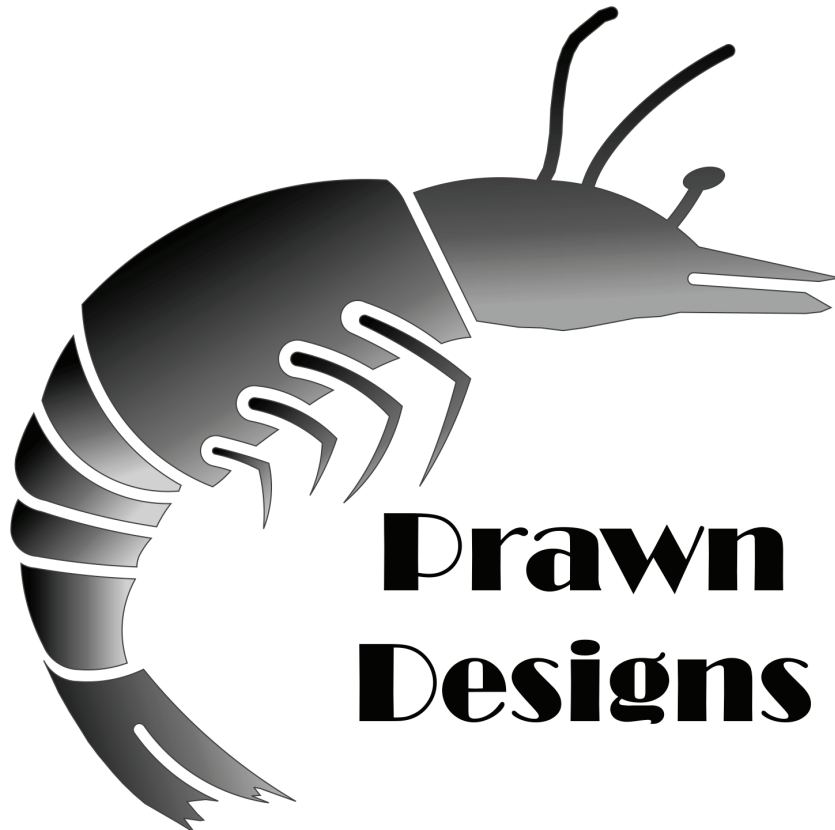
For Gamex 2015 we put together a selection of family-oriented games in several departments.

Kids Only Events

Board Games: Aquarius - Basic, Chutes and Ladders, Hiss, Set Collectible Cards and Minis: Pirates Pocketmodel: Sink-N-Keep "Minions"

Family Events

Board Games: Covalent Crisis Playtest, Ghost Blitz, Nuclear War, Rumis, Small World, Wizards Vs Dragons Playtest Collectible Cards and Minis: Dice Masters, Exodus, Heroclix, My Little Pony, Pirates Pocketmodel, Pokemon, Star Trek Attack Wing Demo, Yu-Gi-Oh
Miniatures: Clay-O-Rama, Paint and Take
RPGs: The Quiet Year
RPGs: Pathfinder Society Kids Track



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Board Games

Collectibles

Collectibles

La Jolla

Adventure Time: Card Wars – Fri, Sat, Sun Noon

GM: william salazar

Based on the original Adventure Time episode featuring “Card Wars,” where Jake begs Finn to play his favorite trading card game. Eventually, Finn and Jake battle against each other to decide who will be the Dweeb and who will be the Cool Guy.

Ascension: Chronicle of the Godslayer – Sat 11 am, 1 pm

GM: Brandon Weiss

Tournament. Ascension is a deck-building game where players spend Runes to acquire more powerful cards for their deck

Boss Monster – Fri Noon, Sat Noon, 8 pm, Sun 11 am

GM: Golden State Gaming Network

The retro-inspired dungeon-building card game packed with nostalgic references to 8-bit video games, dungeon-crawling RPGs, and geeky pop culture. Players compete to become the ultimate villain: the final boss at the end of a side-scrolling dungeon.

Cardfight!! Vanguard - Gaming 101 – Sun 5 pm

GM: Michael Arsollon

Cardfight!! Vanguard is the trading card game featured in the anime of the same name. Battle your opponent with the help of your units. Cardfighters become Vanguards, and lead their units towards victory. Learn the basic rules and try out the game.

Covalent Crisis Final Playtests – Fri 4 pm

GM: Gerrod Garcia

After a tragic collision your ship is now floating through open space. Air supply down to 20 minutes, and your ship has taken serious amounts of damage! Fast pace dice allocation with a little bit of Press Your Luck, and Take That.

D&D: Attack Wing Tyranny of Dragons – Sat, Sun 3 pm

OP event. Sign up, battle it out, and collect exclusive competitive and participation prizes!

Dice Masters: Demo – Sat 10 am, Sun 3 pm

GM: Rich Pizann

Collectible dice-building game of comic book superheroes.

Dice Masters: Tournament – Sat 11 am

GM: Rich Pizann

New to Dice Masters? Looking for something a little more casual? Bring a 6 card, 15 dice team (+ 2 Basic Action cards) and come have fun and get a Magneto card! No Super Rares, but bring any cards you like, from any set. A few teams available if you've never played before.

Dice Masters: Tournament – Sat 4 pm

GM: Rich Pizann

It's Rainbow Draft time! We'll have a box and up to 7 people will buy 12 packs each. We'll draft them in 2 pods of 6 packs each, then build the best 8 card, 20 dice team we can from what we've pulled! Bring 2 Basic Action cards and your Sidekicks.

Dice Masters: Gamex 2015 Tournament – Sun 4 pm

GM: Rich Pizann

Your ultimate proof of Gamex Dice Master supremacy! Bring 8 card, 20 dice team for 3 round best-of-3 tourney. Use any cards except Gobby or Tsarina - we all know you can win WITH them, now let's see you win without them! Apocalypse & Beast cards for winners, and dealer dollars

Doomtown: Reloaded Casual Meetup – Sun 10 am

GM: Geoff Colman

Casual meetup for Doomtown:Reloaded players. Round robin constructed event.

Doomtown: Reloaded (ECG) Demo – Fri 5 pm, Sat 11 am, Sun 4 pm, Mon 11 am

GM: AEG

Doomtown: Reloaded is the weird west Expandable card game by Alderac Entertainment Group where your outfit fights for control of Gomorra, CA.

Doomtown: Reloaded (ECG) Tournament – Sat 1 pm

GM: AEG

Doomtown: Reloaded is the weird west Expandable card game by Alderac Entertainment Group where your outfit fights for control of Gomorra, CA. This is the Gamex 2015 Tourney. Prizes.

Dungeons & Dragons Dice Masters: Battle for Faerûn - Gaming 101 – Sat 1 pm

GM: Michael Arsollon

Prepare to defeat the opposing warlord with dragons, mind flayers, beholders, kobolds, stirges, and adventurers! Learn the basic rules and try out the game.

Exodus Trading Card Game Tournament – Fri 5 pm

Swiss format. 3 rounds. Prize support includes cash/dealer dollars and ribbons.

Exodus Trading Card Game Tournament – Sat Noon, Sun 2 pm

Swiss format. 3 rounds. Prize support includes cash/dealer dollars and ribbons.

Force of Will Tournament – Fri 6 pm, Sat 3 pm, Sun 11 am

GM: Dae Kim

Exciting with beautiful artworks where players will act with their avatar to collect will and use it to summon Resonators to fight each other for their ideal. Join with the most exciting trading card community to test your will, strategy, and passion.

Herodix- Battle Royale – Sun Noon

GM: Rich Pizann

400 pt. teams. 4 players per map. Battle Royale. Shock the turtle starts turn 4. 2 actions. Prizes.

Highlander TCG Type 1 Regional Championship – Sat 2 pm

GM: Geoff Colman

Type 1 regional championship, bring your best Type 1 deck and fight for the prize. Prize support is in hand, including an exclusive Championship Hilt card to the winner. Fewer than 6 players and we will play round robin format with no Quickenings at risk.

Highlander TCG Type 2 Regional Championship – Sat 10 am

GM: Geoff Colman

Regional championship for Type 2. Bring your best deck and fight for the Prize. Prize support is in hand including an exclusive Championship Hilt card to the winner. Fewer than 6 players we will play round robin format with Quickenings not at risk.

L5R 20 Festivals Draft Tournament – Sat Noon, 5 pm

GM: AEG

Booster draft tournament with 4 packs of 20F. Prizes.

L5R CCG Storyline Demo Event – Fri 6 pm, Sat, Sun 10 am

GM: AEG

Learn how to play L5R, get free cards after demoing, choose your favorite clan to influence the story! Demo is 15 to 30 minutes.

Collectibles

Lord of the Rings: Combat Hex MinisThe Battle of the Pelennor Fields — Sun 5 pm

GM: Mel Campbell

Back after 10 years....This will be a mass battle of Good vs. Evil for Middle Earth. Sauron's army from Mordor has arrived at Minus Tirith to bring an end to the world of man.

Mage Wars — Sat 3 pm

Mage Wars 101 — Sat 2 pm

GM: AJ Harris

A tactical combination card game and miniatures game, combining the best elements from each genre. Round Robin Tournament. 85 min matches. Pre-constructed spellbooks available to play.

Magic: The Gathering- Booster Draft — Sat 10 am

GM: Dae Kim

3 boosters. Swiss format. 3 rounds. Prizes.

Magic: The Gathering- Constructed Tournament — Sat 7 pm

GM: Dae Kim

Bring your deck and be ready to battle. Khans of Takir block. Swiss format. 3 rounds. Prizes

Magic: The Gathering - Draft — Sun 2 pm

GM: Dae Kim

Khans of Takir block OR Modern Masters 2015 Draft. 3 booster packs per player. Swiss format. Prizes.

Magic: The Gathering- Friday Night Magic — Fri 8 pm

GM: Dae Kim

Sealed deck. 2 Khans of Tarkir, 2 Fate Reforged, 2 Dragons of Takir. Swiss format. 3 rounds. Prizes

Magic: The Gathering - Horde — Sun Midnight

GM: Michael Arsellon

A cooperative challenge: The Darksteel Reactor is overrun with a zombie infestation. You will join other planeswalkers, cooperating to eradicate the zombie menace before the reactor explodes! This event allows decks from the Standard, Modern, Legacy and Commander formats.

Magic: The Gathering Keith Aldrich Pauper Highlander Tourney — Sat 8 pm

GM: Michael Arsellon

Who will win the Keith Aldrich all-commons tourney and take home the Golden Binky? Build your deck with all commons. No more than 1 copy of any card other than basic lands. Your deck must contain exactly 100 cards. Swiss rounds. Prizes including the Golden Binky for the winner.

Magic: The Gathering - Live Draft (Cube) — Sun 8 pm

GM: Michael Arsellon

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

Magic the Gathering: Mini Master — Fri 3 pm

Mini Master format. Fate Reforged. Open a sealed booster for round 1 (plus land, which we provide). Open another booster and rebuild your deck for round 2, and for round 3 open a booster and rebuild your deck. 3 rounds. Prizes

Magic: The Gathering - Modern Masters Draft — Fri 1 pm

GM: Dae Kim

Modern Masters 2015 Draft. 3 booster packs per player. Swiss format. Prizes.

Magic: The Gathering - Planechase (Pauper) — Sat 3 pm

GM: Michael Arsellon

Battle across the many worlds of the multiverse in this multiplayer variant. The GM will provide a shared planar deck. This event is Pauper Constructed (only common cards are allowed).

Magic: The Gathering- Sealed Deck Tournament — Sat 2 pm

GM: Dae Kim

Sealed deck, swiss, 6 packs (2 fate reforged, 2 Khans of Tarkir, 2 Dragons of Takir)

Magic: The Gathering - Secret Alliances (Pauper) — Fri 6 pm, Sat 5 pm

GM: Michael Arsellon

The knights fight openly while their queens support them from the shadows. But the King of Swords plans to destroy them all. This is a team based multiplayer game with some hidden roles. Players decks may only consist of commons and basic land.

MECCG Arda Game — Sat 1 pm, Sun 2 pm

GM: Larry Page

MECCG open-ended "Arda" format for casual gaming, ideal for beginners and inexperienced players.

MECCG Constructed Deck — Sun 1 pm

GM: Larry Page

MECCG Constructed (Hero, Minion, Fallen Wizard). 3-round Swiss format.

MECCG Hero vs Hero Constructed — Sat 1 pm

GM: Larry Page

MECCG Hero vs Hero Constructed Decks. 3-round Swiss format.

My Little Pony — Sat, Sun 4 pm

GM: Dae Kim

Set in the world of Lauren Faust's My Little Pony: Friendship is Magic. You compete against another player to solve problems with your friends, which will help you score points and win.

Pathfinder Adventure Card Game — Fri, Sat, Sun 2 pm, Mon Noon

GM: Anjellica Zabelle

Cooperative strategy card game pits 1 to 4 heroes against the traps, monsters, deadly magic, and despicable foes of the Pathfinder Roleplaying Game.

Pirates Pocketmodel: Sink-N-Keep "Minions" — Sun 6 pm

GM: Victor Bugg

Kids event. Special Format. Four teams of two players each vs each other team and vs the GM. Ships provided. Snacks and prizes for everyone

Pirates Pocketmodel: Tournament — Sat 10 am

GM: Melissa Weiss

This pirates draft will be welcome to all players, experienced or new. Standard game: whomever has the most treasure wins! Each ship gets either a free captain or helmsman.

Pokemon — Sat, Sun 11 am

Constructed format, swiss rounds. Beginner friendly. Prizes and snacks. Come join the fun.

Pokemon Workshop — Sat, Sun 10 am

GM: Charles Watson

Come learn to play pokemon, and learn deck building and strategy tips for your deck.

Star Trek Attack Wing- A matter of Honor — Sun 1 pm

GM: Patrick Saul

Standard tourney rules. Swiss. Players are required to have their own copy of the game. Players will be using their own damage deck cards. Borg faction may not cross class. LE prize kits.

Star Trek Attack Wing Demo — Sat, Sun 9 am

GM: Patrick Saul

Join us & learn how to play All material will be provided. All ages are welcome!

Collectibles

Star Trek Attack Wing- Faction Wars – Sat 1 pm

GM: Patrick Saul

Standard tourney rules. Swiss. Players are required to have their own copy of the game. Players will be using their own damage deck cards. Borg faction may not cross class

Star Wars Minis Warfare and Subterfuge – Sun Noon

GM: Mel Campbell

Sealed booster draft. All will receive the brand new 45 card set and the 9 card mini set Diplomacy for participating. 150pt team, faction rules do not apply, from 2 randomized boosters, that each will receive. 3-4 swiss rounds.

Tiny Epic Defenders – Fri 10 pm

GM: Victor Bugg

Fast paced, portable co-op, with a unique turn-deck mechanic. Game takes about 30 minutes to play.

Weiß Schwarz - Gaming 101 – Sun 3 pm

GM: Michael Arsellon

Weiß Schwarz is a trading card game based on various anime series. There is the Weiß side, which is for cute anime and the Schwarz for cool anime. Learn the basic rules and try out the game.

LARPs

San Lorenzo

Dying Kingdoms Court Game – Sun 2 pm – Dying Kingdoms

GM: Robert Telmar

Bech is a land made up of nine Duchies, each ruled by an Iron Duke or Duchess. Four years ago, Duke Marcus Shale, on the eve of his retirement from travel and adventure, was brutally assassinated. His lands, the duchy of Kessel, have been without a Duke since that time. Now the time has come to choose a successor to the iron seat of Kessel. Her Majesty Katerina van Sokol's gathering has attracted august personages from around the world, as well as the usual hangers-on and ne'er do wells. Come shape the world of Dying Kingdoms.

Dying Kingdoms Table Top Game – Sat 2 pm – Dying Kingdoms

GM: Robert Telmar

Come out and play in the World of Dying Kingdoms. We run several table top games of the Dying Kingdoms fantasy world. We have several tables and GM's open. Each GM will run a table with their own plot. This ties into Dying Kingdoms ongoing LARP campaign.

Starship Valkyrie – Sat 8 pm – Starship Valkyrie 2.04

GM: Christian Brown

A live-action, sci-fi crisis simulator. You take on the roles of a starship crew and respond to an emergency. That might be an alien attack, a rescue operation or investigation of a dangerous phenomenon.

Steam Differential - "The Emperor's Birthday" – Sat 8 pm –

Steam Differential - Victorian Steampunk

GM: Mike Leader

A new system being debuted here, and this story is set in the Universe of Castle Falkenstein Tonight we tell the tale of the last birthday of Emperor Norton of the Bear Flag Republic. His aide, Samuel Clemens, has thrown him a grand party, inviting dignitaries from around the world. There is always intrigue afoot at parties like this. Can you keep the Emperor safe?

Yu-Gi-Oh! Demo – Fri Noon, Sat, Sun 10 am, Mon 11 am

GM: Marcus Walker / Yu-Gi-Holics

Come and learn how to play Yu-Gi-Oh! the popular trading card game based off the hit TV series. Participants will receive a demo pack of cards to start their very own Yu-Gi-Oh! Duel!

Yu-Gi-Oh! Game Show – Sat 6 pm

GM: Yu-Gi-Holics

Come join us for a hilarious spin off of jeopardy combined with Yu-Gi-Oh! Anyone can join with little to no knowledge of the Trading card game and/or TV show. Prizes for all participants.

Yu-Gi-Oh! Lite Tournament – Fri, Sat, Sun 2 pm

GM: Yu-Gi-Holics

Join our tournament for prizes to 1st, 2nd and 3rd with your demo deck or similar deck of your own. Lite tournament for any level of play.

Yu-Gi-Oh! Tournament – Sat, Sun 7 pm

GM: Yu-Gi-Holics

Join our tournament for prizes to 1st, 2nd and 3rd with your demo deck or you can join with a deck of your own. Competitive tournament for a higher level of play!

Yu-Gi-Oh! Win-A-Mat – Fri 7 pm, Sat, Sun 4 pm

GM: Yu-Gi-Holics

Join our tournament for prizes to 1st, 2nd and 3rd with your demo deck or you can join with a deck of your own. Lite tournament for any level of play! 1st wins a Yu-Gi-Oh! playmat.

The Battle for Middle Nerf – Sat 2 pm – Los Angeles Foam Fighters

GM: Mark Freeman and Markus McCulloch

The LA Foam Fighters will host a number of boffer and nerf combat games. Games will include last man standing, team vs team, human vs zombie, and more! Prizes for the winners. Boffer and nerf weapons provided for event use.

The King's Musketeers – Sun 8 pm – The King's Musketeers

GM: Ryan McMullan

All for One and One for all! The Kings Musketeers were citizens of minor nobility hoping to get noticed by the king for valor and panache. But committing to the all-for-one credo isn't always easy. Explore loyalty and adventure in this small 6 player freeform LARP with optional boffer combat.

The Spy who Lived Twice – Sat 2 pm – CounterSpy v2.2

GM: Mark Nau, Terra Chi

The nefarious Dr. Goldthunder has an elaborate plot to overthrow the free world. As a top field agent with a license to kill, you have joined forces with other spies to save the day! But some among you are double-agents, bent on aiding Goldthunder. Form teams and complete your missions, but watch your back! Costuming is greatly encouraged! First character choices go to those who come in costume.

Unheroes – Fri 8 pm – Parlor LARP

GM: Aaron Vanek

2014 Golden Cobra Winner "Most Appealing to Newcomers" Unheroes is about superheroes from Herotopia who changed reality so supers never existed and ended up living in our world with almost no memory. But they do remember something and when their powers begin to return they realize something's wrong. The game is about hard choices, consequences, and taking responsibility for our actions. Also superpowers. 2 Hours. Note: A second Golden Cobra winner, "Still Life" may be played afterwards if players so desire. Also 2 Hours. You play a rock. Really.

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Video Games

Video Games

Marina

Carmageddon Reincarnation - Heads-off – Sat 8 pm

Max Damage is back, and every driver - and every pedestrian - has every reason to panic! Get into the fight and take out the other drivers. Crush or be crushed! Game modes to be determined at the time of the tournament.

MC: Iron Block Challenge – Standard – Sat 4 pm

STANDARD Iron Block Challenge Timed tournament. Miners compete to build a home on the world surface with a 5x5 interior, light source, door and Iron Block at the center. The fastest build time wins!

MC: Iron Block Challenge – Revised – Sun 4 pm

REVISED Iron Block Challenge Timed tournament. Miners compete to build a home on the world surface with a 5x5 interior, light source, door and Iron Block at the center. NEW! player must now include one glass block in each wall. The fastest build time wins!

Pinball Arcade Ongoing – Sat, Sun Noon

Play three classic pinball games in a virtual environment, and show yourself to be a Pinball Wizard! Gamex's tables will be Twilight Zone, Addams Family, and Ripley's Believe It Or Not.

Shadow Isles 3v3 – Sat 6 pm

Teams of three will be randomly assigned to compete in a draft mode single elimination tournament. Prize pool: \$10 Riot Point card for each member of the winning team. Tournament structure subject to change due to population and hardware availability.

Miniatures

International Ballroom

40K Iron Man Tournament – Sun 8 pm – Warhammer 40K

GM: SoCal Crusaders

1,000 pt Army chosen from current GW Codex(es), NO Heresy Codex(es) Random pairings, 3 games, as models are wounded/damaged/killed they remain as such for remainder of tourney.

Battle Points are the only scoring for this system.

Arena of Death – Fri 8 pm – Warhammer Fantasy

GM: SoCal Crusaders

Bring your favorite Special Character or most tooled out killing HQ you can build! Battle Royale style!! Single character of up to 500pts.

Arena of Death! – Fri 9 pm – Warhammer 40K

GM: SoCal Crusaders

Bring your favorite Special Character or most tooled out killing HQ you can build! Battle Royale style!! Single character of up to 300pts.

Battlefleet Gothic – Sat 8 pm – Battlefleet Gothic

GM: SoCal Crusaders

GW's game of epic space combat is back! Bring 500 points and decide the fate of the sector!

Battle of Gross Deutschbag – Sat Noon – Alte Fritz

GM: Timothy Greene

The Russians under Apraxin have invaded East Prussia. Can Graf von Wedell stop them? Will his French allies show up? Big battalion battle during the colorful Lace Wars period of the mid 18th Century. Beautifully painted 28mm scale units of 32 foot and 12-16 horse and batteries of guns exchange volleys and saber strokes to decide who will plunder the wine cellars of Gross Deutschbag.

StarCraft 2 Duels – Sun 6 pm

Test your skill against your peers! Swarm your opponent with the zerg race. Warp in units as the protoss. Root your tanks and mines and watch the terran's enemies explode. It's even more fun than it sounds. seriously.

Super Smash Bros - Adults Duels – Sun 8 pm

Super Smash Bros for the Wii U is here! Each player picks their favorite Nintendo character or a guest character like Mega Man or Pac-Man and faces off against another. Each round is one fight, with double elimination brackets, so you have a second chance at glory.

Super Smash Bros - Duels – Sun Noon

The all new Super Smash Brothers for the Wii U is here! Each player picks their favorite Nintendo character or a guest character like Mega Man or Pac-Man and faces off against another. Each round is one fight, with double elimination brackets, so you have a 2nd chance at glory.

Super Smash Bros - Free For All – Sat Noon

The all new Super Smash Brothers for the Wii U is here! Join a tournament with your favorite Nintendo character or even a guest like Mega Man, Pac Man or Sonic. The top two of each match move on and are that much closer to securing victory.

Battle of Nordlingen 1634 – Sun Noon – Pike and Shotte

GM: Timothy Greene

The Swedes face the Spanish tercios in the 30 Years War. Will Horn and Bernard beat back the two Ferdinands? Will the veteran tercios of the Cardinal Infante's army be able to stop the Swedish fury? Find out as two armies from Warlord Game's new The Devil's Playground supplement clash in an epic game of pike and shot.

Battle of the Bridge – Sat 10 am – Fields of Fire

GM: Jason Miller

A fight breaks out in a dispute between Germany and Poland about the location of their border. Both sides rush forces to capture a key bridge in the disputed territory, figuring possession will strengthen their position.

Blood Bowl – Sat 8 pm – Blood Bowl

GM: SoCal Crusaders

Bring your favorite fantasy team and own the pitch!

Circus Maximus – Sat 3 pm – Circus Maximus

GM: Jaime Vann

Harken back to the glorious days of ancient Rome! Thundering horses, unstoppable chariots and the roar of a blood-thirsty crowd! Family fun for all! Prizes will be awarded! Most fun you will have all con! All materials provided, no experience needed.

Clay-O-Rama – Sun 10 am – Clay-O-Rama

GM: Patrick Sewell

Create whatever gladiator you can imagine with Play-Doh (provided) and then battle it out in the arena. Special attacks like poke, bowling, drop, and the dreaded blob of death raise the stakes! Fun for all ages and easy to learn.

Miniatures

Deadzone Campaign: Battle for Los Angeles – Fri Noon, Sat, Sun 10 am – Deadzone

GM: Victor Bugg

Start of Strategicon Deadzone Campaign. Only requirement is you play at least 1 match (at any time) each con during the duration of the Battle for Los Angeles campaign. Prizes. Runs all weekend.

Dogs of War – Fri Noon, Sun 6 pm, Mon 9 am – Dogs of War

GM: Michale Shupe

Dogs of War is an elegant game set in a steampunk-influenced renaissance universe. Noble houses engage each other in a series of fierce battles, and it is up to the players and the Dogs of War they control to deploy their private armies in support of whatever house they wish to favor.

Dreadball Demo – Sat 9 am – Mantic Dreadball

GM: Richard Matney

Demo Dreadball – The Futuristic Sports Game is the 2 player science fiction sports board game that is fast, fun and tactical – play never resets as a 200mph weapons-grade titanium ball is flung from player to player. Fast throws, tough slams and deft dodges may not be enough.

Dreadball Tournament – Sat 10 am – Mantic Dreadball

GM: Richard Matney

When worlds collide this is what you get, a brutal futuristic sports game. This is a Dreadball Tournament. We will play 3 rounds of about an hour each. Come early for a Demo.

Dust Tactics Specific Orders – Sun 10 am – Dust Tactics

GM: Thomas Farr

Dust Tactics, a Game of Small Unit Warfare in an Alternate Possibility. Come see and help us play the Out of the Package 28MM Miniature game that requires little to some miniature Experience to play, and does not require painting unless you're so inclined. Beginners Welcome, all materials provided, join any time!

Fantasy Ironman tournament – Sat 8 pm – Warhammer Fantasy

GM: SoCal Crusaders

1,000pt Army from current GW Army Books or Tamurakhan (no End Times) Random pairings, 3 games, as models are wounded/killed they remain as such for rest of the Tournament. Battle Points are the only scoring for this system.

HMGS-PSW Presents Patton in North Africa – Fri 7 pm – Flames of War 15mm

GM: Keith Alexander and Adam Hammer

Ol Blood n Guts battles the cream of the Afrika Corp in this multi-player, demo-type game. All figures are provided, just come and play. A good attitude is a must.

HMGS-PSW Presents the Battle of Pavia 1525 – Sat 10 am – Pike and Shotte 28mm

GM: Andrew Gledhill and Adam Hammer

Play this thrilling battle that concluded the nearly thirty years of warfare where France attempted to seize the wealthiest of the Italian City States. Their army of Elite Knights, Swiss Mercs, and Landsknechts battle the Imperialists forces of The Empire! All figures are provided and a good attitude is a must.

HMGS-PSW Presents The Dark Age Battle Royale – Sun 10 am – Warhammer Ancient Battles

GM: James Lang and Adam Hammer

Norman Knights attempt to crush the Saxon Shield Wall in this dramatic struggle for control over the Northern Hemisphere. Allies and the use of terrain can be decisive in this multiplayer demo style game. All figures are provided and a good attitude is a must.

Imperial Assault Skirmish Demo – Fri 6 pm, Sat, Sun 10 am – Imperial Assault

GM: James Forest

Fantasy Flight's game of tactical combat with heroes of the Rebel Alliance against Imperial strike teams. Build your forces and accomplish your mission at all costs! All materials provided

Imperial Assault Skirmish Tournament – Sun 3 pm – Imperial Assault

GM: James Forest

Bring your 40 point Rebel or Imperial strike team and see if you can tip the balance of power in the Galaxy. Using Fantasy Flights latest tournament rules. 3 Rounds.

Infinity Demo – Sat 10 am – Infinity

GM: Chris Mazourek, Greg Mazourek

Come learn the fast paced sci-fi game of Infinity. Battles are waged on terrain heavy tables with small flexible units.

Intro to Warhammer 40K – Fri 5 pm – Warhammer 40K

GM: SoCal Crusaders

Come and learn to play Warhammer 40K! All materials provided

Intro to Warhammer Fantasy – Fri 5 pm – Warhammer Fantasy

GM: SoCal Crusaders

Come and learn to play Warhammer Fantasy! All materials provided

Legendary Storm of Magic – Sun 9 am – Warhammer Fantasy

GM: SoCal Crusaders

Players are encouraged to bring up to 20,000 pts in an Army(ies) and help lay waste to the Khorne Legions from the Southern Gate! Deployment starts at 9am sharp, the battle will start at 10am, with an hour lunch break at 12pm. Arcane Fulcrums are encouraged! Pre-registered players will be given SoCal Crusaders Legendary Battle Stratagem. Loaner armies available!

Lion Rampant Demo – Sun 2 pm – Lion Rampant

GM: Donald Tseng

Ancients/medieval small unit warfare at its best.

Mega-Apocalypse 40K – Sat 9 am – Apocalypse 40K

GM: SoCal Crusaders

Massive battle for 40K players to join in! The Khorne Legions continue to march upon the Triton sector...can they be stopped?? 10,000pt Armies max. Loaner armies available.

Mega-Apocalypse Deployment – Fri 9 pm – Apocalypse 40K

GM: SoCal Crusaders

All participants to be signed up and table spacing will be assigned. Deployment begins. All rules and SoCal Crusader rules will be discussed at this time. Any players pre-registered for this event will receive a bonus SoCal Crusaders Strategic Asset! Loaner armies available!

Paint and Take – Sat, Sun 10 am

GM: Sarah Carey

Do you have some time between events? Then come join us in the International Ballroom at the Paint and Take pavilion. Try out new paints, brushes, and speak to our experienced staff sitting on the other side of the table. No experience required, only patience and a desire to have some fun. All materials provided! Hours 10am till 5pm Saturday and Sunday.

Painting Contest Judging – Sun 2 pm

GM: Victor Bugg

Join us for the presentation of awards for our fantastic minis in the painting contest. Prizes are personalized plaques. See the painting contest link under the events tab for details and rules. Miniatures can be claimed after pictures around 3pm.

Miniatures

Relic Knights Endless Hunger Tournament – Sat 1 pm – Relic Knights

GM: Octave Villar

Relic Knights is a quick and dynamic tabletop anime-themed strategy battle game. Relic Knights uses a card-based system to represent esper—the energy which binds the universe. This tournament will follow the Endless Hunger format at 50pts per player, with new players welcome. For more info on the format see: <http://ninjadivision.com/wp-content/uploads/2014/11/RK-Tournament-Endless-Hunger.pdf>

Relic Knights game demos – Sat 10 am – Relic Knights

GM: Octave Villar

Relic Knights is a quick and dynamic tabletop strategy battle game that uses finely detailed 30mm scale anime-themed miniatures to represent your heroes and villains on the battlefield. Relic Knights uses a card-based system to represent esper—the energy which binds the universe. Players draw and use this esper to unleash devastating attacks and cunning counters upon their foes.

Rezolution Demo – Sat 10 am – Rezolution

GM: Tony Kenealy

Presented by Aberrant Games. Rezolution is a fast paced, cinematic miniatures combat game set in a universe teetering on the brink of destruction, with revolutionary simultaneous play mechanics and story-based missions. All materials provided, Join any time.

Robotech RPG Tactics 300 point Battle on Macross City – Sat, Sun Noon – Miniatures

GM: Allan Silvia III

Create an army of 300 points & take them to the battlefield to destroy your opponent. Join the ranks of United Earth Defense Force or be part of the Zentradi Armada. Bring your own army for this game. thank you

Robotech RPG Tactics Demo – Fri 8 pm, Sat, Sun 10 am – Miniatures

GM: Allan Silvia III

Learn to play your favorite anime classic Robotech in a miniature game. Defend Earth using transformable Veritech Fighters or the powerful weapons of a Destroid. Or you can be a Zentradi Warlord using the overwhelming numerical superiority of your Battle Pods. Game material will be provided you may use your own stuff as well

San Fernando Wargamers Presents Quatre Bras – Sat, Sun 10 am – La Bataille

GM: Stephen Phenow and Dan Munson

A 2 day event for the 200th anniversary of the 100 days Campaign. The battle of Quatre Bras in modern Belgium, 16 June 1815. A discussion will follow using visual aids, and comments on how today's maps of the battle are different to make the French less culpable at their failure they had at the real battle.

Star Wars Armada Demo – Sat 9 am – Star Wars Armada

GM: Jamie Yann

In Fantasy Flight's new game of Star Wars fleet combat, you assume the role of fleet admiral, serving with either the Imperial Navy or Rebel Alliance. Issue tactical commands that will decide the course of battle the fate of the galaxy. All Materials Provided, beginners welcome

Star Wars: Armada open gaming – Sat 8 pm – Star Wars: Armada

GM: Frank Vassallo

Bring your armada of Star Destroyers or Corellian Corvettes and find new people to play with. Not a tournament, just friendly games to the death!

Super Dungeon Explore Forgotten King – Fri 4 pm – Super Dungeon Explore Forgotten King Arcade

GM: Octave Villar

Super Dungeon Explore brings classic video game style hack and slash adventures to your tabletop. Heroes are pitted against the evil Dark Consul in a fast-paced dungeon battle game. Customize your Heroes, and defeat the dungeon's boss in fully cooperative Arcade Mode.

The Bridge at Khazad Dum – Sat, Sun 1 pm – Lord of the Rings Strategy Battle Game

GM: Larry Stehle

"What new devilry is this? It is a Balrog, a Demon of the Ancient World!" After the Battle at Balin's Tomb, the Fellowship is running to cross the Bridge at Khazad Dum pursued by Goblins and The Balrog of Moria! Can you as the Fellowship get across the bridge and survive? Or will the fiery sword and whip of the Balrog be the end of all!?! "This foe is beyond any of you! Run!"

This is WAR! Demo – Sat, Sun 10 am – This is WAR!

GM: David Dunn

"This is WAR!" is a fast paced, futuristic/scifi 15mm miniatures d6 game system, using the vehicles and universe created by DLD Productions. All materials provided. Check out our upcoming Kickstarter. Prizes Awarded!

Warhammer 40K RTT – Sun 10 am – Warhammer 40K

GM: SoCal Crusaders

2,000 pt Army chosen from current GW Codex(es), no Heresy Codex(es) Points are scored per game, 3 games in total Sportsmanship, Army Composition, Appearance & Battle Points. Prize support will be according to attendance, so bring a friend.

Warhammer Fantasy RTT – Sat 10 am – Warhammer Fantasy

GM: SoCal Crusaders

2,500pt Armies, all current GW Army books, the End Times and Tamurkhan are allowed. Points are scored per game, 3 games in total Sportsmanship, Army Composition, Appearance & Battle Points. Prize support will be according to attendance.

Warlands Demo – Sat 10 am – Warlands

GM: Tony Kenealy

Presented by Aberrant Games. Warlands pits the last human survivors against each other and unnatural horrors from the wastelands and dead cities. From skirmishes to epic battles, Warlands sing with screams of the dying and the roar of machines. All materials provided, join any time.

Warmachine/Hordes Demo – Sat 11 am, 2 pm, Sun 1 pm – Warmachine/Hordes

GM: Press Gangers: Justin Leyva & Josh Rodriguez

WARMACHINE players take on the role of warcasters as they lead their titanic forces into battle. Players collect, assemble, and paint fantastically detailed models representing the varied warriors, machines, and creatures in their armies.

Warmachine/Hordes Demo / open gaming – Sun 10 am – Warmachine/Hordes

GM: Justin Rodriguez / Jenelle Rodriguez

Come learn the brutal games that are Warmachine and Hordes. Rules wise they are virtually identical, yet their play style is very different. If you already own an army then bring it and play with us. Terrain and loaner armies will be provided.

Warmachine/Hordes Steamroller – Sat 4 pm – Warmachine/Hordes

GM: Press Gangers: Justin Leyva & Josh Rodriguez

35 pts, 2 Lists(Baseline) In Steamrollers, players face off in a series of games and pit their skills against a gauntlet of opponents to determine who will emerge victorious. Steamroller promotes fast and furious play while stressing the ability to adapt to a variety of scenarios

Miniatures

X-Wing: 100 point tournament – Sat 2 pm – X-Wing

GM: Erik Duran / Robert Courtney

100 point X-wing tournament. 3 rounds, 60 min rounds.

Zombicide – Fri, Sat 2 pm, 8 pm, Sun 2 pm, Mon 9 am – Zombicide

GM: James Freeman

SCIENCE! In the pursuit of ever greater levels of productivity, Man has twisted plants and animals to his own ends. In so doing, we inadvertently changed ourselves. Now, shambling killing machines roam the ruins of our world. The time has come for... ZOMBICIDE!

Zombicide 101 – Fri, Sat 6 pm – Zombicide

GM: Michale Shupe

Zombicide is a fun and easy game with cool miniatures in an archetypical, popular and comics-inspired environment. Ambiance is constantly balanced between “beat’em up” and “survival horror” as survivors keep switching from prey to predators. Humor and gloom happily marry in a zombie-fest. This is a series of short (15-30 Minute) Demos to teach new players the game

War Games

Marina

1775 Rebellion 101 – Sat 10 am

Players control the major factions and allies that participated in the American Revolution.. British Regulars, Loyalist Militia, Hessian Mercenaries, American Continental Army, Patriot Militia, French Regulars and Native Americans. Fast and easy to learn.

1775 Rebellion Tournament – Sat 11 am

In 1775-Rebellion players control the major factions and allies that participated in the American Revolution.. British Regulars, Loyalist Militia, Hessian Mercenaries, American Continental Army, Patriot Militia, French Regulars and Native Americans. Fast and easy to learn.

ASL Starter Kit #1 101 – Sun 1 pm

Teaching/learning opportunity for ASLSK#1 Wanting to learn? Have questions about the game? Drop by and play a turn or entire game. OPEN SESSION TEACHING

Axis & Allies – Sat 9 am

A&A Pacific 1940 or Europe 1940, 2nd ed. is the default unless both teams can agree on another version. First 2 rounds are played on SAT, and the final round is played on SUN at Noon. Larry Harris errata and clarifications are observed.

Axis & Allies Set Up – Fri Noon

1940 second edition. Set up for the tourney

Axis & Allies (Finals) – Sun Noon

GM: Al Gaines

Day 2 of the tourney. Finals. If both teams agree the final round is Global 1940, second edition. Larry Harris errata and clarifications are observed.

Battle Cry 101 – 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.

Battle Cry Tournament – Sun 1 pm

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.

C&C Napoleonics 101 – Sun 6 pm

C&C Napoleonics Tournament – Sun 7 pm

Command Napoleon’s French and Wellington’s British forces in a series of battles to earn the title of “Grand Marshall.” All with Richard Borg’s easy to learn and use card driven wargame system. Can the English line once again withstand the French columns?

Friedrich – Sun 4 pm

Friedrich is a 3 or 4 player strategic lvl war game of the Seven Years War in Europe. A design for effect game with simple mechanics. You have a game of strategic considerations using a limited number of playing pieces and cards. Experience not required. Dealer Tokens awarded.

Kriegsspiel – Sun 10 am

Translation into English and reprint of the original Prussian Kriegspiel map wargame. Blind play scenario with an umpire.

Maria – Sun 10 am

A three-player war game based on the War of Austrian Succession. Hidden information, novel politics, point to point movement, combat via card play and simple systems yet complex player interactions. Experience not required. Dealer Tokens awarded.

Napoleonic Wars (2nd Edition) – Mon 10 am

Recreate the ebb and flow of the Napoleonic Wars from 1805-1815 in this card-driven-game by GMT Games. Players take on the role of the leaders of France, Austria, Russia and Britain. Their choices and actions will decide if Napoleon Bonaparte will continue to dominate Europe

Red Storm tournament – Sun Noon

For wargamers who want it all: lots of realism, lots of goodies, rules that are easy to both learn and play. War Stories combines “Euro-style” mechanics with a handful of innovations, bringing you a beloved theme in a way you’ve never seen.

Sails of Glory Tournament – Fri 3 pm, Sat 7 pm

Sails of Glory recreates naval combat in the Age of Sail (1750- 1815). Sails of Glory simulates the different movement capabilities of each individual ship using miniatures, cards and board game mechanisms and special decks of maneuver cards for each vessel.

Sturm Europa – Sat Noon

A grand strategic wargame that recreates the entire European conflict during WWII. Wood cube units and political and technological development cards. Amazing level of detail and realism, yet it plays faster than any other WWII grand-sim! Check out the demo hosted by the designer.

Virgin Queen (Campaign Tournament) – Sat 10 am

This will be the full 7 turn 1559 scenario. Minimum of 3 players. Note we are scheduled for 11 hours, this being an entire Saturday tournament, with scheduled breaks. Winner receives 50 dealer dollars (in each game). All other participants receive 10 dealer dollars

Roleplaying

Los Angeles, Plaza Ballroom B, C, and D, Newport

RPG Games on Demand

Games on Demand is a new model being implemented by the RPG department. This model of short format 2 hour games has been popular at conventions like Origins and Gen Con. GM's will have a variety of games ready to go on a first come first serve basis. Once a table is full the game starts. Do you have a couple of hours to kill in between events? Come on over to the 2nd floor in San Lorenzo F and try something completely out of the ordinary at Strategicon. Saturday and Sunday from 9 am to whenever the GM's want to stop.

Aeon Wave – Sat 8 pm, Sun 2 pm – Fate

GM: Patrick Thompson

Discovery of an ancient Martian radio signal known as the Aeon Wave has led to the development of advanced technology called Aeotech. The shift of technological power toppled governments and gave rise to the megacorps who currently wage war over the priceless secrets held within. Hidden in the shadows of the megacorps, freelancers battle to save humanity from the fate portended by the Aeon Wave.

After the Coup part 1 - Lost in Space – Sat 8 pm – GURPS - Traveler (Tournament)

GM: Ron Shaw

It's been a couple of months since your team rescued a powerful CEO and you were all getting twitchy for the "next job". You were hired anonymously to provide security for a clandestine meeting in deep space... It was an ambush! Now what's left of your ship floats alongside countless others in a graveyard of floating space hulks. How will you get home?

After the Coup part 2 - "Win-Win" – Sun 9 am – GURPS - Traveler (Tournament)

GM: Gary Mack

Hey-hey! You remembered that guy who tried to kill me... well us, and then left you stranded in space? Well I know the planet where he "Hangs his Hat". You up for a little payback? You put a bullet between his eyes and I'll give each of you a stack of credsticks up to yer eyeballs... yeah even the little fly'n critters. Whadda ya say? Win-Win?

Apocalypse World – Fri 2 pm, Sat 8 pm, Sun 2 pm – Powered by the Apocalypse

GM: Brian Poe

The world is over. Food is scarce and the lamentation of the fools that grovel in the dirt can be heard over the roar of engines and the gunfire whizzing over your head. But this apocalypse isn't the end. This apocalypse is the beginning of a story. This is your story.

Beasties & Bygoners: Raunchy Parody RPG Demo – Fri, Sat 2 pm – Dungeon World

GM: Javier Palenzuela

An irreverent, upside down RPG that gives you permission to go too far. Satirical, edgy, social commentary with a comedic overtones. There will be no titillating nudity, but there will be mature themes explored for comedic lampooning. We created a parody game world called Al'tearth where your characters can attack taboo topics while exploring, socializing and misadventuring.

Catacombs of Westfall – Sun 2 pm – Dungeon World

GM: Seth Halbeisen

The city is restless, danger prowls the alleyways. It is no longer safe after nightfall in Westfall, port city capital of the kingdom. Rumors of dead cults, shambling dead in the cemeteries, and worse in the sewers. Perhaps your band of cut throats, adventures, or mercenaries will get to the bottom of it. There's treasure to be had, for information has value, and the Crown is paying.

Catching Fire – Sun 2 pm – Paranoia

GM: Ed Murphy

Attention, Troubleshooters! The Computer, your friend and mine, has directed you to report to the GDV Sector Health and Wellness Facility, meeting room 12-11. There, you will be tasked with an important mission in the service of Alpha Complex, its facilities and citizens. Remember to pick up a plasteel hard hat in the lobby on your way in.

CMP 2012-01 Swing Vote (lvl 1-4) – Sat 9 am – Shadowrun Missions

You thought soystuff didn't come anymore bland? Welcome to London. It's wet and cold in what's left of the dome, but the political scene is smoldering. The world of politics has its own secrets in the shadows, and sometimes they're best taken to the grave.

CMP 2012-02 Five Minutes to Midnight (lvl 1-4) – Sat 2 pm – Shadowrun Missions

Take one researcher from the British Museum add Neonet, the New Druidic Movement, and the SAS and you get a group of runners that have to doing everything possible to stay alive.

CMP 2012-03 Silicon Slick (lvl 1-4) – Sun 2 pm – Shadowrun Missions

Mr. Johnson is a New York powerbroker recently transplanted to London and hasn't wasted any time making his mark.

Recently, one of his couriers went missing after an ambush. Johnson wants him and his cargo back. But Johnson isn't the only one looking for the courier others are looking as well.

CMP 2012-04 Depth Charge (lvl 1-4) – Sun 7 pm – Shadowrun Missions

They didn't ask for a canister of prototype FAB along with the package they were supposed to recover, but they will deal with it. Or it will deal with them.

Crash-Drivers (original setting, not yet published) – Fri, Sat 8 pm – Savage Worlds (Science Fiction)

GM: Cousin Alex

You are a member of the Crash-Drivers gang and you have another dangerous job to pull in Bloody Olde Manchester. Pack your fractal bullets and your illegal dream-drugs. Prepare to slip between alternate realities infested with dreamsnakes and other mythological meta-monsters. The real world these days is filled with equally terrifying Shadowcops, Blurbfly attack-drones, roaming packs of ornery Dogmen with droidlocks... Even the occasional run-in with a Swapped god or Remixed demon. Be careful. Be very, very careful.

DCC - The One Who Watches From Below – Fri 2 pm – Dungeon Crawl Classics

GM: Bryan Hilburn

Do you have the mettle to stare down a god or will your eyes forever adorn the vault of The One Who Watches From Below?

RPGs

DDEx1-10 Tyranny in Phlan (lvl 5-10) – Fri 2 pm – Dungeons & Dragons 5th Edition, D&D Adventurers League
The Maimed Virulence has come. The future of the Cinnabar Throne and the lives of the denizens of Phlan are in jeopardy. The Cult of the Dragon rejoices, and the Black Fist is powerless to stop them. How will the factions of the city respond to this threat? Can Phlan be saved this time? Part One of Under Emerald Claws.

DDEx1-11 Dark Pyramid of Sorcerer's Isle (lvl 5-10) – Sat, Mon 9 am – Dungeons & Dragons 5th Edition, D&D Adventurers League

Long unoccupied, the pyramid on Sorcerer's Isle now flows with strange magical energy, warping creatures and the landscape around it. The Cult of the Dragon and Red Wizards of Thay have taken notice, and it's up to you to keep whatever power dwells there out of their hands.

DDEx1-12 Raiders of the Twilight Marsh (lvl 5-10) – Fri 7 pm, Sun 9 am – Dungeons & Dragons 5th Edition, D&D Adventurers League

A black dragon's treasure horde has been located in the Twilight Marsh, and within it are secrets that hold interest to the factions. With the dragon marauding over the countryside, the horde is left unguarded. Now is the time to plunder its lair!

DDEx1-13 Pool of Radiance Resurgent (lvl 5-10) – Sun 2 pm – Dungeons & Dragons 5th Edition, D&D Adventurers League
Vorgansharax rules Phlan, using the Cult of the Dragon to extend his noxious gaze. But the green dragon seeks far more than control of the beleaguered town – ultimate power is nearly within reach. Will he reactivate the Pool of Radiance and ascend to greater prominence amongst his kind? Part Two of Under Emerald Claws.

DDEx1-14 Escape from Phlan (lvl 5-10) – Sun 7 pm – Dungeons & Dragons 5th Edition, D&D Adventurers League
Three important citizens of Phlan, who stand against the tyrannical dragon that rules, seek to escape and find refuge across the Moonsea. Can you extricate those that are vital to the factions before it's too late?

DDEx2-1 City of Danger (lvl 1-4) – Fri 2 pm, 7 pm, Sat, Sun 9 am, 2 pm, 7 pm, Mon 9 am – Dungeons & Dragons 5th Edition, D&D Adventurers League

On the southern shores of the Moonsea, the residents of Mulmaster have eked out a living where others would likely have given up long ago—in a bleak city where corruption is rampant and the Church of Bane holds sway. In these 5 short, introductory adventures, you will travel the breadth of the City of Danger, meet its people, see its sights, and witness firsthand how the city truly has earned its ominous moniker.

DDEx2-2 Embers of Elmwood (lvl 1-4) – Fri 2 pm, Sun Mon 9 am – Dungeons & Dragons 5th Edition, D&D Adventurers League
A derelict raft drifts into Mulmaster's harbor carrying a young woman. Delirious with hunger, the only words she seems able to speak so far have been "ash and fire." The only other clue to her identity is an ornate tattoo. Is the woman insane, or is something nefarious at play?

DDEx2-3 The Drowned Tower (lvl 5-10) – Sat, Mon 9 am – Dungeons & Dragons 5th Edition, D&D Adventurers League
You are approached by someone claiming to be a member of the Brotherhood of the Cloak investigating unusual incidents involving some of his brethren. Discretion is vital, as there is rumored to be a link between the denizens of the Tower of Arcane Might and one of the elemental cults. Can you uncover the truth?

DDEx2-4 Mayhem in the Earthspur Mines (lvl 5-10) – Sat 7 pm, Mon 2 pm – Dungeons & Dragons 5th Edition, D&D Adventurers League

Riddled with veins of precious ore and gem, the Earthspur Mountains to the west have long been a valuable resource for anyone able to mine them. One such mine has gone silent and the only thing more concerning than its long overdue shipment is the fate of the members of the Soldiery sent to discover what has happened to the mine's workers. Though the mine lay in a region of the Mountains once claimed by a clan of reclusive dwarves, the Ludwakazar clan wouldn't be so bold as to violate their long-standing

DDEx2-5 Flames of Kythorn (lvl 1-4) – Fri, Sat 7 pm, Sun 2 pm – Dungeons & Dragons 5th Edition, D&D Adventurers League
During a summer drought, Mulmaster is threatened by a series of arson attacks. As the populace riots, accusations fly blaming Thayans, residents of the ghettos, rowdy sailors, the refugees from Phlan and dozens of others. Can you solve the mystery before the city burns?

DDEx2-6 Breath of the Yellow Rose (lvl 1-4) – Sat 9 am, Sun 7 pm – Dungeons & Dragons 5th Edition, D&D Adventurers League

The monks of the Monastery of the Yellow Rose have long cloistered themselves in their home atop the Earthspur Mountains, practicing their strange lifestyle which is rumored to give them longevity. Now, their dietary restrictions and practices of breath control have become the fashion amongst the well-to-do of Mulmaster. But when a few of these lay practitioners start dropping dead from suffocation and starvation, others start to question the validity of the monks' claims. Is this simply a deadly ignoranc

DDEx2-7 Bounty in the Bog (lvl 1-4) – Sat, Mon 2 pm – Dungeons & Dragons 5th Edition, D&D Adventurers League
The Soldiery has grown weary of dealing with a particularly nettlesome band of miscreants who have holed up in the Flooded Forest to the south. And so, you have been called upon to quell their activities so that trade along the North Road can resume unmolested. However, in so doing, the truth behind their activities reveal that much more than simple banditry is at hand. Will you be able to stop it?

DDEx2-8 Foulness Beneath Mulmaster (lvl 1-4) – Fri 7 pm, Sat, Sun 9 am, 2 pm, 7 pm, Mon 9 am – Dungeons & Dragons 5th Edition, D&D Adventurers League

The sewers beneath Mulmaster have always been dangerous, with countless stories of brigands, murderers, and worse that lurk beneath the streets of the City of Danger. But those stories pale in comparison to a new threat under Mulmaster, one brought to light by a strange and disturbing corpse recently found. It is up to you to learn the terrifying truth of what lurks below.

DDEx2-9 Eye of the Tempest (lvl 5-10) – Fri, Sat 2 pm, Sun, Mon 9 am – Dungeons & Dragons 5th Edition, D&D Adventurers League

A storm of unparalleled fury has been ravaging the peaks of the Earthspur Mountains for a tenday, and the Monastery of the Yellow Rose sits in its eye for now. Some monks have fled the monastery to the safety of Mulmaster and beseech you to convince their more obstinate brothers to retreat to the city before the eye of the storm shifts, and the monastery is in terrible danger. Can you brave the elements and convince the monks to escape?

RPGs

Distress on Life Liner 928 – Fri 2 pm – Star Frontiers / Savage Worlds

GM: Tomer Gurantz

You have just received a distress signal from zoological expedition Life Liner 928. How fortunate! As scrap and salvage, this is your bread and butter, and everyone's got to pay their bills, and survivors means bonus credits! The captain has set a direct course. Get your Albedo Screen, Sonic Disruptor, and a Stimdose ready, for this Star Frontiers / Savage Worlds, space-based, Lego dungeon crawl.

Don't Hate the Villain, Hate the Villanelle – Sat 8 pm – The Queen's Cavaliers

GM: Ira Taborn

Congratulations! We have deemed you a poet of significance and so invite you to the annual Gallinean Poetry Social. There you will give a reading of your best work, which will be archived in the "Royal Survey of Gallinean Culture". Whoever is voted Best New Poet will also become a permanent member. Also, because of the alexandrine meter incident of last year, all weapons are absolutely forbidden.

DRIFT WORLDS Playtest – Fri, Sat 2 pm – Drift Worlds

GM: Robert Hebert

In DRIFT WORLDS- a new genre-bending, rules-lite RPG system that uses playing cards instead of dice-players explore the metaverse aboard a DriftShip, a techno-magical construct able to tack into a swirling gyre of bizarre worlds! 1-hour character generation and 3-hour adventure

Dungeon World-The Contest – Sun 9 am – Dungeon World

GM: michael cantin

Sometimes a group of adventurers meet in an inn. Sometimes they are abducted by cultists and forced into contests to amuse their Vile Lord. Guess which sort of story this is?

Falling Stars – Fri 8 pm – Classic Traveller (GDW Traveller Books 1-3)

GM: Christopher Kubasik

A rebellion on a trading colony sends a noble family scrambling for escape. A group of recently retired ex-military mercs hired in for additional protection has to move the family offworld. If they succeed, great riches await. If they fail, they'll suffer with the family.

Flight 1465 – Sun 9 am – GURPS

GM: James Freeman

Southwest Flight 1465 arrived at LaGuardia Airport and is sitting on the tarmac with no power and no response from the plane. Your team is sent in to find out what is going on, The plane has not been breached they are waiting for your team to determine if there is a contagion on the plane or possible terrorist activity.

Games on Demand – Sat Noon – The Queen's Cavaliers

GM: Caoimhe Ora Snow

Come enjoy a short form demo of popular Kickstarter funded RPG "The Queen's Cavaliers" as presented by the game designer.

Games on Demand – Sun 2 pm – FATE Accelerated

GM: Michale Shupe

FATE Accelerated (Genre on Demand)Fast character and world building allow a free form format for a unique RPG experience.

Games on Demand – Sat 4 pm – Multiple - See description

GM: Stephanie Bryant

GUMSHOE is the excellent and groundbreaking investigation framework from Pelgrane Press. Play an investigation RPG in several genres * Ashen Stars: science fiction mystery solving * Nights Black Agents: International vampire conspiracy thriller * Timewatch: Time travel agents, fixing the timeline, stopping paradoxes * Trail of Cthulhu: Call of Cthulhu, Gumshoe-style Half hour demo running 4pm-7pm

Games on Demand – Sat 3 pm, Sun Noon, 3 pm – The Queen's Cavaliers

GM: Caoimhe Ora Snow

Come enjoy a short form demo of popular Kickstarter funded RPG "The Queen's Cavaliers" as presented by the game designer.

Games on Demand – Sun Noon – Multiple - See description

GM: Tobias Strauss

I will offer the following games: Epyllion - A game of dragons, adventure, and friendship. Goblin Quest - A game of incompetent goblins and their many deaths! Dungeon World - Orcs and loot await! Spirit of '77 - Ever wonder what would happen if Columbo met Bo Duke? Only one way to find out!

Greyhawk Reborn: Children of the New Age – Fri 2 pm, Sat 9 am – Dungeons and Dragons 5e

Dark voices are whispering to the children of Rel Mord. These children display strange powers and the city now lives in fear. The Rel Mord Wizard's Guild has found a way to cure these children of their dark visions and dark powers. They need you to help gather the children and defeat those who would take them and turn them into weapons. A one-round adventure in the capital of Nyronnd, Rel Mord. For characters levels 1-6.

Greyhawk Reborn: Earthgate – Sat, Sun 2 pm – Dungeons and Dragons 5e

The shattering of the Scorpion Crown has opened up a long-sealed chamber dedicated to Tharizdun in the depths of the Abbor-Alz. This has attracted ancient Suloise sorcerers of the Black Brotherhood. You must stop these sorcerers before they gain the power to destroy Nyronnd. A one-round adventure in the southeastern Abbor-Alz for characters levels 1-6.

Greyhawk Reborn: Gamex Greyhawk Interactive – Sat 8 pm – Dungeons and Dragons 5e

Nyronnd battles Elemental Evil and those who would work the will of Tharizdun in the Flanaess in this one-round special event. For characters of all levels.

Greyhawk Reborn: High Tide – Fri 8 pm, Sun 8 pm – Dungeons and Dragons 5e

GM: TBD/Aaron Pilgrim

A mysterious tide has covered the coastland to the south of Wragby – enveloping several fishing villages. Those that survived report attacks by horrible manlike creatures of the sea. Heroes are needed to save the survivors and protect the remaining citizens from what lurks in the tide. A one-round adventure in southern Nyronnd for characters levels 1-6.

Greyhawk Reborn: Return to the Abbey of Ice – Sun 9 am – Dungeons and Dragons 5e

The reappearance of Tharizdun has renewed the interest of the Princes of Elemental Evil in the Flanaess. Spies in the north report the servants of Cryonax seek to claim the Abbey of the Ice as their own. The Abbey holds a dark purpose unknown to the current occupants. Now, the peoples of three regions- Nyronnd, Ratic, and the Frost Barbarians must fight for the survival of the Abbey and themselves. A one-round adventure in the Rakers for characters levels 1-6.

RPGs

GURPS - Project ASPIRE – Sat 9 am – GURPS

GM: Michale Shupe

Project ASPIRE stands for the Agency for Supernatural and Paranormal Investigation, Research, and Exploration. Join the Agents of ASPIRE as they do the best to bump back against the things that go bump in the night. Part of the GURPS Tournament.

GURPS - Star Hunters (Season One) – Sun 8 pm – GURPS

GM: Michale Shupe

In this first season of a continuing campaign, the PCs are members of the Star Hunters League, a galaxy-wide guild of mercenary explorers. Your goal? Find new habitable planets for the major races and governments of the Galaxy and sell the directions to them to the highest bidder. Character creation - 200 points with 75 points of disadvantages inclusive of 5 quirks. Tech Level 10.

GURPS: The Moontear Necklace – Sat, Sun 2 pm – GURPS

GM: Tony Dutra

Set on a high fantasy world, the wayward PC's, in search of adventure, will find that their skills are necessary to prevent a horrific tragedy involving a young girl and her necklace. This is a 150cp "Dungeon Fantasy" genre game. Although designed to be a teaching tool to introduce potential new players to GURPS, any skill level of player is welcomed. Pre-made characters available.

GURPS - The Totally Renamed Pony Game – Fri 8 pm, Sun 9 am – GURPS

GM: Michale Shupe

In this fun romp intended for all ages, enter a world of magical ponies (and other animals!) as they explore, learn, and fight off the challenges of chaos and anarchy to prove that their friendship and willpower can overcome any obstacle! Pregens provided, and a building system is available to very quickly build your own Pony (or other animal) as well! Part of the GURPS Tournament.

GURPS Tournament Finals – Sun 2 pm – GURPS

GM: Ron Shaw/James Freeman

Play in 2 GURPS games to possibly qualify. Names of finalists and a list of alternates will be posted by 1 pm on Sunday.

GURPS - World of Zombies – Sat 8 pm – GURPS

GM: Michale Shupe

Fight for the not-yet-dead in the post apocalyptic world over a year after Z Day. An Ongoing campaign with plenty of pre-generated characters. Part of the GURPS Tournament.

Haunted (Playtest) – Sat, Sun 2 pm – Haunted

GM: Jesse Burneko

A role-playing game about a murderer being stalked by the ghost of his victim. One player takes on the dedicated role of the murderer, another player takes on the dedicated role of the ghost, and everyone else plays a rotating cast of secondary characters as needed.

Hong Kong Connection – Sun 8 pm – Feng Shui 2nd Edition

GM: Morgan Ellis

There's a lot of new Pop-Up Junctions opening in the Chi War, and two of them go to 1973, one in Hong Kong the other in Harlem. All the factions are rushing to exploit this for their advantage, and it's up to the heroic Dragons to stop them. Come play the newest edition of Feng Shui!

Hunt for the last Star Knights – Sun 2 pm – White Star:

WhiteBox Science Fiction Roleplaying

GM: Tim Huntley

A group of bounty hunters locates one of the last remaining Star Knights. They must capture and return the Star Knight to the Supreme Lord of the Galactic Consortium to collect their bounty.

Kingsman – Sat 9 am – Fate Core

GM: JiB

Welcome to Kingsman, tailors to the finest of gentlemen for over 100 years. MI6 has reported a potential threat to the crown. Arthur is certain that the government wankers won't be able to do anything about it, so it's up to Kingsman to save the realm yet again. Kingsman is a modern super spy game set in London using the Fate Core rules. Can you save the queen and the realm?

L5R 4th Edition RPG - 47 Samurai – Sat 3 pm – Roleplaying Game

GM: AEG

Blitz your way through a tremendously difficult adventure with a stack of 47 character sheets. As soon as one character dies, another will take over.

McCall-ing all Monster Hunters – Fri, Sat 8 pm – Monster of the Week - Evil Hat

GM: Robert Quintero

Mysterious deaths are plaguing the hunters of McCall Idaho. The Idaho department of forestry has reported the deaths as animal attacks...but if that was true why would they have contacted your outfit. Character creation using standard play books.

Mother Dearest – Fri 8 pm – My Life With Master

GM: Ian ChristianScher

Enter a dark and disturbing world where you are held in thrall to your master, a mother truly monstrous. Will you be able to find love in this tragedy? Who will finally overthrow mother and find some measure of solace in this world? Come join me and find out. Presented by RPG Lab

My Hearts Desire – Sat 9 am – Maid RPG

GM: Ian ChristianScher

Maid RPG is a light comedy anime-themed RPG where each player will play a Maid. Hijinks are sure to ensue when each maid try's to attain her hearts desire from the master. Will you find love/respect/vengeance? Find out in Maid RPG Presented by RPG Lab

Neon Rose: A Cyberpunk Mystery – Sat 2 pm – FATE

GM: Patrick Thompson

A mystery set in a post-apocalyptic, futuristic world where corporations rule and technology is abundant.

Nice Day for a White Wedding – Sat 9 am, Sun 8 pm – The Queen's Cavaliers

GM: Rachel Tolliver

Rumors swirl that someone might try to disrupt the wedding of young noblemen Piers and Hans, scions of important Gallinean and Varendish families. You and your fellow cavaliers have traveled with the Marquise of Montambre to ensure her son's nuptials are not disrupted, but will you face a friendly reception? The Queen's Cavaliers is a Baroque, clockpunk swashbuckling fantasy adventure game.

No Country for Old Kobolds – Sat 8 pm – Dungeon World Hack

GM: Hamish Cameron

You are a village of Kobolds attempting to outbreed evolution. They are a band of low level murder hobo adventurers seeking to harvest your village for xp. Will you survive to tell you grandchildren how you saved the village? No. You're Kobolds. You're going to die. This is No Country for Old Kobolds. (A Dungeon World hack)

RPGs

Once Upon a Nightmare — Sat 9 am — Beast: The Primordial
GM: Louis Garcia
Beast: The Primordial, you are one of the Children, a human being with the Soul of one of the great monsters of legend. This is a play test preview of the newest World of Darkness game from Onyx Path Publishing. Presented by the Dead Gamers Society

Peasants and Dragons — Sat 2 pm — Elf Boys Homebrew
GM: Cassandra Garner

You are a simple peasant in the small town of Delverville, where a plague has descended. Word has spread that heroic adventurers have come to save the village. You and your siblings are excited to see what true heroes looks like. Perhaps dreaming that one day you yourself could be so brave. Watch your character grow in strength and skill or die an inglorious premature death.

Peasants and Dragons Part 2 — Sun 2 pm — Elf Boys Homebrew
GM: Cassandra Garner

You are a simple peasant in the small town of Delverville, where a plague has descended. Word has spread that heroic adventurers have come to save the village. You and your siblings have had their first taste of adventure and perhaps misfortune. You have grown in strength and skill from recent adventures, but greater challenges lie in wait as well. Mwahaha!!!

PF Mod: Master of the Fallen Fortress (level 1)

PF Mod: Master of the Fallen Fortress (level 1) CORE CAMPAIGN — Sat 8 pm — Pathfinder RPG

A new master has claimed the Fallen Fortress, can you find a way to get inside its shattered walls and defeat him?

PFS 1-31: Sniper in the Deep (levels 5-9) — Sun 9 am, Mon 2 pm — Pathfinder RPG

Mayhem, undersea adventure, and chaos are to be had in this rousing rampage beneath the waters of Absalom's harbor!

PFS 1-40: Hall of Drunken Heroes (levels 7-11) — Fri, Sat 2 pm, Sun 8 pm — Pathfinder RPG

A trail of murders led to Cayden's Hall and it's up to you to find out what demons want with the temple.

PFS 1-55: The Infernal Vault (levels 1-7) — Sun 8 pm — Pathfinder RPG

You've discovered Deckland Vaults now you must see what connection the home might have to your murdered colleague.

PFS 2-04: Shadows Fall on Absalom (levels 7-11) — Sat, Sun 9 am — Pathfinder RPG

Can you navigate the Land of the Linnorm Kings and recover the relics within, or will the icy climate claim you life?

PFS 2-04: Shadows Fall on Absalom (levels 7-11) — Sat, Sun 9 am — Pathfinder RPG

Can you stop an assassin's before his blade strikes again while avoiding the outrage of your peers?

PFS 2-11: The Penumbral Accords (levels 1-5) — Sat, Mon 9 am — Pathfinder RPG

Heading into the Blakros Museum, you must break the Penumbral Accords & solidify the Society's ties to the Blakroses.

PFS 3-04: The Kortos Envoy (levels 7-11) — Fri 8 pm, Sun 2 pm — Pathfinder RPG

You must negotiate an agreement between the Society and the centaurs of the plains on the Kortos Isle.

PFS 3-06: Song of the Sea Witch (levels 3-7) — Sat 9 am — Pathfinder RPG

You must locate and retrieve the key to ending a diabolical invasion of Absalom, or the city is doomed.

PFS 3-10: The Immortal Conundrum (levels 5-9) — Sun 8 pm — Pathfinder RPG

The Society receives an invitation to a dinner party at the Thuvian Embassy and things don't go quite as planned.

PFS 3-18: The God's Market Gamble (levels 1-5) — Sun 9 am, Mon 2 pm — Pathfinder RPG

PFS 3-18: The God's Market Gamble (levels 1-5) CORE CAMPAIGN — Mon 2 pm — Pathfinder RPG

The Society sets a plan in motion to ensure the parties responsible for the recent thefts are brought to justice.

PFS 3-24: The Golden Serpent (levels 5-9) — Fri 2 pm, Sat 9 am, Sun 2 pm — Pathfinder RPG

The Pathfinder Society sends you to meet a contact in Absalom's Ivy District, but not everything is as it seems.

PFS 3-S1: Blood Under Absalom (levels 1-11) — Sat 8 pm — Pathfinder RPG

Battles rage and blood will flow under the streets of Absalom, join us in the epic, multi-table event!

PFS 3-S1: Blood Under Absalom (levels 1-11) CORE CAMPAIGN — Sat 8 pm — Pathfinder RPG

Battles rage and blood will flow under the streets of Absalom, join us in the epic, multi-table event!

PFS 5-08: The Confirmation (levels 1-2)

PFS 5-08: The Confirmation (levels 1-2) CORE CAMPAIGN

— Fri 8 pm, Sat 2 pm, Sun 9 am — Pathfinder RPG

This is the final test before graduating from the ranks of the initiates to the status of a full Pathfinder agent.

PFS 5-99: The Paths We Choose (levels 3-7)

PFS 5-99: The Paths We Choose (levels 3-7) CORE CAMPAIGN

— Fri 2 pm — Pathfinder RPG

The Los Angeles Pathfinder Society will be hosting games all weekend at Gamex.

PFS 6-10: The Wounded Wisp (levels 1-2)

PFS 6-10: The Wounded Wisp (levels 1-2) CORE CAMPAIGN

— Fri 2 pm — Pathfinder RPG

When a routine errand uncovers a clue left behind by a founding Pathfinder, it's up to you to solve the puzzle.

PFS 6-12: Scions of the Sky Key, Part 1: On Sharrowsmith's Trail (levels 1-5)

PFS 6-12: Scions of the Sky Key, Part 1: On Sharrowsmith's Trail (levels 1-5) CORE CAMPAIGN — Sun 9 am — Pathfinder RPG

As you head south on Sharrowsmith's trail, you must track him to the ruins he sought.

PFS 6-14: Scions of the Sky Key, Part 2: Kaava Quarry (levels 1-5)

PFS 6-14: Scions of the Sky Key, Part 2: Kaava Quarry (levels 1-5) CORE CAMPAIGN — Fri, Sat 2 pm, Sun 8 pm — Pathfinder RPG

The second in the 3-part Scions of the Sky Key campaign arc, you must win people's trust to claim a grand prize!

PFS 6-15: The Overflow Archives (levels 1-5)

PFS 6-15: The Overflow Archives (levels 1-5) CORE CAMPAIGN

— Sat 9 am, Sun 8 pm — Pathfinder RPG

It is up to you to investigate a strange phenomenon and put a stop to it before priceless documents are ruined.

PFS 6-16: Scions of the Sky Key, Part 3: The Golden Guardian (levels 1-5)

PFS 6-16: Scions of the Sky Key, Part 3: The Golden Guardian (levels 1-5) CORE CAMPAIGN

— Fri 8 pm, Sat 2 pm, Sun 8 pm — Pathfinder RPG

The finale of the Scions of the Sky Key campaign arc, can you survive the mounting danger and find Sharrowsmith?

RPGs

PFS 6-17: Fires of Karamoss (levels 5-9) – Fri 8 pm, Sat 2 pm, Mon 9 am – Pathfinder RPG

Can you salvage the Red Redoubt fortress's treasure while also preventing a catastrophe that could crush Absalom?

PFS 6-18: From Under Ice (levels 1-5)

PFS 6-18: From Under Ice (levels 1-5) CORE CAMPAIGN

– Fri 8 pm, Sun 2 pm – Pathfinder RPG

Can you navigate the Land of the Linnorm Kings and recover the relics within, or will the icy climate claim you life?

PFS 6-19: Test of Tar Kuata (levels 3-7)

PFS 6-19: Test of Tar Kuata (levels 3-7) CORE CAMPAIGN

– Sat 2 pm, Sun 9 am, Mon 2 pm – Pathfinder RPG

You must prove your worth if you are to win the dwarven monks' - known as the Ouat - trust and treasure.

PFS Bonekeep Challenge I (level 3-7) CORE CAMPAIGN – Fri 2 pm, 8 pm, Sat, Sun 2 pm – Pathfinder RPG

This event is a race to the finish! This brutal timed dungeon adventure puts players to the test. Can you survive?

PFS Family Track – Sat 8 pm – Pathfinder RPG

This event is exclusively for Families with kids age 10 and up. Grab a character and explore your first quest in the Silverhex Chronicles! The Silverhex Chronicles is a series of six short adventures that take you all around the Inner Sea.

PFS Kids Track – Sat 9 am, Sat 2 pm – Pathfinder RPG

This event is exclusively for youngsters age 10 and up. Grab a character and explore your first quest in the: Silverhex Chronicles! The Silverhex Chronicles is a series of six short adventures that take you all around the Inner Sea.

PFS Quest: The Silverhex Chronicles (level 1)

PFS Quest: The Silverhex Chronicles (level 1) CORE CAMPAIGN

– Sat 9 am – Pathfinder RPG

The Silverhex Chronicles is a series of six short adventures that take you all around the Inner Sea.

Primetime Adventures – Sat, Sun 2 pm – Primetime Adventures

GM: Samantha Rains

Ever had a tv show you've always wanted to see, but has never existed? A fantasy horror comedy, or an action series starring faeries? Here, you can make that show become a reality.

Project : Dark – Sat 2 pm – Project : Dark

GM: Brian Poe

Project: Dark is a RPG which brings stealth action adventure to the tabletop. Players will use their own deck of playing cards to simulate their actions in a dangerous and unpredictable world. You only have a small window of opportunity. The sun is down. It's finally dark.

Ravenloft: The Original – Fri 7 pm – AD&D 1st edition

GM: Michael Rooney

Experience one of the most acclaimed AD&D adventures ever published, in its original format. Even if you've played it before, the adventure changes depending on the players' actions.

A handful of heroes' only hope of survival is to defeat a fell vampire in his stronghold. Pre-generated 5th-7th level characters will be provided.

Robotech Macross Saga – Fri 4 pm – Palladium

GM: Allan Sylvia III

Palladium's Robotech Tabletop Role-Playing Game. This is a Parallel Campaign which follows the Players that are left behind on Earth to defend against the Zentraedi Fleet invasion, meanwhile the SDF-1` Space Fortress Macross is lost in space.

Ruined Empire: Covert Machinations – Sun 2 pm – Tenra Bansho Zero

GM: Chris Czerniak

The small country of Horom has been occupied by the imperial Azumi. Now a group of covert agents has a chance to side with Azumi's enemies and push the imperisalists out but are they trading one occupier for another. A game of intrigue in a setting equal parts tech and magic.

Sanctuary- The old prison – Fri 2 pm – GURPS

GM: James Freeman

Our friends have asked us to rescue some people from their tribe that have been abducted by the Legion- a militia group that forces other tribes to join their organization or be wiped out.

Saturday Morning Power Hour – Sat 9 am – Spirit of 77

GM: Tobias Strauss

What will happen when your anthropomorphic cartoon band finds itself elbows deep in mystery? Find out at the Saturday Morning Power Hour. Be sure to bring your tambourine and your nose for clues!

Spirit of 77 - Cruise Ship of the Damned – Sat 2 pm – Spirit of 77 (AW Hack)

GM: David Kizzia

Yep, it's the adventure that started it all! Come aboard for adventure, your mind on a new romance... and just plain survival. Spirit of 77 is the funkiest RPG you'll ever play. All experience levels welcome and characters are provided! Get in on the action now! CAN YOU DIG IT?

Spirit of 77 - Diamonds Are Whenever – Sun 2 pm – Spirit of 77 (AW Hack)

GM: David Kizzia

It's another typical day at the Car Wash - with crazy kidnappers, the return of WWII superheroes and a bruiser named Rocky looking for cash. Wait, how is that typical?!? It is for Spirit of 77 - the funkiest RPG you'll ever play. All experience levels welcome! CAN YOU DIG IT?

Spirit of 77 - Seeeeeeekrit Adventure! – Sun 8 pm – Spirit of 77 (AW Hack)

GM: David Kizzia

Wait, what? What's the premise of this adventure? You'll need to come on down and find out! Last Seeeekrit Adventure was "Disco Ambulance", who knows what's coming next! Spirit of 77 is the funkiest RPG you'll ever play. All experience levels welcome! CAN YOU DIG IT?

Spirit of Hyboria – Sat 2 pm – Fate Accelerated

GM: Seth Halbeisen

Rippling Muscles, dark shadowy cultists, and way too many snakes. What every great struggle in begins with, except for you! Bring you sword, your skill, your subterfuge, your spells. Vanquish the rising tide of evil. Save innocent sacrifices. Barbarians always welcome.

Star Wars: Blood Moon – Fri 8 pm – Mini-Six

GM: Mike Olson

And then it happened- the indigenes attacked.... They knew every tree and rock, and they picked us off one by one.... The historians love to talk about alleged Imperial atrocities, but what about what I saw on the forest moon? They slaughtered us like animals.... Shouldnt that be counted as an atrocity?" - Stormtrooper Hume Tarl, survivor of the Battle of Endor, talking about you.

RPGs

Surviving Gamex 2015 The Darkness Before the Dawn – Sun 8 pm – The End of the World - Zombie Apocalypse

GM: Ryan Burbridge

The final night they say.. at least that what you heard from the military outside. They told you to stay inside a room that they would come for you. but your food supplies are low, the dryness of your throat make you wonder if you can brave those halls for one last night. The zombies seem to have changed. You have the knowledge and gear but can you survive the last night at the end of the world

Surviving Gamex 2015 The First Night – Fri 8 pm – The End of the World - Zombie Apocalypse

GM: Ryan Burbridge

Think you could survive the zombie apocalypse? You've watched the movies, read the books and maybe even played some games, but are you really ready to see what happens to you when the unexpected happens. If you think you can take on the undead hordes then find out how well you will do. Make sure you're prepared and not caught off guard for the end of the world.

Surviving Gamex 2015 Twilight Horrors – Sat 8 pm – The End of the World - Zombie Apocalypse

GM: Ryan Burbridge

Its day two of the apocalypse, you're trapped stuck in what once was a nice hotel for a convention and now you are sure will be your resting place. With the military outside willing to shoot anyone who breaks the quarantine and the zombies in here... well its possible to survive right? Test your knowledge skills and whatever you have on hand to survive the end of the world.

Synthicide (Demo) – Sat, Sun 8 pm – Synthicide

GM: Dustin DePenning

The players take the roles of Shapers – free agent criminals doing dirty work to get by. The worst crime a Sharper can commit is Synthicide: the killing of a robot. Players may choose between three intertwined and hostile patrons: a church, a corporation, and a street gang.

The Call of Catthulhu – Sat 2 pm – The Call of Catthulhu

GM: michael cantin

The humans know nothing. Evil forces wish to summon dreadful beings and plunge the world into madness. But that is where the comfy furniture is! You are cats. The fate of the world is up to you. But maybe first a nap. Or getting that bird. Or just one more petting...

The Cursed Corpse-King – Fri 2 pm, Sun 9 am – HeroQuest Glorantha

GM: Christopher Kubasik

The Corpse-King wanders your clan's lands looking for his Queen. She died long ago and one night walks off with a daughter of your people. A brave band must travel into the Upland Marshes, where what dies lives again, and find a means of saving her with magic and deeds of arms.

The Darkest Hour – Sat 8 pm – Vampire: The Masquerade V20

GM: Louis Garcia

In the eternal night, an immortal hidden jihad flares. In this eternal struggle, the immortals...the kindred...vampires each come to a crossroads between their long dead humanity and the beast within...this is their darkest hour. Presented by the Dead Gamers Society

The Delta Predation – Sun 2 pm – The Sprawl

GM: Hamish Cameron

Lagos is a bloody, filthy, overcrowded hive of corrupt officials, brutal warlords, radical cults, and oil-hungry corporate interests and none of them want you to recover this damn data scientist. A game of mission-based action in a gritty neon-and-chrome Cyberpunk future.

The Extraordinarily Horrible Children of Raven's Hollow

(Playtest) – Fri, Sat 8 pm – The Extraordinarily Horrible Children of Raven's Hollow

GM: Gretchen Burneko

The Extraordinarily Horrible Children of Raven's Hollow is a card-driven storytelling game in the vein of Edward Gorey and Lemony Snicket. Each player takes on the role of a child plotting terrible mischief against the the adults and each other.

The Fall of Galactor? (Gatchaman) – Fri 2 pm, Mon 9 am – GURPS 4th Edition

GM: Mook

In this anime game, the brave young members of Science Ninja Team Gatchaman wage a constant battle against the terrorist group Galactor and its mysterious leader, Berg Katse, for control of Earth's resources. Can they discover the main Galactor base and end the threat forever?

The Hypercube of Myt (Tournament) – Sat 2 pm – Dungeon Crawl Classics RPG

GM: Reverend Dak

Half-buried in the looted remains of Mytus the Mad's ancient keep is the Hypercube of Myt. At the annual Festival of the Fatted Calf, the southern entrance unlocks itself from sundown to sunrise. It draws the curious and the uncautious from far and wide to ponder the mysteries of the Cube. Is it a treasure vault guarded by extra-planar forces, or perhaps a gateway to another time and place?

The Oceanus Rim – Fri 8 pm – The Queen's Cavaliers

GM: Ira Taborn

Cavaliers! You have been summoned to serve your Queen in a discreet manner. The Prince-Consort Carolus was recently told of a "threat" to Gallinea by a carnival palm-reader and has been giving all of his personal funds to the Imperial Onyx Trade Company for a project that he wont share, so as to "protect the prophecy". Visit the company's main office in and figure out what he's wasting money on.

The Perseus Gang – Sat 2 pm – Time and Temp

GM: Ed Murphy

Employed by Marigold Staffing and working at Browne Chronometric Engineering, Inc., you travel through the ages actualizing solutions for the anomalies and paradoxes that threaten all of existence. Your reward is the satisfaction of a job well done, plus \$11.50/hour and a health package with immunizations for history's most prolific diseases. Join now and help make anachronism a thing of the past!

The Quiet Year – Sat 2 pm – The Quiet Year

GM: William Carson

The Quiet Year is a game of community building and map making. Is your community on an asteroid or in the Amazon? What does the nearest landmark look like? Are giant albino crayfish or badgers with laser eyes menacing your settlement? You decide and draw it all. These questions and lots more are up to you and your fellow players to answer and capture in ink, paper and smudgy fingers.

RPGs

The Ruins of Hillfort – Sun 9 am – Swords & Wizardry
WhiteBox

GM: Tim Huntley

Built to keep an eye on the orcs inhabiting the southern hills, Hillfort was once a proud structure. Now it sits in ruins, destroyed by those it was meant to watch... or so the story goes. Can a rag-tag group of adventurers find out what really happened to the Hillfort?

The Wages of Despair – Sat 8 pm – Bulldogs! (Fate Core)

GM: Morgan Ellis

How you ended up on this worthless rock of a planet in the ass end of space is your own tale to tell. Another day paradise living on borrowed time and maxed out credit. But now OrbitOre Interstellar needs to move 80 megatons of unstable Anti-Matter across dangerous, uncharted space. They have a ship, all they need now is a crew. It's a suicide mission, but a hell of a payday. What else have you got to live for? (Come play Bulldogs! Sci-Fi That Kicks Ass)

To the Rescue part 1 - Into Space – Fri 8 pm – GURPS - Traveler (Tournament)

GM: Ron Shaw

Your team of Mercenaries has been hired to retrieve a Hermit CEO from an extremely hostile planet that refused colonization attempts. Rival executives have blockaded the planet in an attempt to insure that the CEO is not on the Premises during a key vote in 2 weeks time. Pick your Ship and your Team carefully this is only the beginning. (Results carry to pt 2)

To the Rescue part 2 - Welcome to the Jungle – Sat 2 pm – GURPS - Traveler (Tournament)

GM: Gary Mack

So your group made it planetside, more or less. Now all you have to do is track down a Hermit nutcase who's been living here for years on a planet that wants to eat, burn, poison, choke, starve, dehydrate, or impale you. Choose carefully, the clock is already running (Results may carry to future games)

Treasures of Mouleen – Sat 9 am – Dungeon World

GM: William Carson

Across the ocean in Eriga, beyond sun baked Bayembe, in the shadow of the Ikwunde hordes, is Mouleen. Of course you probably have heard it's other name...the Green Hell. A vast jungle basin cross-crossed by rivers and lakes, entombed in an endless tree canopy, teeming with savage monsters and tribals. What treasures are you willing to risk life and limb for to face down the Moulsh Swamp Wyrms?

Unwanted Things – Sat 8 pm – GURPS Star Trek (USS Voyager D-Quadrant)

GM: Robert Flores

Captains Log: We have lost contact with a scavenging team on an abandoned Space station. The station has small sections which do not allow communications or transporter use, The scavenging teams were directed to stay away from these areas. I have instructed security teams to join and brief those teams already on the station on where the search for the missing crew mates should concentrate.

Urban Shadows – Fri, Sun 8 pm – Powered by the Apocalypse

GM: Brian Poe

Urban Shadows is an urban fantasy roleplaying game where you'll play characters struggling to survive in a dark urban environment drowning in supernatural politics. (Adults Only)

Vinternacht – Sun 9 am – Fate Core

GM: JiB

People don't travel away from Ebbe in the winter. But, then Ulrich was murdered and now none of you are safe. The Jarl's thugs are searching through the town for you, but you escaped into the forest and climbed the Trollvegge. Now the weather is turning bad and it's going to be hard enough just to survive the winter night. Vinternacht is a Viking age game using the Fate Core Rules.

Voyages of the Starship Loki – Fri 2 pm – Fate Core

GM: JiB

Deep in the farthest reaches of the galaxy, far from the security of the Federation a lone Peacemaker class starship explores the unknown parts of the galaxy. These are the voyages of the starship Loki. Will the crew survive the dangers so far from home space? Voyages is a sci-fi game set in a Star Trek-esque future where humans have spread out to explore the galaxy using the Fate Core Rules.

Welcome...to Nightvale – Sun 9 am – Itras By

GM: William Carson

Hello loyal listeners. A reminder, next Friday night is the monthly Nightvale Community College LARP Night. If you enjoy sowing, are aspiring to politics or an intern of the Sherrif's Secret Police on an infiltration training assignment, swing on by! Itras By is a surrealist card-based (instead of dice) based game that captures the essence of Nightvale. Obey the Glow Cloud.

World of Zombies: Widening World – Sat 2 pm – GURPS

GM: Thomas Lepore

After a brutal event that happened four months ago, the Survivors from Priest River are still recovering from the aftermath, but when allies radio in about a massive superherd coming north from below Coeur D'Alene ... well, they have other things to worry about now.

In Memoriam

Last month Harold Hildebrand passed away. Harold was a "fixture" in the Southern California miniature gaming scene for most of the last two decades. I actually met him at a Strategicon convention at the Westin. Harold ran games and tournaments at Strategicon and HMGS-PSW for years. He loved miniatures, playing, painting, sculpting them. He was the most generous man I ever knew. He is survived by his son Byron.

We will all miss him and wish him well on his journey.

Welcome to the World!

On May 03, 2015 Nick and Erin Chavez celebrated the first Birthday of their Gamer-in-Training, Dash Chavez. As with most gamers, Dash arrived a little past his scheduled start time, and was eager to begin eating almost as soon as he'd arrived at the table of life. Now, one year later, he demonstrates good technique while rolling his large foam polyhedral dice, upon which he clearly rolled high for charisma.

STRATEGICON PRESENTS

Gateway 2015

September 4 - 7, 2015

at the

Hilton Los Angeles Airport

5711 West Century Boulevard
Los Angeles, CA 90045

Reservations: 310-410-4000

Room Rates: \$105 per night

Hope to see you there

Registration is \$50 before August 28
or \$60 at the door.

Please visit us on the web at
<http://www.strategicon.net>

STRATEGICON SCHEDULE

| Convention | Dates | Location |
|-------------------|--------------|----------------------------|
| Gateway 2015 | Sep 4-7 | Hilton Los Angeles Airport |
| Orcccon 2016 | Feb 12-15 | Hilton Los Angeles Airport |
| Gamex 2016 | May 27-30 | Hilton Los Angeles Airport |
| Gateway 2016 | Sep 2-5 | Hilton Los Angeles Airport |
| Orcccon 2017 | Feb 17-20 | Hilton Los Angeles Airport |
| Gamex 2017 | May 26-29 | Hilton Los Angeles Airport |
| Gateway 2017 | Sep 1-4 | Hilton Los Angeles Airport |



Miniatures Painting Contest

Bring your figure(s) for any of the categories listed below. Entries will be accepted beginning at 10 am Saturday until noon Sunday at the Painting Contest table at the Miniatures HQ. Judging will take place at 2 pm on Sunday. Prizes for 1st place and one entry will be chosen as Best of Show.

Categories

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

* Single: All single 25 mm-35 mm 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 14 years of age and under. Any model of any scale may be entered. This is intended for beginning 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 submission into the competition indicates permission for Strategicon to use such images for any purpose, including posting to the online photo gallery.

Our sponsors include:

| | |
|------------------------|----------------------------|
| Aberrant Games | Mayday Games |
| AEG | Mayfair Games |
| Ape Games | Minion Games |
| Arcane Wonders | Northstar Games |
| Asmodee | Osprey Publishing |
| Blue Panther | Out of the Box Games |
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| Fantasy Flight Games | Reaper Paints & Miniatures |
| Galaxy Press | Rio Grande Games |
| Gamecraft Miniatures | Sierra Madre Games |
| Games Workshop | Steve Jackson Games |
| Gamewright | Stronghold Games |
| GMI Games | Tablewar Designs |
| GMT Games | The Monstore |
| Gripping Beast | Valley Games |
| Hawk Wargames | Victory Point Games |
| Impact Miniatures | Wattsalpoag Games |
| Imperial Outpost | Wizards of the Coast |
| LITKO Game Accessories | Wizkids |
| Looney Labs | Zenescope |
| ManaWerx | Z-Man Games |

Shopping

Dealer Room

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

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

Individuals found selling wares at 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 2015 Dealer Room Vendors:

| | |
|------------------------|------------------------|
| 7 Deadly Fairies | Carmen's Collectables |
| Andromeda Fight League | Crazy Bob's |
| Game | Dan Verssen Games |
| Arcknight Games | Decision Games |
| Backpack Dealer | Dr. Hogan-Berry's |
| Big Red Comics | Fantization Miniatures |
| Blue Panther LLC | Forge Father Games |
| Board of Games | Gamecraft Miniatures |
| Bold Pueblo Games | Gamelyn Games |

Gamer Concepts
Gamesicle
Gaming Fixx
Gate Keeper Games
Geek Girl Chic
Gruff
Hooks and Chains
Knapsack Games
Mirrorbox Games
Monkey Finger Games
Obscure Reference Games
Old Man Magic
Play 5

Quad Nine Art
Seth's Games and Anime
SoCal OSR and Zine Tour
Strategicon Marketing
Summon Entertainment
The 5th Terrain
The Monstore
Thon the Game
Victory Point Games
Wargamma
Warehouse
Zulmia's Gaming Essentials

The Grid Game!

Upon receiving your badge at Registration, you will receive a Grid Game! participation sheet. To get your sheet stamped, go to the Dealer Room and visit the participating Dealers. They will take less than 5 minutes of your time and tell you about their show specials, new products, describe their game, and so on and so forth. After they are able to present their information to you, they will stamp their assigned Grid for you.

You do not need to have your grid sheet completely stamped. When you turn in your sheet at the Registration Desk, you will receive special raffle tickets according to how many stamps you did receive. There will be a drawing of 10 tickets on Sunday at 4 pm. 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

The Flea Market has moved downstairs for 2015

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 (should any disputes among sellers arise).
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"). This convention does not guarantee or verify any claims of the sellers. Shop carefully and ask questions.

2. Price and terms are to be determined between the seller and buyer. Standard terms are usually 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 Seminar 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, 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 contain 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 register for the auction, please adhere to the rules below.

1. You must have either a full-convention badge or a one-day badge in order to enter lots.
2. Auction lot slips will be sold beginning at 9 am on Saturday at the Registration Desk. Slips are sold on a first-come, first-served basis with a \$1.00 (nonrefundable) per-lot fee. 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.**
3. If you want to declare a minimum bid for your lot, you must declare this on your auction slip.
4. 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.
5. A 10 percent commission (\$50.00 max) per lot is charged on all items auctioned. The \$1 lot fee counts towards this.
7. Unsold items unclaimed by the sellers immediately after the auction become property of the convention.
8. Money due to the sellers will be distributed at the auction site approximately 30 minutes after the conclusion of the auction.

Auction Buyer rules

1. All sales are cash only. No credit cards or personal checks will be accepted. Dealer Dollars from this convention 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 to pay for it and receive it.

Convention Rules

1. Please wear your badge at all times in the convention area. Your badge is your only proof to us that you have paid your admission fee and is therefore 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. If you enter a tournament, please bring a copy of the game to be played. Otherwise, your participation in the tournament will not be assured, since there may not be enough copies of the

game (brought by other players) to go around. In fact, 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 safe-keeping of your belongings, with the exception of items left with us at the auction.
5. If you register and pay for admission for one day only, you gain 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" must be organized by the convention staff. All unauthorized "Live-Action Gaming" is prohibited. Anyone caught participating in a non-convention-organized activity may be removed from the convention without a 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, only 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. No smoking is allowed anywhere within the Hilton Hotel.
11. Do not use the fire exits unless there is an emergency.
12. We are not responsible for your children.

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 (it's not easy to get someone to fix them on a holiday weekend either, and you can be stuck in there for quite a while). 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. Naturally, we don't want our rooms damaged. A 10 pm "noise curfew" will be strictly enforced on all room floors. 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.

Orcon 2015 Winners

Board & Card Games

18xx
18xx
18xx
18xx
1989: Dawn of Freedom
20th Century
7 Blunders
7 Wonders Expansions
7 Wonders MEGA
A Study in Emerald
Acquire David Woolcott Memorial
Age of Empires III: The Age of Discovery
Agricola
Alien Frontiers
AquaSphere
Argent: The Consortium
Attika
Augustus
Bang!
Battles of Westeros
Battlestar Galactica
Battlestar Galactica
Blue Moon City
Brass
Bruges
Bull Moose
California Gold
Cards Against Humanity
Cargo Noir
Castles of Burgundy Finals
Category 5
Caverna: The Cave Farmers Finals
Caverna: The Cave Farmers Qualifier #1
Caverna: The Cave Farmers Qualifier #2
Chaosmos #2
Chaosmos #3
Chaosmos #5
Chaosmos #7
Chupacabra: Survive the Night
Cinque Terre
Clash of Culture
Cock & Bull: The American Pub Game #1
Cock & Bull: The American Pub Game #2
Cock & Bull: The American Pub Game #3
Cock & Bull: The American Pub Game #4
Colloseum
Concept
Concordia
Core Worlds
Core Worlds
Cosmic Encounter
Coup
Coup
Cypher
Dixit
Dominant Species
Dominion Expansions
Dragon Dice 40pts B.Y.O. Tournament
Dream Factory
Dungeon
Eclipse
Eclipse
El Grande
Eminent Domain
Empire Builder Potluck
Euphrat & Tigris
Family Business
Five Tribes
Fleet
Fluxx Player's Choice
For the Crown
Galaxy Trucker
Ginkopolis
Glory to Rome
Granada

1st Place

Jonathan Flagg
Todd Van Der Pluym
Joshua Gottesman
Joshua Gottesman
Roderick Lee
Andy Mcguire
Patricia Liu
Lana Berman
Chris Hines
Joshua Kocur
Matt Hyra
James Orze
David Zevin
Heather Spowart
Scott Samarel
Gary Gray
Darrell Stark
Michelle Hingst
Richard Matney
Mike Sesma
Alfonso Weilbach
Kimberly Brown
Darrell Stark
Robert Masson
Matthew Bivens
Todd Geller
Edward Williams
Lisa Burola
Eric Elder
Sean Growley
Alexander Nobles
Tracy Sangster
Richard Jankowski, Chris Johnson
Tracy Sangster, Matthew Barrs
Anna Peay
Donovan Eberling
Adam Brown
Chris Dettmar
Michelle Mijarez
Roderick Lee
Ehren Evans
Dennis Clay
Sara Brown
Todd Geller
Robert Strange
Robert Strange
Dwight Stone
William Merritt
Alex Georges
Rick Baptist
Peter An
Shea Jones
Matt Posey
Anna Peay
Jonathan Nowak
Hallie Stringer
Renee Rose-Perry
Jeff Smorey
Darrell Stark
Johnathan Pulos
John Oh
Kevin Smith
David Zevin
Jonathan Nowak
Scott Samarel
Darrell Stark
Steven Schweitzer
Adam French
Wesley Bell
Allen Eckhouse
John Borders
Dwight Stone
Peter An
Ryan Beck
Brian Rush

2nd Place

Bill Gallagher
Jonathan Flagg
Jonathan Flagg
Jonathan Flagg
Mark Hom
Edward Dobrowolski
Renee Rose-Perry
Patricia Liu
Ian Caballero
Christopher Buckley
David Cohen
Chris Hines
Joshua Nave
Blu
Garret Buell
Rodrigo Torres
Roderick Lee
Noah Bleich
Chris Ramirez
Marty Watrous
Evan Craft
Sudro Brown li
Lisa Burola
Gary Gray
Bill Gallagher
Bradley Thomas
Paris Themmen
Tony Stark, Alex Haley
Johnathan Pulos
Keith Searfoss
Robert Neff
Matthew Barrs
Thomas Diendorf
Mathew Runyon
Alexander Nobles
Kurt Keckley
Jamie Bussio
Anthony Chang
Courtney Clay
Michelle Olson
Sue Senki
Michael Moran
Kyle Greenwood
Sara Bell
Eric Downing
Mark Hom
Anthony Chang
Franc Gabusi
Brandon Locke
Matt Wilkerson
Patrick Thompson
Paris Themmen
Aj Harris
Matt Gill
Cliff Broadway
Nathan Demoura
Lawrence Chieng
Joshua Beller
Adam French
Roderick Lee
John Oh
Kyle Greenwood
Chris Buskirk
Anthony Chung
Sean Growley
David Ashworth
Caden Cornelius
Darrell Stark
Michael Swinson
Noah Bleich
Peter An
J Karen Star

3rd Place

John Priebe
Martin Janta
Todd Van Der Pluym
Eric Larson
Kyle Greenwood
Jeff Crews
Steve Lee
Stan Ethanoz
Eric Downing
Rick Lepore
Alexander Kinzle
Rodrigo Torres
Chris Hines
Erick Vallejos
Eric Downing
Patrick Thompson
Brandi Hammons
Andrew Yao
Ian Caballero
Kyle Greenwood
Alex Haley
Jeff Whitham
Chris Mills
Mark Hom
Ian Caballero
Jaye R.
Chris Johnson
Kelley Clements
Thomas Ryan
Thomas Amundsen
Brian Rush
Adam French
Samantha Jones
Tracy Ashizawa
Jim Lucas
Todd Goldman
Adam French
Kirk Udvardi
Jeremy Langdon
Bertrand Wilden
Darrell Stark
Asia Valenzuela
Joshua Kocur
David Zevin
Armig Hindoyan
Renee Rose-Perry
Matthew Weber
Paul Luebbers
Kyle Greenwood, Evan Craft
John Borders
Paul Bonday
David Mines
Rick Lepore
Brett Holbrook
Jason Demoura
Todd Geller
George Caceres
Joman Diec
Roger Ritchie
Richard Rodrigues

| | | | |
|-----------------------------------|---------------------------------|----------------------------|-----------------------------|
| Grand Conquest | Jeff Schwartz | | |
| Hanabi | Elizabeth Brown | | |
| | Richard Rodrigues, Robin Fox, | | |
| | Chris Green, Matt Wilkerson, | | |
| Hanabi Race #1 | Renee Rose-Perry | Eowyn Bradley | Brian Fong |
| Hisss | Keith Aldrich | Michael Arsellon | Jeff Whitham |
| Idol Project | Michael Cheng | Alexander Kinzle | Christopher Buckley |
| Imperial | Lauren Clark | Kim Chen | Samantha Burkes |
| In the Year of the Dragon | Darrell Stark | Randall Bart | Dean Taylor |
| Ingenious | Renee Rose-Perry | Joshua Gottesman | Chris Green |
| Innovation | Walter Wichowski | Noah Bleich | Heather Spowart |
| Kingdom Builder | Richard Rodrigues | Deb Lazaro | Sam Nazarian |
| Kingsburg | Jaden Massaro | Sam Nazarian | John Borders |
| La Boca | Patricia Liu | Rik Panero | |
| Liar's Dice | Adam French | Ei Haley | Andy Mcguire |
| Looney Bin | Anna Peay | J Karen Star | Barbara Newton |
| Lord of the Rings Deck Building | Joman Diec | Darrell Stark | Paris Themmen |
| Lost Cities | Darrell Stark | Jen Crews | Sophie Sewell |
| Lost Cities | Kyle Greenwood | Richard Matney | Mike Li |
| Love Letter #1 | Darrell Stark | Shea Jones | Nathaniel Taylor |
| Love Letter #2 | Jared Patterson | Robert Neff | Jonathan Nowak |
| Love Letter #3 | Sophie Sewell | Adam Hanson | Brian Rush |
| Machi Koro | Nathan Demoura | | |
| Manila | Gabriel Wintner | | |
| Mansions of Madness | Keith Hammons | | |
| Mars Attacks: The Dice Game | Tommy Lepore | Remy Streichenberger | Jeff Crews |
| Meeples to the Mothership | Anna Peay | Jennifer Starling | Quentin Bohn |
| Memoir '44 | Patrick Wells | Chris Ramirez | |
| Merchant of Venus | Robert Woodson | Christopher Young | James Thomas |
| Monopoly Deal #1 | Tavor Yisrael | Renee Hammer | Alexander Kinzle |
| Monopoly Deal #2 | Christopher Lee | Daniel Glenn | Lea Vicerai |
| Monopoly Deal #3 | Thomas Ryan | Brandon Muller | Kyle Greenwood |
| Munchkin Apocalypse | Eric Gadai | Sod-Erdene Gadai | Catherine Mohan |
| Munchkin Finals | Sod-Erdene Gadai | Sara Bell | Nathan Demoura |
| Munchkin Legends | Sophie Sewell | Matt Cohen | Jodie Sewell |
| Munchkin Pathfinder Deluxe | Neil Poloso | Pete Kowalski | Alex Maxson |
| Munchkin Qualifier #1 | Nathan Demoura | Jerrell Reid | Matthew Vigil |
| Munchkin Qualifier #2 | Lisa King | Matthew Vigil | Catherine Mohan |
| Munchkin Zombies | Sara Bell | Dwight Stone | Dennis Clay |
| Mythotopia | Lemon Baardsen | J.C. Kern | G. Jay Christensen |
| Nexus Ops | Darrell Stark | Renee Rose-Perry | Eric Downing |
| No Thanks! | Peter An | Richard Matney | John Borders |
| Octopus' Garden | Patricia Liu | Andre Chautard | Sean Growley |
| On the Underground | Kyle Greenwood | Michael Cheng | Roderick Lee |
| Panamax | David Mines | Rodrigo Torres | Lisa King |
| | | Thomas Ryan, Emmett Furey, | |
| Panic Station | Andre Chautard | Randy Ripley | |
| | | Chris England | Jonathan Nowak |
| Perpetual Motion Machine | Jaye R. | Rusty Howell | Toni Johnson |
| Perpetual Motion Machine | Jonathan Nowak | Nathaniel Taylor | Kristie Brown |
| Phase 10 #1 | Krysta Fryer | Michelle Olson | David Ashworth |
| Phase 10 #2 | Jaye R. | Lisa Burola | Et Haley |
| Phase 10 #3 | Chris Garcia | Anna Peay | Thomas Ryan |
| Pix | John Shier | | |
| Popular Front | Patrick Stevens | Scott Samarel | Michelle Mills |
| Power Grid | Jim Foster | | Robert Neff |
| Power Grid World Tour Final | Bruce Schlickbernd, Chris Mills | Rocco Garcia | Bruce Schlickbernd |
| Puerto Rico | Erick Vallejos | Sam Nazarian | Joshua Gottesman |
| Race for the Galaxy 2 player | John Borders | Tim Towery | Ivan Demoura |
| Rail Baron | Bill Gallagher | James Thomas | Edgar Contreras |
| Railroad Tycoon | Scott Samarel | Ben Kwan | Samantha Bowers |
| Red Dragon Inn | Anna Peay | Bill Harris | Brian Rush |
| Revolution | Nathan Demoura | Samantha Burkes | Luke Lucas |
| Revolution | Eric Downing | Samuel Thompson | Ivan Demoura |
| Risk Express | Bradley Thomas | David Ashworth | Stacie Fox |
| Rough: The Card Game | Shea Jones | Chris Buskirk | Garret Buell |
| Russian Railroads | Darrell Stark | Jeremy Hale | Renee Hammer |
| Saint Petersburg | Bruce Schlickbernd | Todd Van Der Pluym | Michael Swinson |
| Saint Petersburg | William Merritt | Bruce Schlickbernd | Matt Posey |
| San Juan | Tracy Ashizawa | Emily Yang | Sergio Alvarez |
| Santiago | Keith Hammons | Nathaniel Thompson | Andreas Pluchar |
| Seafarers of Catan | Don Collins | Samantha Burkes | |
| Sequence | Toni Johnson | Matthew Black | Michael Rooney |
| Settlers of Catan National Finals | Sammy Lai | Charlie White | Keith Aldrich |
| Seven Dragons: Basic Dragons | Eowyn Bradley | Bill Harris | Chris England |
| Skip Bo | Jaye R. | Richard Matney | Richard Rodrigues |
| Smash Up | Keith Hammons | Alex Arjad | Nathan Demoura, Daniel Rush |
| Smash-Up Expansions | Tony Gielow | Rick Lepore | Richard Rodrigues |
| Speculation | Sara Bell | Renee Hammer | Mark Hom |
| Splendor | Peter An | Chris Johnson | Jessamine Campbell |
| Spyrium | Sam Nazarian | | |

Stone Age
Summoner Wars
Tales of the Arabian Nights
Talisman

Tanto Cuore

Terra Mystica Finals
Terrene Odyssey
The Adventurers
The Current Number of the Beast

The Resistance #1
The Scepter of Zavandor
Thunderstone Advance
Thurn & Taxis
Thurn & Taxis
Tichu Finals
Ticket to Ride
Ticket to Ride: Europe
Ticket to Ride: Team Asia
Tide of Iron

Titan
To Court The King
Tongiaki

Trans Europa
Twilight Imperium 3rd Ed
Twilight Struggle
Uno #1
Uno #2
Uno #3
Uno #4
Yahtzee
Yahtzee
Yahtzee Free for All #1
Yahtzee Free for All #2
Yahtzee Free for All #3
Yspahan
Zombie Dice

War Games

1775 Rebellion Tournament
1966 Race to the Rhine
Axis & Allies
Friedrich
In Flanders Field
Labyrinth: The War on Terror, 2001 - ?
Liberty or Death: The American Insurrection
Liberty or Death: The American Insurrection
Maria
Sails of Glory Tournament #2
St Pete's
Virgin Queen (Campaign Tournament) #1
Virgin Queen (Campaign Tournament) #2

Traditional Card Games

Cribbage
Poker: No Limit Hold'em
Poker: Omaha Hi/Lo
Spades

Video Games

League of Legends
MC: Iron Block Challenge
MC: Iron Block Challenge
Pinball Arcade Ongoing

Shadow Isles 3v3

Spleef Minecraft
Spleef Minecraft
Super Smash Bros - Adults Duels
Super Smash Bros - Duels
Super Smash Bros - Free for All

Collectible Cards & Miniatures

AFL-Andromeda Fight League Demo
AFL-Andromeda Fight League Tournament
Anachronism TCG Los Angeles City
Championship

George Caceres
Gilbert Quinonez
Emily Yang
Sergio Alvarez
Renee Rose-Perry, Richard
Rodrigues

Joman Diec
Justin Cyphers
Jillian Perez
Wesley Bell

Madeline Barnicle
Michael Rossetti
Michael Hanson
Renee Rose-Perry
Michael Cheng
Jeff Becker, Elisa Vomocil
Renee Rose-Perry
Michael Rossetti
Sam Nazarian, Patricia Liu
Christopher Buckley
Alasdair Burton
Rick Lepore
Jon Daneshgar
Sod-Erdene Gadal
Brandon Fins
Thomas Donnelly
Lisa Burola
Lisa Burola
Daniel Glenn
Jaye R.
Lisa Burola
Michelle Olson
Samantha Burkes
Matt Wilkerson
Jaye R.
Richard Rodrigues
Thomas Amundsen

1st Place

Eric Collins
Michael Mccarty
Tim Tower / Dale Conklin
Anthony Stenzel
Carina Schuelke
Tessa Bohling
Matthew Robinson
Eric Johnston
Anthony Stenzel
Mark Luta
J Karen Star
Kurt Keckley
Nicholas Werner

1st Place

Sue Senki
Mickey Tan
Shea Jones
Joanne Li

1st Place

Grant Orze
Charlotte
Charlotte
Eric Elder
Grant Orze, Andrew Narzynski,
Masion Barry
Jared Patterson
Trevor Jones
Chris Solis
Chris Solis
Jaryd Hutchins

1st Place

Brian Mckay
Logan Logan
Victor Bugg

Peter An
Richard Rodrigues
Johnathan Pulos
Cory Ryken

John Oh
Keith Searfoss
Brian Rush

Daniel Rush
William Merritt
Tyler Hanson
Tracy Sangster
Paris Themmen
Jared Patterson, Kyle Lutes
Brandon Muller
Kyle Greenwood
Michael Cheng, Lumin Sperling

Marty Watrous
Gordon Schick
Jaye R.
Tanya Aldrich
Keith Aldrich
John Oh
Roderick Lee
Mary Taylor
Laura Fitzgerald
Mary Taylor
Mary Taylor
Samantha Burkes
Samantha Burkes
Lana Berman
Matt Cohen
Lea Vicerai
Laurel Greenstein

2nd Place

Terry Newton
John Priebe
Dearl Albright / Steve Gardner
Kurt Stenzel
Daniel Schuelke
Matt Posey
Thomas Donnelly
Ron Artigues
Kurt Stenzel

Terry Newton
Robert Woodham
Kurt Stenzel

2nd Place

Max Mccbride
Samantha Burkes
John Borders
Lisa Burola

2nd Place

Andrew Narzynski
Jared Patterson
Vincent Fryer
Todd Schlickbernd

Michael Villarreal
Michael Villarreal
Jaryd Hutchins
Sam Udvardi
Chris Solis

2nd Place

Makayla Corfield
Erich Sforza
Geoff Colman

Bruce Schlickbernd
Diego Sewell
Adam French
David Darnell

Michael Cheng

Keith Searfoss
Isaac Intner
Wesley Bell

Laurel Greenstein
Richard Matney
Winton Lemoine
Darrell Stark
Erich Sforza, Anna Peay
Jeff Whitham
Jaye R., Roderick Lee
Xander Kinzle, Lauren Clark

Robert Woodson
Chris Hines

Martin Bowers
Ryan Friedman
Kristie Brown
Bradley Thomas
Eric Downing
Jon Daneshgar
Michelle Olson
Andrew Chavez
Jaye R.
Daniel Glenn
Krysta Fryer
Winton Lemoine
Ellisa Chiu

3rd Place

Eric Nyquist
Catherine Greife
Tim Porter
Michael Mccarty

Matt Eagleson
Carl Svensson
Barry Lew
Matt Eagleson
Carl Svensson

3rd Place

Mario Campanile
Sean Growley
Sabrina Rosetti

3rd Place

Maslon Barry
Chris Gill

Chris Cummins
Zoe Bowlds
Vincent Fryer
Hayden Decker
Youssef Zubi

3rd Place

Antonio Negrete Negrete
Marcelo Iii Figuera

| | | | |
|---|-------------------------|-------------------|--------------------|
| Android: Netrunner | Albert Park | Brandon George | |
| Android: Netrunner | Steve Chung | Brandon George | John Lieske |
| Ascension: Chronicle of the Godslayer | Sara Bell | Dennis Mann | Erin Chavez |
| Ascension: Chronicle of the Godslayer #2 | Lisa Adams | Theresa Ritchie | Angharad Caceres |
| Battle Pack 3 Draft Yu-Gi-Oh! | Leonardo Alfaro | Ryan | Will Young |
| Competitive Yu-Gi-Oh! Tournamet | Leonardo Alfaro | | |
| Competitive Yu-Gi-Oh! Tournamet | Kris Lee | Jennifer Blaauw | Patrick Pollick |
| Covalent Crisis | Jon Brown | Dae Kim | Perrin Weiss |
| Covalent Crisis-Planetary Probology Expansion | Dae Kim | Isaac Intner | |
| Doomtown Reloaded TCG/LCG | Martin Bowers | Ed Murphy | Frank Zazanis |
| Highlander TCG California State Championship | David Wakefield | Jeff Smorey | Victor Bugg |
| Highlander TCG Los Angeles City Championship | David Wakefield | Victor Bugg | Geoff Colman |
| Juggers of the Wasteland Card Game | Tony Gielow | Jon Daneshgar | |
| Magic: The Gathering - Conspiracy (Draft) | Matthew Fox | Isaac Intner | Bella Guo |
| Magic: The Gathering - Live Draft (Draft) | Bradley Le | Matthew Fox | Jason Lua |
| Magic: The Gathering - Planechase (Pauper) | Chris Ramirez | David Fonarow | Isaac Intner |
| Magic: The Gathering - Secret Alliances | Michael Arsellon | Nick Chavez | Mason Stewart |
| Magic: The Gathering - Theros Challenge Trilogy | Mason Stewart | Matthew Fox | Isaac Intner |
| Magic: The Gathering Keith Aldrich Pauper | Michael Arsellon | Melissa Weiss | David Fonarow |
| Magic: The Gathering Sealed Deck | Matthew Fox | Ryan Higa | Isaac Intner |
| Magic: The Gathering Sealed Deck #2 | Matthew Fox | David Fonarow | Beckett Cary-Green |
| Marvel Dice: Avengers vs. X-Men Sealed | Diane Grotjohn | John Lieske | Ryan Friedman |
| Marvel Dice: Avengers vs. X-Men Tournament | Ryan Friedman | Gary Godman | Jon Daneshgar |
| My Little Pony #2 | Alex Georges | Nikki Bryant | |
| Pathfinder Card Game- 1E Brine Witch | Felix | Nick Chavez | |
| Pathfinder Card Game-1A Ghosts of the deep | Nick Chavez | David Moskowitz | J.C. Kern |
| Pathfinder Card Game-1B The Lone Shark | Justin Scott | Ryan Hampton | |
| Pathfinder Card Game-1C Ghosts of the Deep | Paul Johnson | | |
| Pathfinder Adventure Card Game-Intro Game | Megan Takahashi | Allison Takahashi | Yoshi Takahashi |
| Pirates Pocketmodel: Sink-N-Keep | Skyler Caceres | Eowyn Bradley | Melissa Weiss |
| Pokemon | Charlotte | | |
| Pokemon #2 | Makayla Corfield | Karina Jacques | |
| Proelium - Beta tournament | Robert Neill Livingston | Princess Chung | Juan Delgadillo |
| Resistance Is Futile OP-2: Unimatrix Zero | Nick Chavez | Jimmy Crowell | |
| Resistance Is Futile OP-3: Endame | Mike Ma | Justin Scott | |
| Star Wars Minis "The Battle of Hoth" | Connor Mowatt | Melaine Campbell | |
| Star Wars Minis "Warfare and Subterfuge" | Andre Bashay | Melaine Campbell | Kyle Trujillo |
| Tyranny of Dragons OP-1: The Price of [...] | Justin Leyva | Gary Okuma | |
| Tyranny of Dragons OP-2: The Compass of [...] | Malcolm H | Gary Okuma | Justin Leyva |
| Whats your Yu-Gi-Oh! IQ? | Ryan | Manman Crowell | Leonardo Alfaro |
| Yu-Gi-Oh! Lite Tournament | Jaden Massaro | Giana Massaro | |
| Yu-Gi-Oh! Lite Tournament | Ryan | Jaden Massaro | Giana Massaro |
| Yu-Gi-Oh! Win-A-Mat | Noah Massaro | Ryan | Maggie Ritchie |
| Yu-Gi-Oh! Win-A-Mat | Leonardo Alfaro | Manman Crowell | |

Miniatures

2015 Great Titan Hunt
 Arena of Death 40K
 Arena of Death Fantasy
 Circus Maximus
 Deadzone Tournament
 Dreadball OrcCorp. Cup
 Warhammer Fantasy RTT
 World of Tanks Multi-player Mayhem
 Tournament
 X-Wing: 100 point tournament

Painting Contest

Best of Show
 Fantasy Large
 Fantasy Single
 Fantasy Unit
 Historical Single
 Historical Unit
 Open
 Sci Fi Large
 Sci Fi Single
 Sci Fi Unit
 Strategikids

1st Place

William Fretze
 Mario Acuna
 Jennifer Starling
 Chris Hines
 David Blood
 David Blood
 Quentin Bohn
 Chris Mazourek
 Alexander Nobles

1st Place

Kaitlyn Pickett
 Kevin Hill
 Paul Schipitsh
 Henry Ripley
 Chris Mazourek
 Frank Vassallo
 Josh Simon
 Lee Revier
 Kevin Hill
 Patrick Saul
 Anakin Ramirez

2nd Place

Steve Isaak
 Brian Olson
 Mario Acuna
 Carol Tiveron
 Rigel Anderson
 William Stillwell
 Brian Olson
 Shane Lindley
 Malcolm H

2nd Place

Richard Brown
 Henry Ripley
 Richard Brown
 Chris Mazourek
 Elizabeth Kearney
 Keith Jenkins

3rd Place

Dc Constantino
 Mike Morris
 Rigel Anderson
 Frank Vassallo
 Sax Carr

3rd Place

Kevin Hill
 Forest Rhodes

T-Shirts!

Design 1



Design 2



Design 3 (all year)

Front

Back



Three different Convention Shirts available in the Dealer Room for \$20. All sizes from S to 4XL. Both Men's and Women's shirts.



Gamex 2015 pin!

Our limited edition pins are just the thing for your lapel on game night. Assuming, of course, that you wear a suit to game night. Otherwise, it will look great on your lanyard or badge holder! Enamel pin, \$5, available at the Strategicon booth.

A Word (or two) from the Con Man

Thank You!

So we did it – we finally broke 2000 attendees at this past Orccon. I'd been hoping to hit this milestone since we took this ship over in 2007 and we're finally there.

It was the first time that number had been hit by these shows since the 1990s. That was probably the easy part.

We still have a ways to go if we want to break the record for these shows. I'm hoping to get there, but it won't be easy.

Big time! I'm on my way – I'm making it!

But is bigger better? That's a tough question. It certainly allows us to do things we couldn't before, but at the same time it creates problems of where to put things and everybody. There's

only so much prime real estate to go around. Also it's hard to keep the con feeling as personal as it was when it was smaller.

This con is traditionally our smallest show. But to give people an idea how much we've grown in just the last year, it's very likely this show will be larger than our largest show just last year. It's a nice position to be in, to be sure.

Who are all these little people?

Some of you may have noticed a lot more young ones running around here at the recent shows. We're establishing a family track here so they have more to do. They are our hobby's future. We don't have everything in place but we're starting to get a lot more events. Expect more in the future.

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Tower Defense Board Game
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Dice



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dice sets
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Bronze

Classic Pewter