

STRATEGICON  
PRESENTS  
**GAMEY**  
2012



**MAY 25<sup>TH</sup> - 28<sup>TH</sup>**

GUEST OF HONOR

**RICHARD BORG**

SPECIAL GUEST

**TOM JOLLY**

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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, you can also get information from 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 Karl Kreder Dan O'Farrell
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	Michael Fryer Robyn L. Nixon Mickey Tan Bob LaMarre
Auctioneer	Alfonzo Smith
Webmaster	Tanya Aldrich
Marketing	Eric Downing Kryssie Mackey Shawn Hendrix
Seminars & Movie Room	Nick Chavez
Library & Guests	Eric Burgess
Lots of Stuff	Mark Hyman Eric Nyquist Michael J. Russell
Art Director	Renee Rose-Perry
Art	Maria Siler
Quatermaster	Ken Barnard

## Welcome

Strategicon welcomes you to Gamex 2012. 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? We've added guided tours on Saturday and Sunday to help you discover all the facets of what we do. 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 Gamex to the winners of several tournaments and certain events. Prizes are in the form of colored ribbons, award certificates, and "Dealer Dollars", which are redeemable at face value in the Dealer Room for merchandise (only). These Dealer Dollars are good only at this convention, and Dealer Dollars 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 pay \$10 for 1st place and \$5 for 2nd  
Big Tournaments pay \$25 for 1st place and \$10 for 2nd  
Small Tournaments pay \$6 for 1st place and \$3 for 2nd  
Sponsored events will give some type of game or game expansion  
Special Events will award some type of award, plaque, and/or dealer dollars, to be determined as the event is run.

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

## **A Guide to Gamex 2012 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!

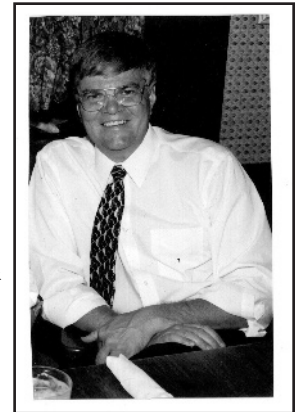
## GameX 2012 Guest of Honor

### Richard Borg

Richard's professional game credits cover a broad spectrum, which includes over 50 game titles. Milton Bradley published his first game, 'Liars Dice' a family dice game, in 1988. Following up this initial success were a number of AD&D games (TSR), a series of X-Men games (Pressman Toy) and another hit for Milton Bradley, 'Times to Remember'.

In 1993, 'Liars Dice' went to Europe as 'Bluff' and won the German Prize 'Spiel des Jahres'. Richard was also part of the 'Star Wars' customizable card game design team and involved with a number of other collectible card games. Many of Richard's award-winning hobby game designs are still currently available, they include: Memoir '44 (Days of Wonder), Commands & Colors Ancients, Commands & Colors Napoleonic (GMT Games), BattleLore (Fantasy Flight) and Richard's newest game design, Abaddon (Toy Vault) is receiving some attention from the game community.

Because his body of work does encompass so many age groups and genres, you just may have one or more of Richard's designs in your personal game collection.



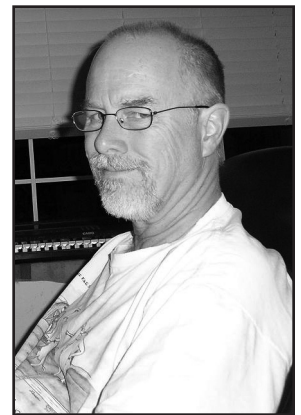
### Special Guest

#### Tom Jolly

Howdy. Micro-history; I was born in Los Angeles in 1954 and raised in El Segundo. I followed my wife up to San Luis Obispo where I went through a dozen jobs and residences and finally settled down in Santa Maria, where I still live. Just in case I run into some of you at a game convention, this is what I look like, except sometimes I sport a goatee and a crew cut, like right now.

Obviously, I love games. Games which involve rules changes as they play are of particular appeal to me. Cosmic Encounters was the biggest influence there. If it wasn't for Cosmic and D&D, most likely Wiz-War never would have existed. And, following from that, none of my other games. Threads upon threads.

My other loves (besides my wife, Penny, and two kids, Cliff and Brittany) include puzzles (the 3D wooden ones, and metal disentanglement) and physics (gravitational and particle). And, of course, space. I've wanted to go off into the wild black all my life, and this might even be feasible in my lifetime if all the commercial endeavors currently in the works pan out. Ultimately, it'd be nice to get to Mars, and I intend to help along whatever little programs pop up to speed this venture along, including some technical designs of my own (see the "rich in space" page). My real job is as an electrical engineer, and I have a second degree in astronautical engineering, which never seems to get used much in my current job. Oh, well. That's probably why I do so much stuff on the side.



### Featured Artist

#### Maria Siler

Maria Siler is an illustrator and graphic designer living in the Los Angeles area. She has designed logos and posters for businesses and bands locally, as well as in her hometown of Portland, OR. As a child she was always drawing, in fact, she can't remember a time when she WASN'T drawing. Even in college, while she explored classical music as a possible career, she doodled in class and messed around in Photoshop in her free time. After college, she bounced around LA exploring several unsatisfying career avenues, before she finally found her way back to her sketchbook. It's been a rediscovery of a passion she never lost, only ignored for too long. She still plays music for pleasure, however, she now spends almost all of her free time studying painting and drawing. Some of her favorite artists include James Gurney, Miles Teves, Olivia De Berardinis, and John William Waterhouse. Maria hopes to eventually expand into comics, storyboards, and film.



## Master Schedule of Events

\* = Play with the creator

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

M = Miniatures, V = Video Games, R = RPGs, S = Seminars

### Fri, May 25

Start Time	Duration (hours)	System Title or Type	Room	Dept.
Noon	6	<b>AEG Demo Table</b> Demo *		B
	4	<b>Down in Flames WWII Aces High</b> Event		B
	4	<b>Munchkin- Axecop</b> Sponsored		B
	3	<b>Ninja Burger</b> Event		B
	1	<b>Puzzle Strike</b> Event		B
	2	<b>Frag Gold</b> Sponsored		B
	6	<b>Games Man was Not Meant To Play</b> Sponsored		B
	4	<b>Steam</b> Event		B
	1	<b>Matzakoman</b> Event		B
	10	<b>War Game Boot Camp</b> Demo		B
	1	<b>Operation: Maccabee</b> Event		B
	6	<b>AEG Demo Table</b> *		C
	8	<b>Malifaux</b> Malifaux Demos		M
	12	<b>Living Forgotten Realms - D&amp;D 4e</b> ADAP3-1 The Gauntlgrym Gambit (levels 1-7)		R
1 pm	2	<b>Five Crowns</b> Event		B
	3	<b>Fortune and Glory</b> Event		B
	1	<b>Gaming 101 - Flash Point: Fire Rescue</b> Event		B
	4	<b>Careers</b> Event		B
	1	<b>FITS</b> Event		B
	1	<b>Cartagena</b> Event		B
	1	<b>Matzakoman</b> Event		B
	1	<b>Operation: Maccabee</b> Event		B
	8	<b>Cranberry Con</b>		C
2 pm	2	<b>Revolution</b> Sponsored		B
	4	<b>Munchkin Zombies</b> Sponsored		B
	1	<b>Tien Zi Que Multiplayer Playtest</b> Small		B
	1	<b>Flash Point: Fire Rescue</b> Small		B
	4	<b>Last Chance</b> Event		B
	2	<b>Game Show Play-Along: Catch 21</b> Event		B
	3	<b>Werewolf</b> Event		B
	1	<b>Matzakoman</b> Event		B
	1	<b>Mondo</b> Event		B
	2	<b>Citadels</b> Event		B
	1	<b>Operation: Maccabee</b> Event		B
	3	<b>Pirate King - All Hands on Deck</b> Event		B
	3	<b>Scepter of Zavandor</b> Small		B
	2	<b>Lords of Waterdeep</b> Event		B
	6	<b>PFS</b> Pathfinder Society Event Signups	110	R
	5	<b>Pathfinder Society</b> PFS 3-07 Echos of the Overwatched	110	R
	5	<b>Pathfinder Society</b> PFS 3-08 Among the Gods (3-7)	110	R
	5	<b>Pathfinder Society</b> PFS 3-10 The Immortal Conundrum (5-9)	110	R
	5	<b>Pathfinder Society</b> PFS 3-EX Ther Cyphermage Dilemma (Tier 1-5)	110	R
	4	<b>Bulldogs! - FATE-based SciFi</b> Ghost Pirates of the Bandeth Sector		R
	4	<b>Changeling the Lost</b> Victorian Lost: A Maze of Smoke and Hedge		R
	4	<b>GURPS</b> Zombie Massacre - Eaten Alive.		R
	4	<b>GURPS (Tournament)</b> Zombie Hospital		R
	4	<b>Inestra d30</b> The River of No Return		R
	12	<b>Living Forgotten Realms - D&amp;D 4e</b> EPIC3-3 The Tangled Skein of Destiny (level 23)		R
	4	<b>Living Forgotten Realms - D&amp;D 4e</b> LURU2-3 Forgotten Crypts, Hidden Dangers (levels 1-4)		R
	4	<b>Marvel Heroic Roleplaying</b> Assemble!		R
	4	<b>Mongoose Traveller</b> Murder on Achates IV		R
	6	<b>AEG Demo Table</b> AEG Demo Table *		R
	4	<b>Saeculum Sanquini (playtest)</b> Saeculum Sanquini		R
	4	<b>Savage Worlds+</b> Savage Freebooters of Eberron!		R
	4	<b>World of Darkness</b> Nightmare at Hill Manor		R
3 pm	2	<b>A La Carte</b> Event		B
	2	<b>Succession - the Court of Henry VIII</b> Event		B
	3	<b>Frag Gold</b> Event		B

**Fri, May 25**

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	1	<b>Got It #1</b> Event *		B
	1	<b>Matzakoman</b> Event		B
	2.5	<b>Carcassonne</b> Small		B
	2	<b>Qwirkle</b> Sponsored		B
	1	<b>Operation: Maccabee</b> Event		B
4 pm	2	<b>Revolution</b> Sponsored		B
	2	<b>Playtesting with Tom Jolly #1</b> Demo *		B
	2	<b>Epic Spell Wars of the Battle Wizards: Duel at Mt Skullzfire</b> Event		B
	1	<b>Gaming 101 - 7 Wonders</b> Event		B
	2	<b>Munchkin - Players Choice</b> Sponsored		B
	2	<b>Yahtzee Free For All</b> Event		B
	1.5	<b>Jamaica</b> Event		B
	1	<b>Matzakoman</b> Event		B
	1.5	<b>Oregon</b> Event		B
	1	<b>Operation: Maccabee</b> Event		B
	3	<b>Star Trek Fleet Captains</b> Event		B
	2	<b>Lords of Waterdeep</b> Small		B
	3	<b>Pirates Pocketmodel "Twilight"</b>		C
5 pm	1	<b>Gaming 101 - Game of Thrones</b> Event		B
	3	<b>7 Wonders - MEGA Friday</b> Special		B
	1	<b>Gaming 101 - Dominion</b> Event		B
	2	<b>Hearts #1</b> Event		B
	2	<b>Game Show Play-Along: Starcade</b> Event		B
	3	<b>Werewolf</b> Event		B
	4	<b>Dealer Room Opens</b>		
6 pm	2	<b>Safranito</b> Event		B
	4	<b>Game of Thrones - 2nd Ed</b> Tournament		B
	4	<b>Revolution</b> Event		B
	2	<b>Phase 10</b> Event		B
	3	<b>Dominion</b> Big		B
	3	<b>Thunderstone Advance Tournament</b> Sponsored *		B
	2	<b>Frag Gold</b> Sponsored		B
	1	<b>Gaming 101 - 18xx</b> Event		B
	1	<b>Gaming 101 - Settlers of Catan</b> Event		B
	1	<b>Gaming 101 - Sid Meier's Civilization</b> Event		B
	1	<b>Gaming 101 - Lords of Waterdeep</b> Event		B
	2	<b>World of Warcraft TCG Demo</b>		C
	4	<b>Call to Arms: Star Fleet</b> Call to Arms: Star Fleet		M
	6	<b>Flames of War 15mm</b> North Africa 1943		M
	4	<b>Force on Force</b> Manhunt in Dirkadirkastan *		M
7 pm	2	<b>Finca</b> Event		B
	4	<b>Fortress America</b> Small		B
	1	<b>Gaming 101 - Age of Empires III</b> Event		B
	1	<b>High Society</b> Event		B
	1	<b>Gaming 101 - Omaha Hi/Low Split Demo</b> Demo		B
	2	<b>Spades #1 (Partners)</b> Event		B
	4	<b>18xx (short)</b> Small		B
	1	<b>Gaming 101 - Empire Builder</b> Event		B
	4	<b>Settlers of Catan - NACC Qualifier</b> Event		B
	4.5	<b>Sid Meier's Civilization : Base Game</b> Event		B
	1	<b>Gaming 101 - Last Will</b> Event		B
	2	<b>Lords of Waterdeep</b> Event		B
	4	<b>Magic: The Gathering Friday Night Magic</b>		C
	4	<b>Living Forgotten Realms - D&amp;D 4e</b> CORM1-5 In the Bleak Midwinter (levels 1-4)		R
	4	<b>Living Forgotten Realms - D&amp;D 4e</b> LURU2-4 Need to Know (levels 4-7)		R
	4	<b>Living Forgotten Realms - D&amp;D 4e</b> WATE3-1 Moon Rising (levels 11-20)		R
8 pm	5	<b>Age of Empires III</b> Tournament		B
	3	<b>Fantasy Chess Demonstrations</b> Event		B
	2	<b>Game Show Play-Along: Press Your Luck</b> Event		B
	3	<b>Werewolf</b> Event		B
	4	<b>Empire Builder</b> Small		B
	3	<b>Last Will</b> Small		B
	3	<b>Pirates Pocketmodel "New Moon"</b>		C

### Fri, May 25

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	2	<b>World of Warcraft TCG: Quests &amp; Raids</b>		C
	4	<b>Alpha Omega</b> Friday Night Firefight		R
	4	<b>Call of Cthulhu (no sanity)</b> How to get out of the Time Lock and influence a progenitor . A Time Lord game		R
	4	<b>Cthulhu</b> The Merida Initiative		R
	4	<b>D&amp;D 1st Ed Red Box (The Original)</b> Politics as Usual		R
	4	<b>Dungeon Crawl Classics RPG</b> DCC RPG: The Portal Under The Stars		R
	4	<b>GURPS High Tech/Mysteries</b> Project: ASPIRE - 2012 Ways to Die		R
	4	<b>Mongoose Traveller</b> On Board the Sun Tzu		R
	4	<b>Savage Worlds</b> Tom Cumming Savage Worlds		R
	4	<b>Savage Worlds: Mars</b> Tentacles of Gray		R
	2	<b>Flea Market</b>		S
	1	<b>Commands &amp; Colors Q&amp;A *</b>		S
	4	<b>Steam Punk Ball</b>	Redondo	S
9 pm	3	<b>Utopia</b> Event		B
	2	<b>Uno</b> Tournament		B
	3	<b>Shadows Over Camelot</b> Event		B
	3	<b>Formula D</b> Event		B
	1	<b>Skull &amp; Roses</b> Event		B
	1	<b>Gaming 101 - Power Grid The First Sparks</b> Event		B
	1	<b>Gaming 101 - Euphrat and Tigris</b> Event		B
	3	<b>Call of Cthulhu LCG</b>		C
	4	<b>Classic Battletech campaign</b> Enter the Clan!		M
	0	<b>Dealer Room Closes</b> Dealer Room Closes		
	2	<b>Meet and Greet</b>		S
10 pm	4	<b>Munchkin - Players Choice</b> Event		B
	3	<b>Poker: Omaha Hi/Low Split</b> Event		B
	3	<b>Power Grid: The First Sparks</b> Small		B
	3	<b>Euphrat &amp; Tigris</b> Small		B
	1	<b>Wiz War: In Depth *</b>		S
	2	<b>PC</b> League of Legends - Open Games		V
11 pm	2	<b>Monopoly Deal</b> Event		B
	1	<b>Ca\$h 'n Gun\$: Live</b> Event		B

\* = Play with the creator

Departments: B = Board Games, C = Collectibles, L = LARPs, M = Miniatures, V = Video Games, R = RPGs, S = Seminars

### Sat, May 26

Start Time	Duration (hours)	System Title or Type	Room	Dept.
Midnight	4	<b>Apples to Apples</b> Event		B
	6	<b>Werewolf</b> Event		B
	4	<b>GURPS Horror/UltraTech</b> "The Computer is your Friend, and so is Cthulhu"		R
	4	<b>Inestra d30</b> River of No Return		R
	4	<b>Savage Worlds+</b> Savage Freebooters of Eberron!		R
	5	<b>Pathfinder Society</b> PFS 3-15 The Haunting of Hinojai (5-9)	110	R
	5	<b>Pathfinder Society</b> PFS 3-18 The Gods Market Gamble (1-5)	110	R
	5	<b>Pathfinder Society</b> PFS Classic	110	R
9 am	9	<b>AEG Demo Table</b> Demo *		B
	6	<b>Advanced Civilization</b> Small		B
	8	<b>Axis &amp; Allies</b> Big		B
	1	<b>Gaming 101 - Lost Cities</b> Event		B
	3	<b>Ticket to Ride Team Asia</b> Tournament		B
	4	<b>L5R CCG Emporer Edition Draft Tournament *</b>		C
	9	<b>AEG Demo Table *</b>		C
	8	<b>Warhammer 40k Indy GT</b> Slaughter in Space 4		M
	4	<b>AD&amp;D 1st Edition</b> Happy Jacks - Old School		R
	4	<b>D&amp;D 1st Ed Red Box (The Original)</b> Secrets from the Past		R
	4	<b>D&amp;D 4e</b> D&D Encounters: The Sun Never Rises (level 1)		R
	4	<b>D&amp;D 4e</b> D&D Lair Assault: Spider Killer (level 9)		R
	4	<b>D&amp;D 5e</b> D&D Next Playtest: Caves of Chaos		R
	4	<b>Dragon Age</b> Rivers Run Red		R
	4	<b>Dungeon World</b> Living Dungeon World		R



**Sat, May 26**

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	4	<b>Fate</b> Gamers vs. Aliens!		R
	4	<b>GURPS</b> Hunger Games- Quarter Quell		R
	4	<b>GURPS Fallout (Tournament)</b> Being Meta-Human		R
	4	<b>Living Forgotten Realms - D&amp;D 4e</b> ABER3-1 The Price of Freedom (levels 11-20)		R
	12	<b>Living Forgotten Realms - D&amp;D 4e</b> ADAP3-2 Shards of Selune (levels 1-7)		R
	4	<b>Living Forgotten Realms - D&amp;D 4e</b> CORE2-8 Enemy of My Enemy (levels 14-17)		R
	4	<b>Living Forgotten Realms - D&amp;D 4e</b> EAST1-3 Unbidden (levels 7-10)		R
	12	<b>Living Forgotten Realms - D&amp;D 4e</b> EPIC3-1 The Glorious Hunt (level 21)		R
	12	<b>Living Forgotten Realms - D&amp;D 4e</b> EPIC4-1 Shooting the Moon (level 24)		R
	4	<b>Mongoose Traveller</b> Murder on Achatas IV		R
	9	<b>AEG Demo Table</b> AEG Demo Table *		R
	4	<b>Paranoia XP</b> Whirlwind		R
	4	<b>Star Wars D6</b> Star Wars: DarkStryder		R
	1	<b>Guided Tour</b>		S
9:30 am	8.5	<b>Dealer Room Opens</b> Dealer Room Opens		
10 am	8	<b>War Game Boot Camp Workshop</b> Demo		B
	2	<b>Ancient Kings</b> Event *		B
	2	<b>Memoir '44 Overlord Game #1</b> Event *		B
	3	<b>Modern Art</b> Event		B
	1	<b>Euchre</b> Event		B
	1.5	<b>Lighthouses</b> Event		B
	3	<b>Lost Cities</b> Small		B
	1	<b>Gaming 101 - Titan</b> Event		B
	6	<b>18GL</b> Small		B
	1	<b>Gaming 101 - Around the World in 80 Days</b> Event		B
	4	<b>Settlers of Catan - NACC Qualifier</b> Event		B
	8	<b>War Game Boot Camp</b> Demo		B
	1	<b>Blokus</b> Event		B
	4	<b>Wiz War</b> Event		B
	4	<b>Highlander Tcg Type 2 Regional Championship</b>		C
	2	<b>Pokemon Workshop</b>		C
	4	<b>Hostile Realms: Piquet</b> Battle of Bone Pass		M
	6	<b>Malifaux</b> Malifaux 1-Day Achievement League		M
	8	<b>Malifaux</b> Malifaux Demos		M
	8	<b>Privateer Press Warmachine/Hordes Mk II</b> Warmachine Path to Gencon	1st Floor	M
		Tournament		
	6	<b>Warhammer Ancient Battles 2.0</b> WAB 2.0 Chariot Wars		M
	1	<b>Guided Tour</b>		S
	2	<b>Dance Central</b>		V
11 am	1	<b>Gaming 101 - Smallworld</b> Event		B
	3	<b>Nova Terra</b> Event		B
	3	<b>Bang!</b> Small		B
	3	<b>Hacker</b> Event		B
	4	<b>Uno</b> Event		B
	1	<b>Gaming 101 - Letters from Whitechapel</b> Event		B
	12	<b>Titan</b> Big		B
	3	<b>Game Show Play-Along: What's The Score?</b> Event		B
	1	<b>Got It #2</b> Event *		B
	3	<b>Around the World in 80 Days</b> Small		B
	1	<b>The Hanging Gardens</b> Event		B
	5	<b>Merchants &amp; Marauders</b> Event		B
	1	<b>Gaming 101 - Troyes</b> Event		B
	1	<b>Dragon Dice Demo</b>		C
	4	<b>Magic: The Gathering Innistrad Block Draft Tournament</b>		C
	6	<b>VTES Constructed Tournament - "Friend of Mine"</b>		C
	4	<b>Warlord "Singles " Tournament</b>		C
	6	<b>Rusted Heroes</b> Rusted Heroes *		M
	4	<b>Flea Market</b>		S
	1	<b>Guided Tour</b>		S
Noon	2	<b>Small World</b> Tournament		B
	1	<b>Fluxx</b> Event		B
	3	<b>Innovation</b> Small		B

**Sat, May 26**

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	2	<b>Spades #2 (Cutthroat)</b> Event		B
	3	<b>Letters from Whitechapel</b> Event		B
	2	<b>Dixit - Games for Poets I</b> Event		B
	2	<b>SOL</b> Event		B
	6	<b>Gaming 101 - Twilight Imperium</b> Event		B
	1	<b>Gaming 101 - Alien Frontiers</b> Event		B
	4	<b>Troyes</b> Small		B
	2	<b>Axis &amp; Allies Naval Miniatures Demo</b>		C
	3	<b>Dragon Dice Sealed Starter NoviceTournament</b>		C
	4	<b>Pirates Pocketmodel Tournament</b>		C
	8	<b>Cranberry Con</b>		C
	3	<b>Pokemon</b>		C
	1	<b>PC</b> Diablo 3 Slaughterfest		V
	1	<b>Wii</b> Super Smash Bros. Brawl Kids		V
1 pm	1	<b>Gaming 101 - Endeavor</b> Event		B
	2	<b>Julius Caesar</b> Event *		B
	1	<b>Gaming 101 - Dog</b> Event		B
	1	<b>Gaming 101 - Race for the Galaxy</b> Event		B
	2	<b>Slapshot!</b> Event *		B
	1	<b>Gaming 101 - Descent</b> Event		B
	1	<b>Gaming 101 - Pandemic</b> Event		B
	1	<b>Who Would Win?</b> Event		B
	3	<b>Ticket To Ride USA</b> Tournament		B
	5	<b>Alien Frontiers</b> Tournament		B
	1	<b>Gaming 101 - Tribune: Primus Inter Pares</b> Event		B
	1	<b>Guided Tour</b>		S
	4	<b>World of Warcraft TCG</b>		C
	4	<b>Heavy Gear Arena</b> Heavy Gear Arena		M
2 pm	6	<b>Game Show Theatre</b> Event		B
	2	<b>Angry Birds</b> Event		B
	3	<b>Endeavor</b> Small		B
	2	<b>Trump: The Game</b> Event		B
	2	<b>Dog</b> Event		B
	4	<b>Race for the Galaxy</b> Tournament		B
	2	<b>Pandemic</b> Small		B
	1	<b>Penny Arcade: The Game - Gamers vs. Evil</b> Event		B
	2	<b>Genji - Games for Poets II</b> Event		B
	2	<b>Game Show Play-Along: Blockbusters</b> Event		B
	4	<b>Martian Rails</b> Event		B
	4	<b>Descent - Journeys in the Dark</b> Event		B
	2	<b>Tribune: Primus Inter Pares</b> Event		B
	4	<b>A Game of Thrones LCG</b>		C
	3	<b>Herodix "Battle Royale"</b>		C
	4	<b>Highlander Tcg Lean &amp; Mean Type 2 Championship</b>		C
	8	<b>Battletech</b> Circle of Death		M
	5	<b>Lord of the Rings Strategy Battle Game</b> Haleth's Steading		M
	4	<b>Beat to Quarters</b> Last Voyage of HMS Babet		R
	4	<b>Call of Cthulhu</b> Tom Cumming Call of Cthulhu		R
	4	<b>D&amp;D 4e</b> D&D Encounters: Web of the Spider Queen (levels 1-3)		R
	4	<b>D&amp;D 4e</b> D&D Lair Assault: Spider Killer (level 9)		R
	6	<b>D&amp;D 4th Edition</b> D&D Team Challenge		R
	4	<b>D&amp;D 5e</b> D&D Next Playtest: Caves of Chaos		R
	4	<b>Dungeon World</b> Living Dungeon World		R
	4	<b>Fate</b> Post Apocalyptic Date Game!		R
	4	<b>Fiasco</b> Fiasco by Night		R
	4	<b>GURPS</b> Drop Zone 2		R
	4	<b>GURPS Fallout (Tournament)</b> God Bless Texas		R
	4	<b>GURPS Infinite Worlds</b> Universal Warriors "A Plumbing Problem"		R
	4	<b>GURPS: Gaslamp Adventure!</b> Chapter 1 - "Descend the Train"		R
	4	<b>Legend of the Five Rings RPG 4th Edition</b> L5R RPG: Descent Into Darkness *		R
	4	<b>Living Forgotten Realms - D&amp;D 4e</b> ABER3-2 A Dream Frozen in Amber (levels 11-20)		R

**Sat, May 26**

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	8	<b>Living Forgotten Realms - D&amp;D 4e</b> CORE2-12 The Sschindylryn Heresy (levels 17-20)		R
	4	<b>Living Forgotten Realms - D&amp;D 4e</b> EAST1-4 Darkness in Delzimmer (levels 1-4)		R
	4	<b>Mongoose Traveller</b> On Board the Sun Tzu		R
	5	<b>Pathfinder Society</b> PFS 3-17 Red Harvest (7-11)	110	R
	5	<b>Pathfinder Society</b> PFS 3-19 The Icebound Outpost (1-5)	110	R
	5	<b>Pathfinder Society</b> PFS Classic Season 0-2	110	R
	5	<b>Pathfinder Society</b> PFS Intro 2: First Steps - Part II: To Delve the Dungeon Deep	110	R
	5	<b>Pathfinder Society</b> The Ruby Phoenix Tournament Part 2 (10-12)		R
	4	<b>Sock Puppet D&amp;D</b> The Hand of the King		R
	4	<b>White Wolf Storytelling</b> Engelblut		R
	1	<b>Board Game Design: Past, Present and Future *</b>		S
	1	<b>Xbox 360</b> Halo Reach FFA		V
3 pm	1	<b>Gaming 101 - Rattus</b> Event		B
	4	<b>Sid Meier's Civilization : Fame and Fortune</b> Tournament		B
	2	<b>Countdown</b> Event		B
	3	<b>Ticket To Ride Europe</b> Tournament		B
	0.75	<b>Hunting Party</b> Event		B
	2	<b>Starship Command</b> Event *		B
	1	<b>Gaming 101 - Agricola</b> Event		B
	2	<b>Axis &amp; Allies Air Force Miniatures: Angels 20</b>		C
	3	<b>Yugioh!</b>		C
	4	<b>Libertadores</b> South American Independece Wars		M
4 pm	3	<b>Aloha: The Spirit of Hawaii</b> Event		B
	2	<b>Battle Cry - Qualifying Round</b> Event *		B
	2	<b>Rattus</b> Small		B
	2	<b>Skip-Bo</b> Event		B
	2	<b>Spac</b> Event		B
	3.75	<b>Battlestations</b> Sponsored		B
	1	<b>Gaming 101 - The Adventurers</b> Event		B
	2	<b>Cyrano - Games for Poets III</b> Event		B
	2	<b>Bezzerwizzer</b> Event		B
	1	<b>Gaming 101 - Railroad Tycoon</b> Event		B
	4	<b>Drakon</b> Event *		B
	4	<b>Agricola</b> Big		B
	2	<b>Kingdom Hearts "G.I. Joep: Retaliation"</b>		C
	1	<b>PC</b> Diablo 3 Slaughterfest		V
	2	<b>XBOX360</b> Modern Warfare 3 - Mixed Modes		V
5 pm	2	<b>Guillotine</b> Event		B
	2	<b>Mille Bornes</b> Event		B
	1	<b>Gaming 101 - Battlestar Galactica</b> Event		B
	1	<b>The Adventurers</b> Event		B
	2	<b>Game Show Play-Along: Jeopardy!</b> Event		B
	1	<b>Gaming 101 - Kingdom Builder</b> Event		B
	2	<b>Podville Transit Corporation</b> Sponsored		B
	3	<b>Railroad Tycoon</b> Small		B
	3	<b>Quarriors</b>		C
	7	<b>VTES Constructed Tournament - "Betrayer"</b>		C
6 pm	1	<b>Gaming 101 - Runewars</b> Event		B
	2	<b>Revolution</b> Sponsored		B
	4	<b>Munchkin Quest</b> Event		B
	5	<b>Battlestar Galactica</b> Event		B
	1	<b>Gaming 101 - Quarriors</b> Event		B
	3	<b>Nightfall Tournament</b> Event *		B
	2	<b>Yahtzee Free For All</b> Event		B
	4	<b>Kingdom Builder - MEGA Saturday</b> Special		B
	1	<b>Gaming 101 - Tobago</b> Event		B
	2	<b>Hive</b> Event		B
	1	<b>Tetris Link</b> Event		B
	1	<b>Gaming 101 - Kingsburg</b> Event		B
	4	<b>Kingsburg</b> Small		B
	4	<b>Ascension: Chronide of the Godslayer</b>		C
	1	<b>Magic: The Gathering</b> Workshop		C

**Sat, May 26**

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	6	<b>Circus Maximus</b> Circus Maximus		M
	0	<b>Dealer Room Closes</b> Dealer Room Closes		
	1.5	<b>Gamex Stand-up Comedy show</b>		S
	1	<b>Xbox 360</b> Skullgirls		V
7 pm	4	<b>Runewars</b> Event		B
	4	<b>Shogun/Samurai Swords/Ikusa</b> Tournament		B
	2	<b>Hearts #2</b> Event		B
	1	<b>Comic Book Live!</b> Event		S
	2.5	<b>Quarriors</b> Tournament		B
	6	<b>1830/1856/1870</b> Small		B
	1	<b>Gaming 101 - Dungeon Lords</b> Event		B
	2	<b>Tobago</b> Event		B
	1	<b>Gaming 101 - Puerto Rico</b> Event		B
	3	<b>Yugioh! #2</b>		C
	4	<b>D&amp;D 4e</b> D&D Encounters: Web of the Spider Queen (levels 1-3)		R
	4	<b>D&amp;D 4e</b> D&D Lair Assault: Spider Killer (level 9)		R
	4	<b>D&amp;D 5e</b> D&D Next Playtest: Caves of Chaos		R
	4	<b>Living Forgotten Realms - D&amp;D 4e</b> ABER3-3 A Little Rebellion (levels 11-20)		R
	4	<b>Living Forgotten Realms - D&amp;D 4e</b> EAST2-1 Ends and Means (levels 4-7)		R
8 pm	2	<b>World Conquerors</b> Event		B
	2	<b>March Madness</b> Event		B
	1	<b>Three Dragon Ante</b> Event		B
	2	<b>Game Show Play-Along: The \$25,000* Pyramid: Dick Clark Memorial Tournament</b> Event		B
	2	<b>Dungeon Lords</b> Tournament		B
	5	<b>Puerto Rico</b> Tournament		B
	4	<b>Magic: The Gathering Keith Aldrich Pauper Highlander Tourney</b>		C
	4	<b>Blood and Tears (Houses of the Blooded LARP)</b> The Last Party of Kyocera Mwrr	Boardroom	L
	6	<b>Battletech</b> Enter The Clan! Part 2		M
	4	<b>Legends of the Old West</b> Johnsons vs. Dix		M
	4	<b>Call of Cthulhu</b> Tom Cumming Call of Cthulhu		R
	4	<b>Call of Cthulhu (no sanity)</b> How to get out of the Time Lock and influence a progenitor . A Time Lord game		R
	4	<b>Cthulhu</b> The Merida Initiative		R
	4	<b>D&amp;D 1st Ed Blue Box (The Original)</b> The Eye of the Storm		R
	4	<b>Dungeon Crawl Classics RPG</b> DCC RPG: Sailors On The Starless Sea		R
	4	<b>Dungeon World</b> Living Dungeon World		R
	4	<b>GURPS</b> The change Year 1		R
	4	<b>Hero System</b> Avengers Assemble!: Plague		R
	4	<b>Legend of the 5 Rings</b> The Black Sails		R
	4	<b>Paranoia XP</b> Miracle		R
	4	<b>Paranoia: High Programmers</b> Disaster Management		R
	5	<b>Pathfinder Society</b> PFS 3-16 The Midnight Maulter (3-7)	110	R
	5	<b>Pathfinder Society</b> PFS Classic Season 0-2	110	R
	5	<b>Pathfinder Society</b> PFS Intro 3: First Steps - Part III a Vision of Betrayal	110	R
	2	<b>Movie Night</b>		S
	1	<b>N/A</b> Beat the Pros Prelude: Meet the Pros *		V
	1	<b>PC</b> Diablo 3 Slaughterfest		V
	4	<b>Rock Band</b>		V
9 pm	3	<b>Ra</b> Small		B
	4	<b>Tichu</b> Event		B
	4	<b>Dice Age</b> Demo		B
	2	<b>Liar's Dice</b> Event *		B
	2	<b>WayWord #1</b> Event *		B
	3	<b>Pirates Pocketmodel "Fred's Crazy idea"</b>		C
10 pm	3	<b>Poker: 7 card Stud</b> Event		B
	2.75	<b>Cutthroat Caverns</b> Event		B
	2	<b>Password</b> Event		B
	1	<b>Gaming 101 - Merchant of Venus</b> Event		B
	1	<b>Lifeboat</b> Event		B
	3	<b>PC</b> LoL Treeline Challenge		V
11 pm	1	<b>Gaming 101 - Nexus Ops</b> Event		B
	1	<b>Ca\$h 'n Gun\$: Live</b> Event		B

**Sat, May 26**

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	1	<b>Buzzzed! The Time's Up Game Show</b> Sponsored		B
	4	<b>Merchant of Venus</b> Small		B

\* = Play with the creator

Departments: B = Board Games, C = Collectibles, L = LARPs, M = Miniatures, V = Video Games, R = RPGs, S = Seminars

**Sun, May 27**

Start Time	Duration (hours)	System Title or Type	Room	Dept.
Midnight	4	<b>Nexus Ops</b> Small		B
	2	<b>Midnight Nightfall</b> Event *		B
	6	<b>Werewolf</b> Event		B
	4	<b>GURPS (Tournament)</b> Zombie Mall		R
	4	<b>GURPS Horror</b> Out of the Coffin -Season 4 : The Fairy Odd-Parents		R
	4	<b>Inestra d30</b> River of No Return		R
	5	<b>Pathfinder Society</b> PFS 3-03 The Ghenett Manor Gauntlet (5-9)	110	R
	5	<b>Pathfinder Society</b> PFS 3-09 Quest for Perfection - Part I: The Edge of Heaven (1-5)	110	R
	5	<b>Pathfinder Society</b> PFS Classic Season 0-2	110	R
	5	<b>Pathfinder Society</b> PFS Intro 1: First Steps - Part I: in service to Lore	110	R
9 am	9	<b>AEG Demo Table</b> Demo *		B
	1	<b>Sudoku Taisen: Ice Age</b> Playtest Event		B
	1	<b>Gaming 101 - In the Year of the Dragon</b> Event		B
	1	<b>Gaming 101 - Doom</b> Event		B
	5	<b>L5R CCG Constructed Tournament</b> *		C
	9	<b>AEG Demo Table</b> *		C
	4	<b>Force on Force</b> Manhunt in Dirkadirkastan *		M
	4	<b>3.5 Dungeon &amp; Dragons</b> The Only Way Out is Through.		R
	4	<b>Call of Cthulhu</b> Bad Moon Rising		R
	4	<b>Changeling: The Lost</b> Law of the Jungle		R
	4	<b>D&amp;D 4e</b> D&D Encounters: Web of the Spider Queen (levels 1-3)		R
	4	<b>D&amp;D 4e</b> D&D Lair Assault: Spider Killer (level 9)		R
	4	<b>D&amp;D 5e</b> D&D Next Playtest: Caves of Chaos		R
	4	<b>GURPS</b> The change Year 2		R
	4	<b>GURPS Fallout (Tournament)</b> God Bless Texas part 2		R
	4	<b>Hero 6th Edition</b> Happy Jacks - ZombieMall		R
	4	<b>Living Forgotten Realms - D&amp;D 4e</b> ABER3-1 The Price of Freedom (levels 11-20)		R
	12	<b>Living Forgotten Realms - D&amp;D 4e</b> ADAP3-3 That Which Never Sleeps (levels 1-7)		R
	4	<b>Living Forgotten Realms - D&amp;D 4e</b> EAST1-3 Unbidden (levels 7-10)		R
	12	<b>Living Forgotten Realms - D&amp;D 4e</b> EPIC3-2 Cracks in the Crimson Cage (level 22)		R
	4	<b>Living Forgotten Realms - D&amp;D 4e</b> LURU2-4 Need to Know (levels 4-7)		R
	4	<b>Mongoose Traveller</b> Murder on Achatas IV		R
	9	<b>AEG Demo Table</b> AEG Demo Table *		R
	4	<b>Savage Worlds</b> Tom Cumming Savage Worlds		R
	1	<b>Guided Tour</b>		S
9:30 am	8.5	<b>Dealer Room Opens</b> Dealer Room Opens		
10 am	1	<b>Gaming 101 - Shogun/Wallenstein</b> Event		B
	1	<b>Gaming 101 - Glory to Rome</b> Event		B
	4	<b>Race for the Galaxy - 2 player</b> Big		B
	1	<b>Zip Zap DEMO</b> Demo		B
	5	<b>Battlestar Galactica</b> Big		B
	4	<b>Dice Age</b> Demo		B
	2	<b>Chicken Cha Cha Cha</b> Event		B
	1	<b>Dweebies</b> Event		B
	6	<b>18xx (open)</b> Tournament		B
	4	<b>In the Year of the Dragon</b> Event		B
	8	<b>War Game Boot Camp</b> Demo		B
	4	<b>Doom - The Board Game</b> Event		B
	4	<b>Highlander t&amp;g Back to Basics Championship</b>		C
	2	<b>Pokemon Workshop</b>		C
	6	<b>Dystopian Wars, Firestorm Armada and Uncharted Seas</b> Spartan Games Event		M
	6	<b>Flames of War</b> Flames of War - Early War Tournament		M
	6	<b>Malifaux</b> Malifaux 30ss Tournament		M

**Sun, May 27**

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	8	<b>Malifaux</b> Malifaux Demos		M
	8	<b>Privateer Press Warmachine/Hordes</b> WM/Hordes Iron Arena		M
	1	<b>Guided Tour</b>		S
	2	<b>Beatles Rock Band</b>		V
11 am	8	<b>War Game Boot Camp Tournament</b> Tournament		B
	2	<b>Battle Cry - Final Round</b> Special *		B
	1	<b>Gaming 101 - Twilight Struggle</b> Event		B
	3	<b>Shogun/Wallenstein</b> Small		B
	4	<b>Wiz War - MEGA Sunday</b> Special *		B
	2	<b>Playtesting with Tom Jolly #2</b> Demo *		B
	2	<b>Glory to Rome</b> Small		B
	3	<b>Game Show Play-Along: Luck of the Draw</b> Event		B
	1	<b>Gulo Gulo</b> Event		B
	2	<b>Axis &amp; Allies Naval Miniatures Demo</b>		C
	1	<b>Dragon Dice Demo #2</b>		C
	4	<b>Magic: The Gathering Extended Constructed Tournament</b>		C
	8	<b>Star Wars Minis "May the Force be with You"</b>		C
	6	<b>VTES Constructed Tournament - "Decapitate"</b>		C
	6	<b>Rusted Heroes</b> Rusted Heroes *		M
	4	<b>Flea Market</b>		S
	1	<b>Guided Tour</b>		S
Noon	2	<b>Blue Moon City</b> Event		B
	5	<b>Twilight Struggle</b> Small		B
	2	<b>Hearts #3</b> Event		B
	4	<b>Abstracts Tournament</b> Event		B
	1	<b>Dr. Shark</b> Event		B
	4	<b>Railways of the World</b> Small		B
	1	<b>Flash Dual</b> Event		B
	1	<b>Gaming 101 - Rex</b> Event		B
	1	<b>Gaming 101 - Talisman</b> Event		B
	2	<b>Long Shot</b> Event		B
	1	<b>Gaming 101 - Stone Age</b> Event		B
	4	<b>Ascension: Chronicle of the Godslayer #2</b>		C
	3	<b>Dragon Dice "Build-Your-own Army" Tournament</b>		C
	0	<b>Cranberry Con</b>		C
	3	<b>Pokemon #2</b>		C
	9	<b>FoG Renaissance</b> 30YW/ECW Theme Tournament		M
	1	<b>PC</b> Diablo 3 Slaughterfest		V
	1	<b>Wii</b> Super Smash Bros. Brawl Adults		V
1 pm	1	<b>Gaming 101 - Arkham Horror</b> Event		B
	1	<b>Ring-O Flamingo</b> Event		B
	1	<b>Gaming 101 - Castles of Burgundy</b> Event		B
	4	<b>Rex: Final Days of an Empire</b> Event		B
	6	<b>Talisman</b> Big		B
	4	<b>Stone Age</b> Big		B
	3	<b>Herodix "Avengers Assemble"</b>		C
	1	<b>Guided Tour</b>		S
2 pm	2	<b>Spades #3 (Partners)</b> Event		B
	4	<b>Arkham Horror</b> Small		B
	1	<b>Quarriors</b> Event		B
	4	<b>Dice Age</b> Event		B
	2	<b>Ingenious Challenges</b> Event		B
	2	<b>Pay Day</b> Event		B
	2	<b>Game Show Play-Along: Wipeout</b> Event		B
	3	<b>Werewolf</b> Event		B
	1	<b>Kayanak</b> Event		B
	5	<b>Castles of Burgundy</b> Small		B
	4	<b>Highlander Tcg Type 1 Championship</b>		C
	4	<b>World of Warcraft TCG #2</b>		C
	4	<b>Legends of the Old West</b> Johnsons vs. Dix		M
	5	<b>Lord of the Rings Strategy Battle Game</b> Haleth's Steading		M
	4	<b>Castle Falkenstein</b> Malifaux the RPG		R

**Sun, May 27**

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	4	<b>D&amp;D 4e</b> D&D Encounters: Web of the Spider Queen (levels 1-3)		R
	4	<b>D&amp;D 4e</b> D&D Lair Assault: Spider Killer (level 9)		R
	4	<b>D&amp;D 5e</b> D&D Next Playtest: Caves of Chaos		R
	4	<b>Danger Patrol</b> The Serpant Cults of Saturn		R
	4	<b>Dungeon World</b> Living Dungeon World		R
	4	<b>GURPS</b> Zombie Massacre - Eaten Alive.		R
	4	<b>GURPS Infinite Worlds</b> Universal Warriors - A very Gotham Halloween		R
	4	<b>GURPS: Gaslamp Adventure!</b> Chapter 2 - "Ascend the Tower"		R
	4	<b>Legend of the Five Rings RPG 4th Edition</b> L5R RPG: Descent Into Darkness *		R
	4	<b>Living Forgotten Realms - D&amp;D 4e</b> ABER3-2 A Dream Frozen in Amber (levels 11-20)		R
	4	<b>Living Forgotten Realms - D&amp;D 4e</b> EAST1-4 Darkness in Delzimmer (levels 1-4)		R
	4	<b>Living Forgotten Realms - D&amp;D 4e</b> LURU1-5 Beyond the Wild Frontier (levels 7-10)		R
	4	<b>Living Forgotten Realms - D&amp;D 4e</b> WATE3-1 Moon Rising (levels 11-20)		R
	4	<b>Mongoose Traveller</b> On Board the Sun Tzu		R
	4	<b>Paranoia XP</b> Destiny		R
	5	<b>Pathfinder Society</b> PFS 3-11 Quest for Perfection Part II: On Hostile Waters (1-5)	110	R
	5	<b>Pathfinder Society</b> PFS 3-20 The Rates of Round Mountain Part 1 (7-11)	110	R
	5	<b>Pathfinder Society</b> PFS Classic Season 0-2	110	R
	5	<b>Pathfinder Society</b> PFS Intro 2: First Steps - Part II: To Delve the Dungeon Deep	110	R
	4	<b>Serenity/Cortex Basic</b> The Canton Job		R
	4	<b>Vampire: The Requiem</b> Vampires in the Mist		R
	4	<b>WhiteWolf Storytelling</b> 8 Hours Until Daylight		R
	1	<b>Xbox 360</b> Halo Reach Duos		V
3 pm	2	<b>Snatch It</b> Event		B
	4	<b>Munchkin - No Holds Barred!!</b> Small		B
	4	<b>Descent - Journeys in the Dark</b> Event		B
	2	<b>Pig Pile</b> Event *		B
	1	<b>Hop Hop Hooray!</b> Event		B
	6	<b>Settlers of Catan - NACC Final</b> Event		B
	1	<b>Gaming 101 - Acquire</b> Event		B
	1	<b>Gaming 101 - Alhambra</b> Event		B
	2	<b>Starship Command</b> Event *		B
	2	<b>Axis &amp; Allies Air Force Miniatures: Angels 20</b>		C
	3	<b>Yugioh! #3</b>		C
4 pm	2	<b>Dream Factory</b> Event		B
	1	<b>Gaming 101 - Power Grid</b> Event		B
	4	<b>Zendo</b> Event		B
	1	<b>Got It #3</b> Event *		B
	1	<b>Fuzzy Tiger</b> Event		B
	1	<b>Gaming 101 - Hansa Teutonica</b> Event		B
	1	<b>Gaming 101 - Thurn &amp; Taxis</b> Event		B
	4	<b>Acquire - David Woolcott Memorial</b> Tournament		B
	2.5	<b>Alhambra</b> Tournament		B
	2	<b>Star Force Terra: Contact</b> Event		B
	1	<b>PC</b> Diablo 3 Slaughterfest		V
	1	<b>Xbox 360</b> SSX		V
5 pm	1	<b>ToC ToC Woodman - Kids</b> Event		B
	2	<b>Abaddon DEMO #1 with Richard Borg</b> Demo		B
	6	<b>Power Grid</b> Big		B
	2	<b>Game Show Play-Along: Wheel of Fortune</b> Event		B
	3	<b>Werewolf</b> Event		B
	4	<b>Hansa Teutonica</b> Small		B
	2	<b>Thurn &amp; Taxis</b> Event		B
	1	<b>Gaming 101 - Navegador</b> Event		B
	2	<b>Lost Cities: The Board Game</b> Small		B
	7	<b>VTES Constructed Tournament - "Left for Dead"</b>		C
6 pm	2.5	<b>Small World Invaded!</b> Small		B
	2	<b>Revolution</b> Sponsored		B
	3	<b>Epic Thunderstone</b> Sponsored *		B
	4	<b>Dice Age</b> Event		B
	1	<b>Gaming 101 - Lords of Vegas</b> Event		B
	4	<b>Empire Builder - Pot Luck</b> Event		B

**Sun, May 27**

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	2	<b>Navegador</b> Event		B
	2	<b>Ingenious</b> Event		B
	2	<b>Pirates: Sink-N-Keep</b>		C
	1	<b>Cthulhu Dice</b> Cthulhu Dice Live		L
	0	<b>Dealer Room Closes</b> Dealer Room Closes		
	1	<b>Xbox 360</b> Street Fighter X Tekken		V
7 pm	3	<b>Dominion - National Qualifier</b> Event		B
	4	<b>Lords of Vegas</b> Small		B
	3	<b>Fantasy Chess Tournament</b> Sponsored		B
	3	<b>Quarriors #2</b>		C
	3	<b>Yugioh! #4</b>		C
	1	<b>Cthulhu Dice</b> Cthulhu Dice Live		L
	4	<b>Call to Arms: Star Fleet</b> Call to Arms: Star Fleet		M
	6	<b>Classic Battletech campaign</b> Enter the Clan! part 3		M
	4	<b>Ashes of Athas — D&amp;D 4e</b> AoA4-1 Tyrion Gambit (levels 5-6)		R
	4	<b>D&amp;D 4e</b> D&D Encounters: Web of the Spider Queen (levels 1-3)		R
	4	<b>D&amp;D 4e</b> D&D Lair Assault: Spider Killer (level 9)		R
	4	<b>D&amp;D 5e</b> D&D Next Playtest: Caves of Chaos		R
	4	<b>Living Forgotten Realms - D&amp;D 4e</b> ABER3-3 A Little Rebellion (levels 11-20)		R
	4	<b>Living Forgotten Realms - D&amp;D 4e</b> CORE2-8 Enemy of My Enemy (levels 14-17)		R
	4	<b>Living Forgotten Realms - D&amp;D 4e</b> CORM1-5 In the Bleak Midwinter (levels 1-4)		R
	4	<b>Living Forgotten Realms - D&amp;D 4e</b> EAST2-1 Ends and Means (levels 4-7)		R
	4	<b>Living Forgotten Realms - D&amp;D 4e</b> LURU2-3 Forgotten Crypts, Hidden Dangers (levels 1-4)		R
	1.5	<b>Feedback Forum</b>	Seminar	S
8 pm	4	<b>Game of Thrones - 2nd Ed</b> Event		B
	2	<b>Game Show Play-Along: Remote Control</b> Event		B
	3	<b>Werewolf</b> Event		B
	1	<b>Gaming 101 - Settlers of America</b> Event		B
	1	<b>Gaming 101 - Caylus</b> Event		B
	4	<b>Magic: The Gathering Mini Master Tournament</b>		C
	4	<b>Call of Cthulhu</b> Tom Cumming Call of Cthulhu		R
	4	<b>Cthulhu</b> The Merida Initiative		R
	4	<b>D&amp;D 1st Ed Blue Box (The Original)</b> Tonight the Dragon Dies!!!		R
	4	<b>Dungeon World</b> Living Dungeon World		R
	4	<b>GURPS</b> Drop Zone 2		R
	4	<b>GURPS</b> Tournament Finals		R
	4	<b>Hero System</b> Avengers Assemble!: The Tunnel		R
	5	<b>Montsegur 1244</b> Montsegur 1244		R
	5	<b>Pathfinder Society</b> PFS 3-04 The Kortos Envoy (7-11)	110	R
	5	<b>Pathfinder Society</b> PFS 3-13 Quest for Perfection - Part III: Defender of Nesting Swallow (1-5)	110	R
	5	<b>Pathfinder Society</b> PFS Classic Season 0-2	110	R
	5	<b>Pathfinder Society</b> PFS Intro 3: First Steps - Part III a Vision of Betrayal	110	R
	4	<b>Sailing for Atlantis</b> Sailing for Atlantis		R
	4	<b>Star Wars D6</b> Dawn of the Grey Knights		R
	1	<b>PC</b> Diablo 3 Slaughterfest		V
	1.75	<b>Xbox 360</b> Call of Duty 4 - FFA		V
	1	<b>Xbox 360</b> Dance Central 2		V
9 pm	1	<b>Gaming 101 - Antike</b> Event		B
	4	<b>Tichu - Finals</b> Big		B
	2	<b>WayWord #2</b> Event *		B
	2.5	<b>Settlers of America</b> Tournament		B
	4	<b>Caylus</b> Tournament		B
	1	<b>Being the GM — Gamemaster Piece Theater</b>	Seminar	S
	3	<b>Rock Band</b>		V
10 pm	3	<b>Antike</b> Event		B
	3	<b>Poker: No Limit Texas Holdem</b> Event		B
	1	<b>Drunkards and Dragons</b> Event		S
	4	<b>Odds'R</b> Event		B
	2	<b>Shadow Hunters</b> Event		B
11 pm	1	<b>Ca\$h 'n Gun\$: Live</b> Event		B
	1	<b>Pow Wow</b> Event		B



**Mon, May 28**

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	1	<b>Buzzzed! The Time's Up Game Show</b> Sponsored		B

\* = Play with the creator

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

M = Miniatures, V = Video Games, R = RPGs, S = Seminars

**Mon, May 28**

Start Time	Duration (hours)	System Title or Type	Room	Dept.
Midnight	6	<b>Werewolf</b> Event		B
	5	<b>Pathfinder Society</b> PFS Classic Season 0-2	110	R
9 am	5	<b>AEG Demo Table</b> Demo *		B
	1	<b>Gaming 101 - Command &amp; Colors Napoleonic</b> Event		B
	4	<b>Dominion - MEGA Monday</b> Special		B
	4	<b>Dice Age Finals</b> Demo		B
	1	<b>Gaming 101 - Glen More</b> Event		B
	5	<b>AEG Demo Table</b> *		C
	4	<b>Ashes of Athas - D&amp;D 4e</b> AoA4-2 The Dragon's Altar (levels 5-6)		R
	4	<b>GURPS</b> Apoc		R
	4	<b>Heroes of Rokugan - Legends of the Five Rings</b> SoB00 New Beginnings		R
	8	<b>Living Divine - D&amp;D 4e</b> INTRO1-10S As He Lay Dying (levels 1-3)		R
	4	<b>Living Forgotten Realms - D&amp;D 4e</b> ABER3-1 The Price of Freedom (levels 11-20)		R
	8	<b>Living Forgotten Realms - D&amp;D 4e</b> CORE2-12 The Sschindylryn Heresy (levels 17-20)		R
	5	<b>AEG Demo Table</b> AEG Demo Table *		R
9:30 am	5	<b>Dealer Room Opens</b> Dealer Room Opens		
10 am	2	<b>Abaddon DEMO #2 with Richard Borg</b> Demo		B
	2	<b>Command &amp; Colors Napoleonic</b> Small		B
	1	<b>Gaming 101 - Saint Petersburg</b> Event		B
	8	<b>The Napoleonic Wars</b> Event	Ball Room	B
	1	<b>Gaming 101 - Attika</b> Event		B
	2	<b>Glen More</b> Event		B
	4	<b>Takenoko</b> Event		B
	3	<b>Battletech</b> Battletech		M
	4	<b>Call to Arms: Star Fleet</b> Call to Arms: Star Fleet		M
11 am	1	<b>Gaming 101 - Web of Power</b> Event		B
	2	<b>Saint Petersburg</b> Small		B
	2	<b>Attika</b> Small		B
	2	<b>Lords of Waterdeep</b> Event		B
	2	<b>Axis &amp; Allies Naval Miniatures Demo</b>		C
	3	<b>Pirates Pocketmodel "Edipse"</b>		C
	2	<b>World of Warcraft TCG Demo</b>		C
	2	<b>Auction</b>	Seminar	S
Noon	2	<b>Web of Power</b> Event		B
1 pm	2	<b>Memoir '44 Overlord Game #2</b> Event *		B
	4	<b>Vegas Showdown</b> Sponsored		B
	4	<b>Dice Age</b> Event		B
	1.5	<b>Gaming 101 - Undermining</b> Event		B
	2	<b>Shadow Hunters</b> Event		B
	1	<b>Cthulhu Dice</b> Cthulhu Dice Live		L
2 pm	1.5	<b>Undermining</b> Event		B
	1	<b>Cthulhu Dice</b> Cthulhu Dice Live		L
	4	<b>Ashes of Athas - D&amp;D 4e</b> AoA4-3 The Lion's Den (levels 5-6)		R
	4	<b>Heroes of Rokugan - Legends of the Five Rings</b> SoB12 Ancestral Dictate		R
	4	<b>Living Forgotten Realms - D&amp;D 4e</b> ABER3-2 A Dream Frozen in Amber (levels 11-20)		R
	4	<b>Living Forgotten Realms - D&amp;D 4e</b> LURU1-5 Beyond the Wild Frontier (levels 7-10)		R
	5	<b>Pathfinder Society/Paizo</b> PFS Classic Season 0-2	110	R
2:30 pm	0	<b>Dealer Room Closes</b> Dealer Room Closes		
3 pm	2	<b>Munchkin Cthulhu</b> Sponsored		B

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# TICKET TO RIDE

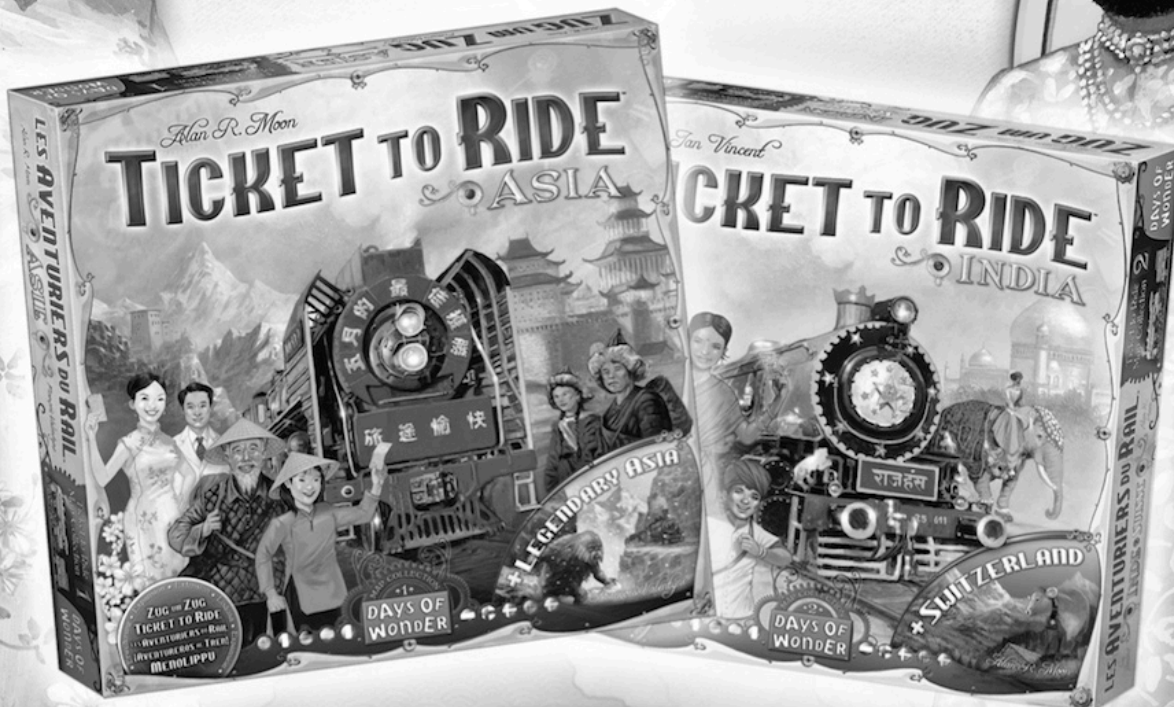
## MAP COLLECTION

### New Train Adventures!

A new series of expansions featuring 2 different maps on a double-sided board.

**Vol. 1 - Ticket to Ride Asia** features *Team Asia*, designed for 4 or 6 players, and the *Legendary Asia* map for 2-5 players where traversing the Himalayan passes will cost you dearly.

**Vol. 2 - Ticket to Ride India** features unique Grand Tour of India bonuses, points awarded for routes with 2 different paths between your Destination cities, plus Ticket to Ride Switzerland, the terrific, long out of print map for 2 and 3 players.  
\*Requires trains and train cards from Ticket to Ride or Ticket to Ride Europe



DAYS OF  
WONDER

## Seminars

### Special Events and Seminars

Seminar Room, Board Room, Gateway Prefunction, 105

#### **Auction** – Mon 11 am

Got gaming stuff you don't want? Sell it here! You never know what treasures you'll find, but we promise it will be unpredictable and entertaining.

**Being the GM – Gamemaster Piece Theater** – Sun 9 pm  
Jameson McDaniel and a myriad of other gaming gurus talk about the most important part of gaming... being the Game Master. We'll give you tips and tricks to being a great Game Master as well as answer questions from live from the audience. We'll cover such things as: \*The GM tool kit \*Flying by the seat of your pants 101 \* and much much more

**Board Game Design: Past, Present and Future** – Sat 2 pm  
Have questions about game design? Come meet Richard Borg, our Guest of Honor. He has designed over 50 games that cover a broad spectrum. Meet with him to discuss game design, ask questions, have him sign your games!

**Buzzed: The Time's Up Game Show** – Sat, Sun 11 pm  
The hit game show from the main stage of iO West comes to Strategicon! Three teams of contestants will play a popular guessing game for prizes, laughs and big fun! Audience challengers may be given a chance to win prizes too!

#### **Comic Book Live** – Sat 7 pm

A live and totally improvised stage adaptation of comic book, graphic novel, cartoon, or anime, created with the help of a special guest, usually from the comic book and cartoon industry! For Gamex the special guest is Richard Borg, designer of such popular games as Battle Cry, Commands & Colors and Liar's Dice.

#### **Commands & Colors Q&A** – Fri 8 pm

Come meet Guest of Honor, Richard Borg! He will answer questions dealing with all the Commands & Colors games: Battle Cry, Memoir '44, BattleLore, Commands & Colors Ancients, Commands & Colors Napoleonic, and the newest Samurai Battles rules! After the seminar, he will sign games, so bring them with you!

#### **Drunkards & Dragons** – Sun 10 pm

A completely improvised comedy show inspired by that most stalwart of RPGs. A cast of veteran players will get together for a show that will leave you not just rolling your D20s, but rolling in the aisles!

### Board Games

Grand Ballroom A-F, California Prefunction, 103

#### **1830/1856/1870** – Sat 7 pm

Any of 1830, 1856 or 1870 may be played. 1830 will be played with the original Avalon Hill rules (without the optional 6 train) unless all players agree on a scenario.

#### **18GL** – Sat 10 am

18xx in the Great Lakes region.

#### **Feedback Forum** – Sun 7 pm

Did you enjoy yourself at Gamex 2012? Do you have suggestions, comments or questions? Let us know how we're doing! We'll even address some rumors that have been flying around. Pizza for all that show up.

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

Need to clear out the closet? Got gaming stuff to sell? Well, here's your chance. There's plenty of buyers just waiting to take that stuff off your hands.

#### **Gamex Stand-up Comedy show** – Sat 6 pm

We had a great turnout for the comedy night at Orcon, so Andres Salazar is bringing even more professional comedians to this show. Come and laugh with us at this free show!

#### **Guided Tour** – Sat, Sun 9 am, 10 am, 11 am, 1pm

Curious about all that the convention has to offer? Join us on a guided tour of the Convention including all of the department headquarters, some of the key events as well as a floor by floor breakdown of what is where. Meets at the registration desk.

#### **Meet and Greet** – Fri 9 pm

Come meet the ownership and staff of Gamex in their natural habitat – the hotel bar! Informal. The host will try not to lose his voice this time.

#### **Movie Night** – Sat 8 pm

After a long day at the con come join us and relax as you, the audience, chooses a movie to relish and enjoy as a gaggle of local comedians lovingly tear it a new one. Hosted by Jameson McDaniel and friends.

#### **Steam Punk Ball** – Fri 8 pm

Come to the Gamex 2012 Make a Wish, Steam Punk Ball! \$10 minimum donation. Costumes very strongly encouraged, all proceeds going to Make-a-Wish Foundation. We are proud to host a special performance of Dr. Who Live at 10pm.

#### **Wiz War: In Depth** – Fri 10 pm

Join special guest, Tom Jolly and Eric Burgess, the host of the award-winning podcast, Boardgame Babylon, as they discuss Wiz War! Have questions? Want to have your copy signed by its designer? Come by and join them for an awesome evening.

#### **18xx (open)** – Sun 10 am

Any published 18xx game can be played. Games under development (e.g. 1843) may be considered as well. If 1835 is played, an auction variant will be used for the start packet.

## Board Games

### **18xx (short)** – Fri 7 pm

Any 18xx game taking four hours or less can played. Options include 1825, 18EU, 18Scan, 1846 and Steam Over Holland.

### **7 Wonders - MEGA Friday** – Fri 5 pm

Lasts three ages. In each age, players receive seven cards from a particular deck, choose one of those cards, then pass the remainder to an adjacent player, as in Fairy Tale or a Magic: the Gathering booster draft. Players reveal their cards simultaneously, paying resources if needed or collecting resources or interacting with other players in various ways.

### **A La Carte** – Fri 3 pm

Let's get cookin'! Make the wacky recipes, and season them right, or they might end up in the trash!

### **Abaddon Demo** – Sun 5 pm, Mon 10 am

Come learn the great new Mech Warfare board game from Guest of Honor Richard Borg. Following his classic Commands and Colors game system, Abaddon brings Borg's trademark quick combat game to the world of giant war robots! Demo session for 2-4 players.

### **Abstracts Tournament** – Sun Noon

No luck, no theme, no memory, no kingmaking, no dexterity. Just mind against mind across the tabletop. A variety of short 2-player perfect information games will be provided. Each round players will randomly be assigned an opponent, and the game they'll be playing. All games will be taught.

### **Acquire - David Woolcott Memorial** – Sun 4 pm

Each player strategically invests in businesses, trying to retain a majority of stock. As the businesses grow with tile placements, they also start merging, giving the majority stockholders of the acquired business sizable bonuses, which can then be used to reinvest into other chains. All of the investors in the acquired company can then cash in their stocks for current value or trade them 2-for-1 for shares of the newer, larger business. The game is a race to acquire the greatest wealth.

### **Advanced Civilization** – Sat 9 am

Avalon Hill version. Trade rounds will be timed to speed up the game.

### **AEG Demo Table** – Fri Noon, Sat, Sun, Mon 9 am

Alderac Entertainment Group will be demoing all of their games in the Boardgame area. All games are available to demo on a on-demand basis, so come and try out a new AEG Game! Runs until 5 pm or the con ends.

### **Age of Empires III** – Fri 8 pm

Revisit the age of exploration & discovery. Take on the role of a colonial power seeking fame, glory, and riches in the New World. As you proceed through three ages, you launch expeditions of discovery, colonize regions, expand your merchant fleet, build capitol buildings that give your nation distinct advantages, develop your economy and declare war if necessary. Builder's Expansion will be used.

### **Agricola** – Sat 4 pm

In Agricola, you're a farmer in a wooden shack with your spouse and little else. On a turn, you get to take only two actions, from all the possibilities you'll find on a farm: collecting clay, wood, or stone building fences and so on. You might have kids in order to get more work accomplished, but first you need to expand your house. And what are you going to feed all the little rugrats?

### **Alhambra** – Sun 4 pm

Players acquire buildings to be placed within their Alhambra complex. On a player's turn, a player may take money from the open money market, purchase a building from the building market, or engage in construction and re-construction projects with buildings that have been placed in the player's reserve. The game rewards efficiency, as when a player purchases a building from the market for the exact amount of money, the player may take another turn.

### **Alien Frontiers** – Sat 1 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! It won't be easy because the others will be doing the same.

### **Aloha: The Spirit of Hawaii** – Sat 4 pm

Aloha: The Spirit of Hawaii is the game of area control that spans the history of Hawaii from Captain Cook to statehood. Come play the new game currently on Kickstarter with its creator Norv Brooks! Deluxe version will be used. Rules will be taught.

### **Ancient Kings** – Sat 10 am

Historical Wizard Kings! Battle with Romans, Greeks, Japanese, and other ancient empires. Come learn the unique block-game system. Can fight with historical or mythological armies, or mix and match. 2 or more can play a single game. Rules taught.

### **Angry Birds** – Sat 2 pm

A card game version of the most popular mobile game in the world, Angry Birds!

### **Antike** – Sun 10 pm

Antike is a challenging strategy game about evolution and competition among ancient civilizations. Ancient nations create cities, build temples, sail the seas, and discover new principles of science and technology. Their legions and galleys open new settlements and defend their people against attacks from their enemies.

### **Apples to Apples** – Sat Midnight

Were you killed in the middle of a game of Werewolf and waiting for a new one to start? Are you just too hopped up on caffeine and/or alcohol to really sleep? Or are you just really up for a great party game that can go downhill quick? Join us as we play a casual game of comparisons, influence the judge to win points. First to the target number wins.

## Board Games

### **Arkham Horror** – Sun 2 pm

A handful of intrepid Investigator must work together to prevent an Ancient Evil being of tremendous power and its minions from breaking through Dimensional Gates devouring the sleepy hamlet of Arkham and all of mankind! Although the party will live or die as a team, an individual scoring system will rank all player of a victorious team. The color and feel of a role playing game neatly contained within a manageable board game. Great Fun!

### **Around the World in 80 Days** – Sat 11 am

Following in Jules Verne's footsteps, players attempt to travel around the world in 80 days on a map with Victorian-era decorations.

### **Attika** – Mon 11 am

Each tile represents a building or development in your growing city-state. Players can choose to build when possible or wait to create more efficient building chains. There are also two paths to victory: either connect two temples or be the first to build-out your city state.

### **Axis & Allies** – Sat 9 am

Although any version of Axis & Allies may be played by mutual agreement of both teams, the default games are now the 1940 versions, Europe 1940 and Pacific 1940. New players are always welcome, and we can team you up with an experienced player if you wish.

### **Bang!** – Sat 11 am

Exciting and fast paced card game of a Wild West shootout. Think O.K. Corral meets High Noon. It's the town Sheriff and deputies against a band of Outlaws and a mysterious Renegade. Easy to learn and play.

### **Battle Cry - Qualifying Round** – Sat 4 pm

### **Battle Cry - Final Round** – Sun 11 am

Play this Civil War card-driven wargame with its creator, Guest of Honor, Richard Borg. He will simultaneously play three experienced players, head-to-head. Play in the qualifying round on Saturday at 2 PM! Top three will play in this final round.

### **Battlestar Galactica** – Sat 6 pm, Sun 10 am

The Pegasus expansion and the Cylon Fleet Option from the Exodus expansion will be used. Players should be familiar with the basic game. New players should join our 6 pm game on Sat.

### **Battlestations** – Sat 4 pm

Come play in the board game/RPG of heroic starship adventure where you get to crew a starship on amazing adventures. Game designer Jeff Siadek will run the game. Prizes provided.

### **Bezzewizzer** – Sat 4 pm

With 20 different categories, you never know what's going to pop up. Answer, Swap, and Steal to be the ultimate Bezzewinner!

### **Blokus** – Sat 10 am

An abstract strategy game with transparent, Tetris-like pieces that players are trying to play onto the board. Pieces can only be placed so they are touching at least one corner of your pieces already on the board. The winner is the one with the fewest pieces (by size) when the board is full.

### **Blue Moon City** – Sun Noon

The object of the game is to use cards featuring the races of Blue Moon to help rebuild the city. Whenever a building is completely rebuilt, any players who helped get crystals and dragon scales, which can be traded in for crystals at certain times. The player who first manages to add the required number of markers by paying crystals to the Obelisk wins the game.

### **Buzzzed! The Time's Up Game Show** – Sat, Sun 11 pm

The hit game show from the main stage of iO West comes to Strategicon! Three teams of contestants will play a popular guessing game on for prizes, laughs and big fun! Audience members may be randomly chosen to win prizes too!

### **Ca\$h 'n Gun\$: Live** – Fri, Sat, Sun 11 pm

In an abandoned warehouse a gangster band is splitting its loot, but they can't get an agreement 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!

### **Carcassonne** – Fri 3 pm

The classic tile-placement game! Build out the city of Carcassonne with tiles that might feature a city, a road, a cloister, grassland or some combination thereof. Score points by placing your followers on the tiles you play.

### **Careers** – Fri 1 pm

Careers is a game where the players set their own victory conditions. A player may choose to pursue Fame, Happiness, Money, or a combination of all three. The limitation being that the total number of "points" earned in the 3 categories must total 60.

### **Cartagena** – Fri 1 pm

Cartagena is themed to a famous 1672 pirate-led jailbreak. Escape with all six of your pirates by playing cards and moving ahead to the matching card symbol in the tunnel, leapfrogging over those where another pirate already stands. More cards can be gained by moving backwards.

### **Castles of Burgundy** – Sun 2 pm

Build out your 15th century estate! Over the course of five rounds, collect the most points by trading, livestock farming, city building and scientific research to win!

### **Caylus** – Sun 9 pm

Caylus begins as a humble village but players place their workers and craftsmen on various spaces to build it up. By building the King's castle and developing the city around it, players earn prestige and gain the King's favor. When the castle is finished, the player who has earned the most prestige wins the game.

### **Chicken Cha Cha Cha** – Sun 10 am

Elimination tournament (if we get more than four players).

## Board Games

### **Citadels** – Fri 2 pm

To win, players must build eight districts and while selecting a different role each turn. Each role has a special ability and the usefulness of each depends upon your situation and that of your opponents. Some help you build, others let you attack other players or gain more gold.

### **Comic Book Live!** – Sat 7 pm

See Seminars and Special Events.

### **Command & Colors Napoleonic** – Mon 10 am

Play Guest of Honor, Richard Borg's, Napoleonic game using his same award winning card system as found in Command & Colors Ancients, Memoir 44, and Battle Cry. Can you best Wellington's famed Rifles and Guards Infantry with artillery and cavalry? It's infantry line vs. column and cavalry charge vs infantry square! Detailed, authentic and a challenge for both sides.

### **Countdown** – Sat 3 pm

The board game edition of the popular British game show makes its way on American shores! Solve a series letter & number puzzles to earn points and become Countdown Champion!

### **Cutthroat Caverns** – Sat 10 pm

"Without teamwork, you will never survive. Without betrayal, you'll never win."

### **Cyrano - Games for Poets III** – Sat 4 pm

Each round the game provides a theme and two rhymes in this 2010 Asmodee release. Players compose 4-line poems using them, which are rated for originality and beauty. Originality will help you climb the trellis to Roxanne, and Roxanne will come down the steps for beauty. First to meet Roxanne wins.

### **Descent - Journeys in the Dark** – Sat 2 pm, Sun 3 pm

Gateway 2011 Guest of Honor Kevin Wilson's great dungeon crawl game. Players attempt to conquer the dungeon. Based on their character, players will have a large variety of weapons, armor, and spells at their disposal.

### **Dice Age** – Sat 9 pm, Sun 10 am, 2 pm, 6 pm, Mon 1 pm

Initiation to Dice Age, the revolution in playing dice.

### **Dice Age Finals** – Mon 9 am

Our Monday Morning Finals!

### **Dixit - Games for Poets I** – Sat Noon

The 2010 Spiel des Jahres winner with the Dixit II and Odyssey expansions. It's Apples to Apples with great art.

### **Dog** – Sat 2 pm

A partnership variant of the classic game Parcheesi that uses cards instead of dice. The cards allow for advance planning and also include special abilities. Since this is a new tournament, we will randomize the partners at the start of the tournament.

### **Dominion** – Fri 6 pm

Elimination tournament. Players at each table will decide which scenarios and decks to use. New players will be asked to learn the game ahead of time.

### **Dominion - MEGA Monday** – Mon 9 am

Players start with a small, identical deck of cards they use to buy other from a selection on the table. Through their choices of what to buy and how they play their hands as they draw them, the players construct their deck on the fly, striving for the most efficient path to the precious victory points by game end.

### **Dominion - National Qualifier** – Sun 7 pm

This tournament will be a National Qualifier Tournament. The first prize is a trip to a Regional Dominion Tournament being held in Chicago. An extra \$10 entry fee will be required in order to participate

### **Doom - The Board Game** – Sun 10 am

Demonic invaders have broken through from another dimension into the Union Aerospace Corporation's Mars base. Marines are tasked to protect UAC personnel and destroy the invaders. Up to three players will take the roles of heavily armed and highly trained marines, while one player will control the legion of demonic invaders.

### **Down in Flames WWII Aces High** – Fri Noon

Flyers Challenge Rules. Players pilot one or more WWII fighter aircraft in a swirling non stop 8 aircraft aerial combat including aircraft from USAAF, USN, RAF, Soviet vs Luftwaffe, JAAF and JNF. Victory goes to individual pilot with best overall kill record. Fast paced, easy to learn, and easy to play but a challenge to win!

### **Dr. Shark** – Sun Noon

A mysterious leader of a criminal organization is organizing a cocktail party on his private island. You are a secret agent and have just received an encrypted text message: "Cocktail party organized by Dr. Shark - Important evidence probably hidden in pool - Attend party and recover evidence - Beware sharks!"

### **Drakon** – Sat 4 pm

You are trapped in the dark magical vaults of an evil, old dragon and only one of your party will survive. Collect as much gold as you can carry and be the first to escape the magical vaults. Otherwise, you are dinner.

### **Dream Factory** – Sun 4 pm

Reiner Knizia's auction game about producing movies. Players bid on directors, actors, camera, effects, music, guest stars and agents to complete movies. The better the movie, the more points it scores.

### **Dungeon Lords** – Sat 8 pm

EXPERIENCED PLAYERS ONLY PLEASE In Dungeon Lords, you are an evil dungeon lord who is trying to build the best dungeon out there. You hire monsters, build rooms, buy traps and the other usual stuff.

### **Dweebies** – Sun 10 am

Meet the Dweebies! Collect Dweebies by matching cards on both ends of any row. Seems simple at first... but Dweebies can be tricky, and some will disappear before they've met their match! Collect the most cards and consider yourself the Dweebie-in-Chief!

### **Empire Builder** – Fri 8 pm

Players build track to connect major cities and deliver commodities.

## Board Games

### **Empire Builder - Pot Luck** – Sun 6 pm

Players build track to connect major cities and deliver commodities. Other Empire Builder boards may be used if players agree.

### **Endeavor** – Sat 2 pm

Become a European empire and colonize the world. Balance between industry, culture, finance, and politics as you try to take over the world.

### **Epic Spell Wars of the Battle Wizards: Duel at Mt Skullzfire** – Fri 4 pm

A humorous card game depicting a vicious, over-the-top battle between comically illustrated wizards. The game focuses primarily on creating three-part spell combos to blast your foes into the afterlife. Some cards allow players to stay in the game even after their wizards have been defeated.

### **Epic Thunderstone** – Sun 6 pm

A world of magic and fantasy teeters on the verge of destruction. Brave adventurers have been recruited to collect the fabled thunderstones and prevent the end of all things. This game will use cards from the first six Thunderstone games on an epic adventure to the Heart of Doom. AEG will provide a unique prize for the winner. Experienced player only, please.

### **Euchre** – Sat 10 am

A trick-taking card game most commonly played with four people in two partnerships with a deck of 24 standard playing cards.

### **Euphrat & Tigris** – Fri 10 pm

Prolific game designer Reiner Knizia's highest rated title. 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.

### **Fantasy Chess Demonstrations** – Fri 8 pm

Learn how to play this chess variant. Traditional chess with a layer of wargaming added. Don't just take that square - FIGHT FOR IT!

### **Fantasy Chess Tournament** – Sun 7 pm

Tournament play of Fantasy Chess. Three rounds of 1 hour, each winner gets to declare his surviving troops veteran and they go up a rank into the next game. First place gets a Full Fantasy Chess Game.

### **Finca** – Fri 7 pm

Players try to crop and deliver the fruits of Mallorca by moving workers on a traditional windmill. Object of the game is to distribute your crop as effectively as possible in order to deliver faster than your opponents..

### **FITS** – Fri 1 pm

FITS (Fill In The Spaces) is essentially a multi-player Tetris. Each player has an inclined board on which they place different polyominoes, with three, four, or five squares. Scoring is based on quantity and configuration of squares left uncovered.

### **Five Crowns** – Fri 1 pm

If you're a fan of Gin Rummy, but always wished for a bigger deck (and a fifth suit), you're in luck! Five Crowns features a double-sized deck and a fifth suit to help you play all your cards!

### **Flash Dual** – Sun Noon

A simple, fast card game that simulates a duel between two Fantasy Strike characters. There are 10 characters to choose from, each with different abilities. Landing just one hit wins a round, and a game is best three out of five rounds. Games take only a few minutes to play.

### **Flash Point: Fire Rescue** – Fri 2 pm

Suit up and brave the flames in this great cooperative game. The theme is fire-fighting and rescue. Fans of co-op games are saying it's better than Pandemic! If you've never tried a co-op, or if you like fast, tense, family games, don't miss Flash Point.

### **Fluxx** – Sat Noon

A card game in which the cards themselves determine the current rules of the game.

### **Formula D** – Fri 9 pm

The excitement of illegal racing in the streets of big cities - anything goes: custom cars, nitro acceleration, drifting in the curves, dirty tricks.

### **Fortress America** – Fri 7 pm

Indulge your 1980s Cold War nostalgia with this Milton Bradley Gamemaster Series classic, wherein three Communist invaders stage a full-scale invasion of the USA!

### **Fortune and Glory** – Fri 1 pm

Ready for adventure? Put on your fedora, load up a Tommy gun and get set for the ultimate 1930's treasure hunt! A team of pulp heroes are pitted against an evil organization in a race to collect valuable artifacts in Flying Frog Productions' new action game.

### **Frag Gold** – Fri Noon, 3 pm, 6 pm

Game starts. Enemy in sight! Frag him! Grab his stuff! Run! Get a bigger gun! Grab some armor! There he is again! Frag him! Whoa, there's another one. Run! You're hit! You're down. Respawn! Grab a weapon! Start again!

### **Fuzzy Tiger** – Sun 4 pm

A group of competitive monkeys tries to find a leader and arranges a dangerous competition: the one who can pluck out the most whiskers from the faces of sleeping tigers will be their new leader!

### **Game of Thrones - 2nd Ed** – Fri 6pm, Sun 8 pm

Three to six players represent the great Houses of the Seven Kingdoms of Westeros as they vie for control of the Iron Throne through diplomacy and warfare. Will you take power through force, negotiate your way onto the throne, or rally the townsfolk to your side?

### **Game Show Play-Along: Blockbusters** – Sat 2 pm

The 1980s NBC hit, "Blockbusters", returns to Gamex with all new questions! Pick a letter from a field of 20 hexagons, and answer a question. The answer starts with the letter you picked. Get it right, you claim the hex. Make your way across (or down) the board, connecting color to color, and you win!

## Board Games

### **Game Show Play-Along: Catch 21** – Fri 2 pm

Trivia and Blackjack combine for fun with the GSN hit, "Catch 21." Answer trivia questions to earn cards into your hand. Closest to 21 wins. "Catch 21" exactly, and there may be a special prize!

### **Game Show Play-Along: Jeopardy!** – Sat 5 pm

THIS...IS...JEOPARDY! Making its grand debut at Strategicon, everyone's favorite game of Answers & Questions.

### **Game Show Play-Along: Luck of the Draw** – Sun 11 am

Ineligible Productions returns with their fast-paces, always exciting show, "Luck of the Draw." Two teams of two work together to put lists of items in order, then place playing cards on their board from low to high. The winner goes to the Bonus Round for \$25,000! Note: No actual prizes awarded.

### **Game Show Play-Along: Press Your Luck** – Fri 8 pm

BIG BUCKS! NO WHAMMIES! STOP by to check out our Friday Night headliner game, "Press Your Luck." Answer trivia questions to earn spins on the Big Board, and use those spins to rack up big bucks and big prizes...but try to avoid the Whammy, or our "Whammy Theatre" Players will act out your loss!

### **Game Show Play-Along: Remote Control** – Sun 8 pm

We're going back to the basement! "Remote Control" makes its grand return to Strategicon, and the whole room of crazies is back! TV and Pop Culture trivia, in an irreverent fashion! The 1980's MTV cult hit comes alive once again! NOTE: This show is for ADULTS ONLY! No one under 18 can be admitted!

### **Game Show Play-Along: Starcade** – Fri 5 pm

Think you're good at old school arcade games? Well, it's time to put your joystick skills to the test with the 80s cult hit, "Starcade." Players will compete by answering trivia questions about their favorite games, then challenging each other to an arcade time trial. Only High Scores succeed here!

### **Game Show Play-Along: The \$25,000\* Pyramid: Dick Clark Memorial Tournament** – Sat 8 pm

The classic word game of giving and receiving, "The \$25,000 Pyramid" is back at Gamex! Players will team up with our "celebrity" partners to guess words or phrases from a series of clues. The better team advances to the "Winner's Circle" for a spot in our tournament!

### **Game Show Play-Along: What's The Score?** – Sat 11 am

Ineligible Productions presents their newest original show, "What's The Score?" Three players locked in a battle of trivia wits, selecting categories and answering questions for points. The catch? No one can see how many points they're playing for...or their own score!

### **Game Show Play-Along: Wheel of Fortune** – Sun 5 pm

Spin the Wheel, buy a vowel, and solve the puzzle to win! "Wheel of Fortune" returns to the Game Show PlayAlong line-up for everyone's enjoyment!

### **Game Show Play-Along: Wipeout** – Sun 2 pm

Based on the 1980s syndicated quiz show. Players earn money by finding right answers and avoiding the "WIPEOUTS".

### **Game Show Theatre** – Sat 2 pm

In conjunction with Ineligible Productions, watch some of your favorite classic game shows, some of which will be played at this year's Gamex 2012. Some of which even turned into popular board games!

### **Games Man was Not Meant To Play** – Fri Noon

Chez Cthulhu, Cthulhu Dice, Munchkin Cthulhu, The Stars Are Right, Munchkin Zombies, Gimme the Brain, Zombie Dice

### **Gaming 101 - 18xx** – Fri 6 pm

### **Gaming 101 - 7 Wonders** – Fri 4 pm

### **Gaming 101 - Acquire** – Sun 3 pm

### **Gaming 101 - Age of Empires III** – Fri 7 pm

### **Gaming 101 - Agricola** – Sat 3 pm

### **Gaming 101 - Alhambra** – Sun 3 pm

### **Gaming 101 - Alien Frontiers** – Sat Noon

### **Gaming 101 - Antike** – Sun 9 pm

### **Gaming 101 - Arkham Horror** – Sun 1 pm

### **Gaming 101 - Around the World in 80 Days** – Sat 10 am

### **Gaming 101 - Attika** – Mon 10 am

### **Gaming 101 - Battlestar Galactica** – Sat 5 pm

### **Gaming 101 - Castles of Burgundy** – Sun 1 pm

### **Gaming 101 - Caylus** – Sun 8 pm

### **Gaming 101 - Command & Colors Napoleonic** – Mon 9 am

### **Gaming 101 - Descent** – Sat 1 pm

### **Gaming 101 - Dog** – Sat 1 pm

### **Gaming 101 - Dominion** – Fri 5 pm

### **Gaming 101 - Doom** – Sun 9 am

### **Gaming 101 - Dungeon Lords** – Sat 7 pm

### **Gaming 101 - Empire Builder** – Fri 7 pm

### **Gaming 101 - Endeavor** – Sat 1 pm

### **Gaming 101 - Euphrat and Tigris** – Fri 9 pm

### **Gaming 101 - Flash Point: Fire Rescue** – Fri 1 pm

### **Gaming 101 - Game of Thrones** – Fri 5 pm

### **Gaming 101 - Glen More** – Mon 9 am

### **Gaming 101 - Glory to Rome** – Sun 10 am

### **Gaming 101 - Hansa Teutonica** – Sun 4 pm

### **Gaming 101 - In the Year of the Dragon** – Sun 9 am

### **Gaming 101 - Kingdom Builder** – Sat 5 pm

### **Gaming 101 - Kingsburg** – Sat 6 pm

### **Gaming 101 - Last Will** – Fri 7 pm

### **Gaming 101 - Letters from Whitechapel** – Sat 11 am

### **Gaming 101 - Lords of Vegas** – Sun 6 pm

### **Gaming 101 - Lords of Waterdeep** – Fri 6 pm

### **Gaming 101 - Lost Cities** – Sat 9 am

### **Gaming 101 - Merchant of Venus** – Sat 10 pm

### **Gaming 101 - Navegador** – Sun 5 pm

### **Gaming 101 - Nexus Ops** – Sat 11 pm

### **Gaming 101 - Omaha Hi/Low Split Demo** – Fri 7 pm

### **Gaming 101 - Pandemic** – Sat 1 pm

### **Gaming 101 - Power Grid** – Sun 4 pm

### **Gaming 101 - Power Grid The First Sparks** – Fri 9 pm

### **Gaming 101 - Puerto Rico** – Sat 7 pm

### **Gaming 101 - Quarriors** – Sat 6 pm

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



## Board Games

**Gaming 101 - Race for the Galaxy** – Sat 1 pm

**Gaming 101 - Railroad Tycoon** – Sat 4 pm

**Gaming 101 - Rattus** – Sat 3 pm

**Gaming 101 - Rex** – Sun Noon

**Gaming 101 - Runewars** – Sat 6 pm

**Gaming 101 - Saint Petersburg** – Mon 10 am

**Gaming 101 - Settlers of America** – Sun 8 pm

**Gaming 101 - Settlers of Catan** – Fri 6 pm

**Gaming 101 - Shogun/Wallenstein** – Sun 10 am

**Gaming 101 - Sid Meier's Civilization** – Fri 6 pm

**Gaming 101 - Smallworld** – Sat 11 am

**Gaming 101 - Stone Age** – Sun Noon

**Gaming 101 - Talisman** – Sun Noon

**Gaming 101 - The Adventurers** – Sat 4 pm

**Gaming 101 - Thurn & Taxis** – Sun 4 pm

**Gaming 101 - Titan** – Sat 10 am

**Gaming 101 - Tobago** – Sat 6 pm

**Gaming 101 - Tribune: Primus Inter Pares** – Sat 1 pm

**Gaming 101 - Troyes** – Sat 11 am

**Gaming 101 - Twilight Imperium** – Sat Noon

**Gaming 101 - Twilight Struggle** – Sun 11 am

**Gaming 101 - Undermining** – Mon 1 pm

**Gaming 101 - Web of Power** – Mon 11 am

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

**Genji - Games for Poets II** – Sat 2 pm

Become the greatest lover in Japan. Visit princesses to woo them with the best poetry. But no poem is perfect! How a poem rates depends on the season, the current court fashion and the tastes of the princess to whom you offer it. Steal the heart of another's princess. Or just steal his material. All's fair...

**Glen More** – Mon 10 am

Lead a 17th Century Scottish clan looking to expand its territory and wealth. The success of your clan depends on your ability correctly time establishing new pastures for your livestock, growing grain to make whisky, selling your goods at market or investing in special places such as lochs and castles.

**Glory to Rome** – Sun 11 am

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.

**Got It** – Fri 3 pm, Sat 11 am, Sun 4 pm

Come play a speed, math game with its designer, special guest, Tom Jolly!

**Guillotine** – Sat 5 pm

It's the French Revolution and dozens of French nobles and royalty are in line to be beheaded. Players are rival executioners manipulating the order of the line so that you behead the most prestigious subjects.

**Gulo Gulo** – Sun 11 am

In this fun dexterity game for families, each player is a Gulo, or wolverine, trying to rescue a baby Gulo who got caught by a vulture. To do so, you move along a patch by carefully selecting eggs from a vulture's nest without tripping the 'egg alarm'.

**Hacker** – Sat 11 am

Players use in-dials to break into systems. Upgrade your hacking tools, deal with other hackers for access. Avoid ICE and law enforcement raids to gain the greatest number of root access sites and win.

**Hansa Teutonica** – Sun 5 pm

The players get victory points for building a network of offices, controlling cities, collecting bonus markers or for other traders using the cities they control. Players make tough decisions between upgrades and office expansion, often by getting in the way of others.

**Hearts #1** – Fri 5 pm

**Hearts #3** – Sun Noon

Hearts is an "evasion-type" trick-taking playing card game for four players. This variation of the game will have the player left of the dealer leads, blood allowed on the first trick.

**Hearts #2** – Sat 7 pm

Hearts is an "evasion-type" trick-taking playing card game for four players. This variation of the game will have deuce of clubs lead, no blood on the first trick.

**High Society** – Fri 7 pm

Outbid your opponents to get luxuries, but avoid getting stuck with the calamities. Don't bid too much however, because whoever ends the game with the least money is eliminated before the winner is determined. Very quick and easy card game.

**Hive** – Sat 6 pm

Mind against mind in this beautiful abstract where the play of the game defines the board.

**Hop Hop Hooray!** – Sun 3 pm

Jump contest at the frog lake! Can you jump far enough to reach the lake? But you only get points if you can place three frogs in a row.

**Hunting Party** – Sat 3 pm

Brave the dangers of safari in darkest Africa to collect trophies and accomplish your secret goal. Designer Jeff Siadek will host the game and prizes will be given out.

**In the Year of the Dragon** – Sun 10 am

Players are Chinese rulers around the year 1000. The game plays out in twelve rounds fraught with disease, drought and attacks from the Mongols. Careful planning is the key to surviving "the year of the dragon," but survival alone may not win you the game.

**Ingenious** – Sun 6 pm

Reiner Knizia's classic abstract game, the goal of which is to obtain points in the different symbol colors by placing a piece so that the symbols on it lie in a line with already placed pieces with the same symbol. At the end of the game, whoever has the most points in their least-scored color is the winner.

## Board Games

### **Ingenious Challenges** – Sun 2 pm

Put your friends to the test with these three unique games! Outthink in the Card Challenge. Prepare of unexpected fate twists in the Dice Challenge. Risk everything you've earned in the Tile Challenge. These games may look simple, but you'll soon find they are simply... **INGENIOUS!**

### **Innovation** – Sat Noon

A civilization building game where card represent various technologies, ideas, and cultural advancements. Each of these cards has a unique power which will allow further advancement, point scoring, or even attacking other civilizations. Be careful though, as other civilizations may be able to benefit from your ideas as well!

### **Jamaica** – Fri 4 pm

A fun pirate racing game for that plays well with families. Arrr!

### **Julius Caesar** – Sat 1 pm

Brings the drama of the Roman Civil War (49-45 BC) to life. Players take control of the legions of Caesar or Pompey and fight to determine the future of Rome: republic or empire. This is a two-player game. Come learn the unique block-game system.

### **Kayanak** – Sun 2 pm

Players are ice fishing Inuits. Players punch holes through the "ice" (a sheet of paper) and try to catch fish, represented by steel balls of various sizes. Big fish are worth more than small, and the fisher with the most points at the end of the game wins.

### **Kingdom Builder - MEGA Saturday** – Sat 6 pm

Have you played the hot new game from Dominion's designer that was just nominated for the Spiel Des Jahres? Kingdom Builder is a great gateway game where two to four players vie to build the best kingdom based on the current victory conditions.

### **Kingsburg** – Sat 6 pm

This dice-based game gives players a chance to collect, build and fight wars for Kingsburg.

### **Last Chance** – Fri 2 pm

Make your wager and put your luck to the test as you try to roll different dice combinations. Be careful though fail on your "Last Chance" and you're out!

### **Last Will** – Fri 8 pm

Your rich uncle has died. In his last will and testament, he bequeathed the bulk of his estate to the person who can spend the most money in the least amount of time. Now it's a race to spend everything you have in Victorian London before someone else does.

### **Letters from Whitechapel** – Sat Noon

A crime and investigation game centered on the crimes and pursuit of Jack the Ripper. One player controls Jack, and others are detectives who try to track him down. It utilizes "very intense" artwork and graphics so ages 14 and up suggested for this roughly two-hour game.

### **Liar's Dice** – Sat 9 pm

Designed by Guest of Honor Richard Borg, Liar's Dice is a game where each player is given five dice and a cup to roll and hide them with. Players make successively higher declarations regarding the results of all the dice remaining in the game. Someone can always contest the bid. When that happens, all the dice are revealed and either the bidder or the caller loses dice, depending on who was correct. The last player with dice wins!

### **Lifeboat** – Sat 10 pm

The card game of survival at sea with your secret love, secret hate and a boatload of unsavory characters. This is the game with the funny hats that has everybody laughing. Hosted by Game Designer Jeff Siadek. Prizes will be given out.

### **Lighthouses** – Sat 10 am

A two-player card-matching game. Score points for playing matching coast/location cards and score Bonus points claiming Coast/Lighthouse combinations. Most points when the end card comes up wins.

### **Long Shot** – Sun Noon

In this exciting, family-friendly horse racing board game, up to 8 players bet, buy horses, and strategize as the race unfolds.

### **Lords of Vegas** – Sun 7 pm

Las Vegas 1950. Erect a forest of casinos and sell the tourists absolutely nothing. Earn money and prestige by building the biggest and most profitable casinos on "The Strip."

### **Lords of Waterdeep** – Fri 2 pm, 4 pm, 7 pm, Mon 11 am

In this game, the players are powerful lords vying for control of the great city of Waterdeep. Its treasures and resources are ripe for the taking, and that which cannot be gained through trickery and negotiation must be taken by force!

### **Lost Cities** – Sat 10 am

Elimination tournament. Experienced players only.

### **Lost Cities: The Board Game** – Sun 5 pm

Embark on adventure and explore five Lost Cities with a set of explorers to discover lost artifacts and discover these lost civilizations. Games played will be done over the course of 3 rounds, highest score wins.

### **March Madness** – Sat 8 pm

Play college basketball games with the use of cards. Games play in 30 min

### **Martian Rails** – Sat 2 pm

Martian Rails is a railroad building game (Empire Builder) set on a fictional planet Mars. The game allows a world of canals and noble savages, a cold high altitude desert globe, terraforming, nanotech cyberpunk and everything in between from 100+ years of science fiction stories set on Mars.

### **Matzakoman** – Fri Noon, 1 pm, 2 pm, 3 pm, 4 pm

Spin Dreiels instead of rolling dice in this fun resource-collecting, matzah-making, slave-freeing, Plague-fighting game. Each spin moves players around the board (forwards & backwards) as well as earns resource cards. **PRIZES!**

## Board Games

**Memoir '44 Overlord Game** – Sat 10 am, Mon 1 pm  
With Guest of Honor Richard Borg, this supplement of Memoir '44 offers experienced players the unique opportunity to replay historical WWII battles on a grand scale, with up to 4 players a side. Players can experience the frustrations associated w/being part of a military-style WWII chain of command and, at the same time, enjoy the challenges of coordination and cooperation needed to gain victory.

**Merchant of Venus** – Sat 11 pm  
The classic Avalon Hill space trading game. Players explore the board discovering alien cultures and building trade routes. Preliminary round will be to \$2000, with a final round to \$3000. If there are six players, they can choose to have a single round to \$3000 or two 3-player preliminaries.

**Merchants & Marauders** – Sat 11 am  
A game of seeking your fortune through trade, rumor hunting, missions, and plundering. Will you be a merchant or a pirate?

**Midnight Nightfall** – Sun Midnight  
In humanity's darkest hour, battle for ultimate control. Take control of the creatures of the night in a large-scale variant of the deck building game, Nightfall. Normal player limits are out the window as we will be packing as many people into one game as can fit at table. All released expansions will be in the mix. AEG will provide a unique prize for the winner. Experienced players only.

**Mille Bornes** – Sat 5 pm  
The classic game of milestones, hazards, remedies, and invincibilities.

**Modern Art** – Sat 10 am  
In this Reiner Knizia classic, five different artists have produced a bunch of paintings and it's the player's task to be both the buyer and the seller, hopefully making a profit in both roles.

**Mondo** – Fri 2 pm  
In Former Strategicon Guest of Honor Michael Schacht's Mondo, players compete against each other while also racing against the clock. Each player has a small world board with empty spaces on it, and all players simultaneously pick tiles depicting different animals and environments from the middle of the table and place them on their world board, trying to create complete areas of the same environment.

**Monopoly Deal** – Fri 11 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!

**Munchkin - No Holds Barred!!** – Sun 3 pm  
Kill the monsters. Steal their treasure. Stab your buddy! This tournament of the popular Steve Jackson card game allows you to bring any official Munchkin merchandise to help you in your quest. Do you have the Munchkin Bobblehead? The Wicked Munchkin Die? The Munchkin Smartphone App? It's all fair game in this game of Munchkin!

**Munchkin Axecop** – Fri Noon  
**Munchkin - Players Choice** – Fri 4 pm, 10 pm  
**Munchkin Zombies** – Fri 2 pm  
Kill the monsters. Steal their treasure. Stab your buddy!  
**Munchkin Cthulhu** – Mon 3 pm  
No special items will be allowed in this game in order to be equally fair to new players.

**Munchkin Quest** – Sat 6 pm  
Kill the monster, grab the treasure, stab your buddy. Now, Munchkin comes to the boardgame. Cooperate with the whole group, adventure with a partner, or strike out on your own. You don't know what's behind a door until you open it . . . then another tile is added to the dungeon. Battle monsters for power and treasure, or send them after your friends.

**Navegador** – Sun 6 pm  
Buy workers, build ships, discover new lands and colonize them. Buy buildings and go to market when you need more cash. Sacrifice your workers to gain privileges that give you victory points. Just move your piece around the rondell to choose your action. Fun and fast moving game features very quick turns so you don't spend a lot of time sitting around waiting for people to move.

**Nexus Ops** – Sun Midnight  
A light-medium science fiction war game. The game boasts a hexagonal board that is set up differently every time, cool miniatures, and lots of combat. Players control competing futuristic corporations that battle each other for control of the moon's Rubium Ore.

**Nightfall Tournament** – Sat 6 pm  
The sun has retreated from the sky and terrible monsters roam the Earth. Build up your deck with Vampires, Werewolves, Hunters, and Ghouls in a battle royale for supremacy. Inflict as much damage on your opponents as possible before they bring you down. Nightfall is a PvP deck building game with unique chaining mechanics. Tournament is two rounds. New players should get a demo beforehand. AEG prizes for all participants.

**Ninja Burger** – Fri Noon  
Now you can join the elite Ninja Burger delivery team! You will learn to deliver tasty burgers and fries anywhere. You will bring honor to your franchise. Failure is not an option.

**Nova Terra** – Sat 11 am  
A civilization game about battling for limited supplies of raw resources. The game begins peacefully but quickly gets heated as players local resources dry up and empires must reach further in order to sustain themselves. Minimal luck with lots of foresight and strategy.

**Odds'R** – Sun 10 pm  
Use your instincts and wager how well you or your opponents know about a trivia question before its asked. Bet well and you could walk away with a fortune! Unless someone wins the lottery.

## Board Games

**Operation: Maccabee** – Fri Noon, 1 pm, 2 pm, 3 pm, 4 pm  
Literally, spin some dreidels and kill some Nazis! (little plastic ones) Lead a squad of commandos across a classic hex map, attack Nazi death camps, then spin dreidels to knock over little plastic soldiers ... did I mention there are snipers & grenades too?! All participants will get prizes, BGG geek gold or Boardgaming.com GOLD! Super fun dexterity game with a dash of strategy and racing.

**Oregon** – Fri 4 pm

A family/strategy game with a colonization-theme and a card-driven placement mechanism. The aim of the game is to position farmers and point-giving buildings in the best possible locations on the board.

**Pandemic** – Sat 2 pm

A co-operative game where players must try to cure four major virus epidemics before it's too late! Game will include On the Brink event and role cards.

**Password** – Sat 10 pm

The original word association game!

**Pay Day** – Sun 2 pm

The classic bill-paying, lottery-playing, deal-selling, jackpot-winning kids game where kids learn pay day comes once a month, but the bills come anytime.

**Penny Arcade: The Game - Gamers vs. Evil** – Sat 2 pm

Welcome to the world of Penny Arcade, the top web comic for all things gaming, so it's only fitting that Penny Arcade gets its own deck-building game. Players will select cards from a communal pool. You've followed the way of the warrior, the story of the Cardboard Tube Samurai. You too wept with Charles over the lack of Halo on the Macintosh. Now rally them together to build your perfect deck.

**Phase 10** – Fri 6 pm

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

**Pig Pile** – Sun 3 pm

No mud slinging allowed in this fast-paced family game where players compete to corral the most pigs. Get rid of your cards first & be awarded the prime pile of pigs. Sounds easy, but pigs can be slippery! The more cards you have, the better your chances of calling out HogWash! and clearing away the deck! The player with the largest stockpile of swine after the final round wins.

**Pirate King - All Hands on Deck** – Fri 2 pm

Sail the Caribbean commanding your own Pirate Ship & crew. Capture Islands and build fortifications on them. Attack and capture other players' forts to become the Pirate King. Find treasures to help you fight, move and earn money. Implementing the "All Hands on Deck" rule set which includes "Cutthroat Rules", Crewmen Characters Expansion and Hand Management. Participation Prizes!

**Playtesting with Tom Jolly** – Fri 4 pm, Sun 11 am

Come and playtest with our special guest, Tom Jolly. He has designed dozens of games and is currently working on one tentatively titled Barons. It is a four player territory control game played over 5 rounds. It has a unique attack and turn mechanism. Come play and give feedback!

**Podville Transit Corporation** – Sat 5 pm

The underwater city of Podville in 2057. Pod cars zip over and under each other through multiple levels of tubes. Corporations compete to build pod car lines so they can attract as many passengers as possible. This is a play test. Everyone who plays gets some Strategicon Dealer Dollars plus tokens for \$5 off at purchases of \$10 or more at the Blue Panther booth.

**Poker: 7 Card Stud** – Sat 10 pm

Limit betting played in 20 minute levels.

**Poker: No Limit Texas Holdem** – Sun 10 pm

Do you know when to hold 'em and when to fold 'em? Come find out in this no limit event. 20 minute levels with a small blind/big blind structure.

**Poker: Omaha Hi/Low Split** – Fri 10 pm

Split-8 or better, each player makes a separate five-card high hand and five-card ace-to-five low hand (eight-high or lower to qualify), and the pot is split between the high and low. To qualify for low, a player must be able to play an 8-7-6-5-4 or lower. Limit betting and 20 minute levels.

**Pow Wow** – Sun 11 pm

Wearing their decorative feathers, Indian tribes gather regularly for Pow Wows to talk, celebrate and dance. There are also competitions for determining who is the bravest, the strongest, or the cleverest. Join the Pow Wow!

**Power Grid** – Sun 5 pm

Supply the most cities with power when someone's network gains a predetermined size. In this new edition, players mark pre-existing routes between cities for connection, and then bid against each other to purchase the power plants that they use to power their cities.

**Power Grid: The First Sparks** – Fri 10 pm

The First Sparks transports the Funkenschlag mechanisms into the Stone Age. The order of phases during a game round, the player order, the technology cards: you know all these parts from "Funkenschlag". But what is new? What is different?

**Puerto Rico** – Sat 8 pm

The players are plantation owners in Puerto Rico in the days when ships had sails. Growing up to five different kind of crops—corn, indigo, sugar, tobacco, and coffee—they must try to run their business more efficiently than their close competitors.

**Puzzle Strike** – Fri Noon

A card game played with cardboard chips instead of cards that simulates a puzzle video game called puzzle fighter that, in-turn, simulates the fighting game street fighter that is emulated in puzzle fighter

## Board Games

### **Quarriors** – Sat 7 pm, Sun 2 pm

Frequently called “Dominion with Dice”, this 2011 hit requires players to leverage their lucky rolls for better dice AND make good choices about which “queatures to quapture” and when to “quast their spells”. An insane amount of Q’s and custom dice makes for a fun light-strategy romp that is different every time you play!

### **Qwirkle** – Fri 3 pm

While Qwirkle is as simple as matching colors and shapes, it is a game that also requires tactical maneuvers and well-planned strategy. The game consists of 108 wooden blocks with six different shapes in six colors. Using the blocks, players attempt to score the most points by building lines that share a common attribute – either color or shape.

### **Ra** – Sat 9 pm

Ra is an auction and set-collection game with an Ancient Egyptian theme. Each turn players are able to purchase lots of tiles with their bidding tiles (suns). Once a player has used up his or her suns, the other players continue until they do likewise, which may set up a situation with a single uncontested player bidding on tiles before the end of the round occurs.

### **Race for the Galaxy** – Sat 2 pm

#### **Race for the Galaxy - 2 player** – Sun 10 am

Players build galactic civilizations by playing game cards in front of them that represent worlds or technical and social developments. Some worlds allow players to produce goods, which can be consumed later to gain either card draws or victory points when the appropriate technologies are available to them.

### **Railroad Tycoon** – Sat 5 pm

AKA Railways of the World. Event deck expansion or Western US map may be used if available. Connect cities by building railroads, deliver goods cubes to cities of a matching color and upgrade your engine to make better deliveries.

### **Railways of the World** – Sun Noon

The new edition of the base game for Eagle Games’ popular Railways of the World series, first published as Railroad Tycoon in 2005. Reimplements the original with several improvements.

### **Rattus** – Sat 4 pm

14th century Europe in the throes of the Black Plague. In this surprisingly light strategy game players try to increase their populations & cause trouble for their opponents. An aloof King, a secretive Witch, a purging Monk, an aggressive Knight, a nomadic Merchant, & a fecund Peasant help players avoid the mysterious effects of ever-present rats & survive the “ratocaust.” Great for new players!

### **Revolution** – Fri 2 pm 4 pm, 6 pm, Sat, Sun 6 pm

Players take advantage of the fluid political situation by secretly bidding for a number of characters, each yielding a combination of territory control, points and more currency with which to bid next round. Players win by gaining the support of the people (the most points).

### **Rex: Final Days of an Empire** – Sun 1 pm

Players vie for control of vital locations across a sprawling map of the continent-sized Mecatol City. Only by securing three key locations (or more, when allied with other factions) can a player assert dominance over the heart of a dying empire.

### **Ring-O Flamingo** – Sun 1 pm

Flamingo overboard! Fling your lifesavers as fast as you can to ring them around the flamingos. But be careful where you fling or you’ll be up to your neck in alligators! Ring up the most points and win this game of far-out flamingo fun!

### **Runewars** – Sat 7 pm

An epic board game of conquest, adventure, and fantasy empires for two to four players. Runewars pits players against each other in a strategic game of battles and area control, where they must gather resources, raise armies, and lay siege to heavily fortified cities.

### **Safranito** – Fri 6 pm

A combination of dexterity and tactics, providing the game with a new, superb playing experience. Safranito takes players to a spice market where each player is a chef trying to collect the necessary spices to create spice blends. The spices are limited, so competition is high.

### **Saint Petersburg** – Mon 11 am

Classic game of workers, buildings, and nobles. Both expansions will be used if available unless players agree otherwise.

### **Scepter of Zavandor** – Fri 2 pm

To increase their power and influence, the young magicians enchant jewels and seek out knowledge. An auction mechanism also allows them to acquire artifacts and sentinels. Victory points are earned through active gems, artifacts, sentinels, and knowledge.

### **Settlers of America** – Sun 9 pm

The 19th Century has arrived and Americans are heading west. Wagon trains are forming up and heading out to settle new lands and build new cities. These new cities will need railroad lines to bring in new people and necessary goods. Some head west for the adventure, some to start a new life, still others to find work. With similar mechanics to Settlers of Catan, Settlers of America puts a new twist on this classic game.

### **Settlers of Catan - NACC Final** – Sun 3 pm

This is the finals for the North American Catan Championship. In order to participate in this event, you must qualify in one of the trial rounds held on Friday or Saturday.

### **Settlers of Catan - NACC Qualifier** – Fri 7 pm

This is the Friday trial for the North American Catan Championship. The top 8 players from this event will move forward to the finals on Sunday. There is a \$10 fee to participate in this event.

### **Settlers of Catan - NACC Qualifier** – Sat 10 am

This is the Saturday trial for the North American Catan Championship. The top 8 players from this event will move forward to the finals on Sunday. There is a \$10 fee to participate in this event.

## Board Games

**Shadow Hunters** – Sun 10 pm, Mon 1 pm

Have a secret identity, either on one of two teams or a neutral doing your own thing. Gather equipment and clues to figure out who are your friends and who are your enemies. Attack the people you don't trust. Similar to Werewolf, but in the form of a board game.

**Shadows Over Camelot** – Fri 9 pm

You and your fellow players, as Knights of the Round Table, collaborate to defeat ... the game!

**Shogun/Samurai Swords/Ikusa** – Sat 7 pm

Wage war to seize control of Tokugawa Japan in this classic from the Milton Bradley Gamemaster series.

**Shogun/Wallenstein** – Sun 11 am

Japan during the Sengoku Period: each player is a Daimyo with all his troops. Each has the same 10 possible actions to develop his kingdom. Each round, the players decide which of the actions are to be played out and in which of their provinces. Owning provinces & improvements means points at the end of a "year". The highest point total after the second year becomes shogun and wins the game.

**Sid Meier's Civilization : Base Game** – Fri 7 pm

No Expansion. Base Game only. Good for Beginners  
LOOK FOR THE 101 game session!

**Sid Meier's Civilization : Fame and Fortune** – Sat 3 pm

Designed by Kevin Wilson. Inspired by the legendary video game series created by Sid Meier. Guide an entire civilization throughout the ages, taking ownership of your people's technology, economy, culture, and military. There are four different paths to victory, and each is riddled with opposition. We will be playing with the Fame and Fortune Expansion.

**Skip-Bo** – Sat 4 pm

Each player is dealt a stockpile of 30 cards. The winner will be whoever manages to empty their stockpile first. Cards are played onto four shared building piles in numerical sequence from 1 to 12.

**Skull & Roses** – Fri 9 pm

Each player plays a face-down card, then each player in turn adds one more card - until someone feels safe enough to state that he can turn a number of cards face up and get only roses. Others can then outbid him, saying they can turn more cards up. The high bid must then turn that number of cards face up, starting with his own. If only roses = wins if any skull = loses. Two wins wins the game.

**Slapshot!** – Sat 1 pm

A wheeling, dealing spoof of ice hockey. Note: no knowledge of Ice Hockey is required! Slapshot is fast, furious, fun, and simple to play. The object is to skillfully manage your team into the playoffs and then win the championship. Up to six can play at one game. Plays fast and is very easy to learn. Check out this family game that everyone enjoys. Rules taught.

**Small World** – Sat Noon

Picking the right combination from the 14 different fantasy races and 20 unique special powers, players rush to expand their empires - often at the expense of weaker neighbors. Yet they must also know when to push their own over-extended civilization into decline and ride a new one to victory!

**Small World Invaded!** – Sun 6 pm

What happens when the UNDERGROUND races invade Small World with their powers? Will they be CURSED? Will the original inhabitants of Small World BE NOT AFRAID? Will the GRAND DAMES turn the tide against the interlopers or join them? Join other experienced Small World players in mixing together all of the expansions, including Underground & fan-made races, for a battle royale on the topside maps.

**Snatch It** – Sun 3 pm

The letters appear one-by-one. See a word? Shout it! Claim it! Can you combine with someone else's word? Snatch It!

**SOL** – Sat Noon

Place the moons, influence the planets, control the suns. SOL is the new Blue Panther game from Dave Mines. Come play with the creator in this multi-round tournament. Rules will be taught, prizes will be given.

**Spades #1 (Partners)** – Fri 7 pm

Spades is a trick-taking card game. Preliminary rounds are to 300 points with 50 point Nils. Final round is to 500 with 100 point Nils. 100 point penalty for 10 bags is in effect for all rounds.

**Spades #2 (Cutthroat)** – Sat Noon

Spades is a trick-taking card game. All rounds to 300 points with 100 point Nils and 10 bags for 100 point penalty. No partner version.

**Spades #3 (Partners)** – Sun 2 pm

Spades is a trick-taking card game. Preliminary rounds are to 300 points with 50 point Nils. Final round is to 500 with 100 point Nils. 100 point penalty for 10 bags is in effect for all rounds.

**Spanc** – Sat 4 pm

Life is good when you're a Space Pirate Amazon Ninja Catgirl. Enjoy a life of larceny and mayhem as you embark on one Caper after another. Defeat every challenge the galaxy throws at you, from the Friendly Guard Puppies all the way to the Fiendish Death Trap. Pick up Toys (and the occasional Poolboy), grab more Fame than anyone else, and watch your tail.

**Star Force Terra: Contact** – Sun 4 pm

Fast card game for 2-6 players. 6 different races battle for control of planets.

**Star Trek Fleet Captains** – Fri 4 pm

It's the Klingon Empire against the United Federation of Planets in this epic battle to be the first to 10 victory points.

## Board Games

### **Starship Command** – Sat, Sun 3 pm

Out of print for 17 years, re-released exclusively at Gamex! Fleet based ship-to-ship combat, cards representing ship abilities and actions. Several different races with different abilities. Loads of weapons and special cards.

### **Steam** – Fri Noon

The game plays very similarly to Age of Steam but with modifications to some of its mechanics and artwork. Tracks for income, train level, etc. are all printed on the board around the map such that alternate maps can be overlaid on the board and the necessary tracks will still be able to be used.

### **Stone Age** – Sun 1 pm

Players struggle to survive the Stone Age by working as hunters, collectors, farmers, and tool makers. As you gather resources and raise animals, you work to build the tools needed to build your civilization.

### **Succession - the Court of Henry VIII** – Fri 3 pm

“Succession” is a deck building game where Influence on the King is the core value of play. Influence are Victory Points Influence is used to interact with opponents and Influence is used to buy cards. There are three Factions: Catholics, Reformists and the Stewarts. Win by having the most Influence by the time Henry VIII dies.

### **Sudoku Taisen: Ice Age Playtest** – Sun 9 am

Sudoku Taisen: Ice Age is a fun dice game for 1-4 player where you fill in your Sudoku board based on the numbers you roll. This game will be hitting Kickstarter later this year but here’s your chance to playtest it early.

### **Takenoko** – Mon 10 am

A long time ago at the Japanese Imperial court, the Chinese Emperor offered a giant panda bear as a symbol of peace to the Japanese Emperor. Since then, the Japanese Emperor has entrusted his court members (the players) with the difficult task of caring for the animal by tending to his bamboo garden.

### **Talisman** – Sun 1 pm

Fourth edition or fourth edition revised. The Prophetess reduction in powers will be used. For the final round, the Highland Expansion and Dragon Expansion (depending on availability) will be included. Bring your own games for sure a brief teaching session (if requested) will be held 15 minutes prior to the tournament.

### **Tetris Link** – Sat 6 pm

Players drop blocks known as Tetriminos into a grid. They attempt to link same-colored Tetriminos together to earn points, while simultaneously blocking opponents from doing the same. Points are earned by linking three or more Tetriminos together, but points are deducted for leaving empty spaces in the tower grid. The game ends once the tower is completely full.

### **The Adventurers** – Sat 5 pm

Both the Temple of Chac and Pyramids of Horace will be played. A fun simulation of Indiana Jones style temple robbers. Players move through temples and pyramids, risking constant death while trying to get to the exit, carrying as much treasure as they dare. The more you have, the fewer actions you might get this round. Beware, there are many obstacles that will keep you from exiting and there is only one way out.

### **The Hanging Gardens** – Sat 11 am

The hanging gardens were one of the 7 wonders of the ancient world. But, did they actually exist? Nothing remains of their reported splendor, which was built for the eyes of Amyitis. Card follows card with magnificent buildings, sparkling fountains, and exotic plants as the players work to rebuild the legendary gardens.

### **The Napoleonic Wars** – Mon 10 am

Take command of the nations of Europe and refight the tumultuous years of the Napoleonic Wars. This card driven game (CDG) allows the player to build and maneuver armies and fleets across the countries of Europe, from the mountains of Spain to vast expanses of Russia. Players must use both guile and force to determine who shall be victorious amongst the forces of France, Great Britain, Austria, Russia and Prussia. Plays best with 4 players, beginners are welcome.

### **Three Dragon Ante** – Sat 8 pm

A fast-paced noncollectable card game based on the games of chance played by characters within the D&D game world. Can be played as a standalone card game when there isn’t enough time for a full-fledged D&D adventure, or it can be played as part of a roleplaying campaign-where the abilities of each player’s character give him or her a unique winning edge.

### **Thunderstone Advance Tournament** – Fri 6 pm

Build your party, enter the dungeon, kill the monsters, and take their loot! Compete against your fellow adventurers to take possession of the legendary Thunderstone. This event is run by AEG, so expect some excellent rewards for playing, especially for winning. Thunderstone is a PvE deck building game dungeon delve. Tournament is two rounds. New players should get a demo beforehand.

### **Thurn & Taxis** – Sun 5 pm

Collect city cards to build a postal network across central Europe. Earn points for being the first player to serve all the cities in a region or for extra long chains. From Andreas Seyfarth, the designer of Puerto Rico.

### **Tichu** – Sat 9 pm

A partnership game. Players may choose their partners before the event. Unmatched players can still play and will get a random partner. Matched partnerships will play matched partnerships when possible. Because of the probable number of rounds, please be prepared to play both nights. Please indicate if you are a new player on the sign-up sheet.

### **Tichu - Finals** – Sun 9 pm

Final Rounds of Saturday night’s event.

## Board Games

**Ticket To Ride Europe** – Sat 3 pm

**Ticket To Ride USA** – Sat 1 pm

Can be learned in 3 minutes, while providing players with intense strategic and tactical decisions every turn. Players collect cards of various types of train cars they then use to claim railway routes. Additional points come to those who fulfill Destination Tickets – goal cards that connect distant cities and to the player who builds the longest continuous route.

**Ticket to Ride Team Asia** – Sat 9 am

Four or six players compete as two-player teams, with teammates sitting next to one another at the table. Each player has her own secret hand of cards and tickets, in addition to some cards and tickets being placed in a shared cardholder that either player on the team can access.

**Tien Zi Que Multiplayer Playtest** – Fri 2 pm

Come learn the new expanded version of the hit two-player game Tien Zi Que. Drawing from the classic game Mah Jongg, TZQ is a card game with similar mechanics where player create a meta-set of scoring cards with each set they collect. Come playtest this pre-release game coming to Kickstarter soon!

**Titan** – Sat 11 am

When more than 6 players, first round will be 4 hours to choose 6 players for the final. Final will be run after a short break, and goes until only 1 Titan survives.

**Tobago** – Sat 7 pm

An adventure game, in which the players possess different parts of treasure maps. During the game, more and more information about the locations of the treasures are revealed, and the possible locations are narrowed down. When a player identifies the location of one of the treasures, they try to reach it as fast as possible to secure the findings.

**Toc Toc Woodman - Kids** – Sun 5 pm

A dexterity game where nine plastic tree segments are stacked up. Each tree segment has four bark sections around it. On their turn, a player gets two taps with the axe to try and knock off pieces of bark from the tree segments for one point a piece. But be careful, if a tree segment comes down it's minus 5 points! A quick unique dexterity game. Taken from boardgamegeek

**Tribune: Primus Inter Pares** – Sat 2 pm

In ancient Rome, tribunes were highly esteemed individuals elected by the people to represent them politically and militarily. In the board game Tribune: Primus Inter Pares, players take on the role of a powerful and ambitious patrician family. By applying influences and manipulating controls over the various factions, they attempt to pave their way to victory in order to attain the high office of the tribune.

**Troyes** – Sat Noon

A strategy game in which you represent a rich family, using your influence to recruit and supervise individuals from the three prominent domains: military (associated with the color red in every aspect of the game), religious (white), and civil (yellow).

**Trump: The Game** – Sat 2 pm

Build up your Manhattan empire just like "The Apprentice" star, Donald Trump.

**Twilight Struggle** – Sun Noon

A two-player game simulating the forty-five year dance of intrigue, prestige, and occasional flares of warfare between the Soviet Union and the United States... Players move units and exert influence in attempts to gain allies and control for their superpower.

**Undermining** – Mon 2 pm

Released by Z-Man at Essen 2011, from Canadian designer Matt Tolman. Poses the age-old question: "Shall I benefit my own position, block my opponents, or gather Alien Technology?" With only a limited, diminishing number of points up for grabs, players must decide when to stop scooping up cosmic resources & pimping their UUVs (Universal Mining Vehicles), to save their scores!

**Uno** – Fri 9 pm, Sat 11 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.

**Utopia** – Fri 9 pm

The rich king of Utopia invites princes from the greatest known civilizations (Persia, China, Maya, Greece and Egypt) to come to live in his city. Princes bring all the diversity of the architectural style of their civilization.

**Vegas Showdown** – Mon 1 pm

Players compete to build the most famous hotel/casino. Room tiles representing slot machines, lounges, restaurants, and other casino-related places appear on a central board and the players hold auctions to win the rights to have those rooms in their building, garnering them income, population, or fame. The winner is the person who garners the most fame.

**War Game Boot Camp** – Fri Noon, Sat, Sun 10 am

The War Game Boot Camp offers people with the interests to try a war game. We have the games, and give raffle tickets for prizes for those that play. So whether you are a experienced War Gamer or never tried one, stop by our information table and talk to Gayle or Amara about how to get stated.

**War Game Boot Camp Tournament** – Sun 11 am

GMT Games 1989: Dawn of Freedom the sequel to GMT Games Twilight Struggle. All are welcome, even if you have no experience in these types of games (in fact we encourage you to play). Come by the information table at The War Game Boot Camp and ask Amara or Gayle about more information.

**War Game Boot Camp Workshop** – Sat 10 am

A teaching workshop for GMT Games new game 1989: Dawn of Freedom the sequel to GMT Games Twilight Struggle. We will teach the rules and strategies for the game so you will be prepared for the tournament we are running on Sunday.



## Board Games

### **WayWord** – Sat, Sun 9 pm

Players go head-to-head to score points by finding & creating the best words from the letter tiles. In WayWord, attempt to outmaneuver your opponents & use the special tiles to gain the advantage. Make use of your pawn to block other players from creating words. Optional rules & the unique game play allow for sentences & phrases to be completed & scored for points.

### **Web of Power** – Mon Noon

Players struggle for influence over regions of Europe by placing two different type of control markers, Monasteries and Advisors. Monasteries are the basic placement, with the goal of securing a majority in a region or chain of monasteries or even decent points from second place. The placement of the Advisors is more restricted as the total number of Advisors in a region is limited by the majority player's number of monasteries. The game is played in two rounds and is very fast paced.

### **Werewolf** – Fri 2 pm, 5 pm, 8 pm, Sat Midnight, Sun Midnight, 2 pm, 5 pm, 8 pm, Mon Midnight

You are in a 16th century village that has become infested with unfriendly werewolves. The village must find out who they are before being devoured.

### **Who Would Win?** – Sat 1 pm

The party game of mass debating. Come argue the most ridiculous arguments about ridiculous figures from fact and fiction engaging in funny contests. King Kong versus Helen Keller in basketweaving?! Santa Claus versus James Bond in Skiing?! Hosted by game designer Jeff Siadek.

## Collectibles

Gateway Ballroom, California Prefunction

### **A Game of Thrones LCG** – Sat 2 pm

GM: Nick Fascitelli

A four player card game – the only card game where diplomacy and guile are as important to your success as your deck construction. Players vie for the iron throne as one of the six Great Houses of Westeros using their favorite characters from George RR Martin's A Song of Ice and Fire Novels

### **AEG Demo Table** – Fri Noon, Sat, Sun, Mon 9 am

GM: AEG

Alderac Entertainment Group will be demoing all of their games in the Boardgame area from 9am to 5pm today. All games are available to demo on a on-demand basis, so come and try out a new AEG Game! Will run until 5 pm or the con closes (Monday).

### **Ascension: Chronicle of the Godslayer** – Sat 6 pm, Sun Noon

GM: Heather Sinauskas

Multi-round Tournament.

### **Axis & Allies Air Force Miniatures: Angels 20** – Sat, Sun 3 pm

A fast, action-packed game of World War II air combat. You take the stick of one or more of history's most famous warplanes, taking on your opponent in wild dogfights. Victory goes to the player who gets the most out of his or her plane... or sometimes, the player who lands the lucky shot.

### **Wiz War** – Sat 10 am

Wizards wage no-spells-barred magical duels deep in an underground labyrinth. This classic board game of magical mayhem for 2-4 players, created by Tom Jolly in 1983, pits players' wizards against each other in a stupendous struggle for magical mastery. Win by stealing other wizards' treasures and hauling them back to your base, or just score points by blasting the other wizards. The last wizard standing always wins.

### **Wiz War - MEGA Sunday** – Sun 11 am

Compete against other wizards for the big prize: 100 dealer dollars! Bring your copy to make sure you get in!

### **World Conquerors** – Sat 8 pm

Throw Dice. Play Cards. Rule the world. World Conquerors is a fast game of global domination. The simple dice mechanic is modified by cards featuring historical figures. Game Designer Jeff Siadek will host. Prizes will be given out.

### **Yahtzee Free For All** – Fri 4 pm, Sat 6 pm

### **Zendo** – Sun 4 pm

A game of inductive logic in which one player, the Master, creates a rule that the rest of the players, as Students, try to figure out by building and studying configurations of the game pieces. The first student to correctly guess the rule wins.

### **Zip Zap DEMO** – Sun 10 am

Come learn the new Gamewright family game Zip Zap on Family Day. Zip Zap is a realtime card game a bit like Ligretto and Uno. Ages 6 and up.

### **Axis & Allies Naval Miniatures Demo** – Sat Noon, Sun, Mon 11 am

GM: Emerald Ivy

Come demo this fast-paced and action-packed collectable miniatures game that will let you recreate historical battles or go head-to-head in competitive warfare that rages across massive battle maps.

### **Call of Cthulhu LCG** – Fri 9 pm

Everyone loves Cthulhu! Combine a wide variety of factions to create a huge number of possible decks and compete for stories in this incredibly addicting game of Lovecraftian horror.

### **Cranberry Con** – Fri 1 pm, Sat, Sun Noon

GM: Kurt Keckley

The Cranberry con group celebrates its 7th Gamex meetup in 2012. Play World Engulfed, A Game of Thrones LCG and board game, Magic the Gathering, pocket battles, and other games. Also playtests of in development games.

### **Dragon Dice "Build-Your-own Army" Tournament** – Sun Noon

GM: Clifford Broadway, Nicholas Manelick, Nicole Roberts

Format TBD

## Collectibles

### **Dragon Dice Demo** – Sat, Sun 11 am

GM: Clifford Broadway, Nicholas Manelick, Nicole Roberts

Come experience a friendly demo of Dragon Dice – a fast-rolling game now enjoying a grassroots revival lifting it from cult status back to prominence. Players use colorful dice to represent armies of different fantasy races which battle over essential terrain.

### **Dragon Dice Sealed Starter Novice Tournament** – Sat Noon

GM: Clifford Broadway, Nicholas Manelick, Nicole Roberts

Players use a 2-player Sealed Starter Box and are given 10 minutes to trade with others, 36 health, no magic limit, standard tournament rules. Prize include special dice, dealer dollars, and more.

### **Herodlix "Avengers Assemble"** – Sun 1 pm

Royale Rumble. 400 pt. teams. Carded figures only, no feats or battlefield conditions. "Shock the turtle". Bonus if entire team composed of "Avengers" figures portrayed in the movie (from any set).

### **Herodlix "Battle Royale"** – Sat 2 pm

Battle royale. 300 pt. teams. Carded figures only, no feats or battlefield conditions. "Shock the turtle".

### **Highlander tcg Back to Basics Championship** – Sun 10 am

GM: Geoff Colman

Highlander tcg Back to Basics Type 2 Constructed Southwestern Regional Championship. Special rules, the only Pregame cards allowed are Persona, Persona premium, Weapon of Choice, and Swordmaster Rip (provided). Standard Type 2 deckbuilding otherwise. Quickenings and other prizes provided.

### **Highlander tcg Lean & Mean Type 2 Championship**

Sat 2 pm

GM: Geoff Colman

Type 2 Lean & Mean Southwestern Regional Championship. Constructed Type 2 Lean & Mean, Quickenings and other prizes provided.

### **Highlander tcg Type 1 Championship** – Sun 2 pm

GM: Geoff Colman

Highlander Tcg Southwestern Regional Type 1 Championship. Standard Type 1 deckbuilding rules apply. Quickenings and other prizes supplied.

### **Highlander tcg Type 2 Regional Championship** – Sat 10 am

GM: Geoff Colman

Highlander Tcg Southwestern Regional Type 2 Constructed Championship. Standard Type 2. Quickenings and other prizes provided.

### **Kingdom Hearts "G.I. Joep: Retaliation"** – Sat 4 pm

Swiss rounds. Prizes for everyone. Reigning champ joep defends his crown.

### **L5R CCG Constructed Tournament** – Sun 9 am

GM: AEG

Fight for the great clans of Rokugan as samurai clash on the battlefield, where honor is a force more powerful than steel. Test your skill and Emperor-legal decks against your opponents. No charge for entry, all participants can expect prizes. Four rounds of swiss, final if necessary.

### **L5R CCG Emperor Edition Draft Tournament** – Sat 9 am

GM: AEG

Fight for the great clans of Rokugan as samurai clash on the battlefield, where honor is a force more powerful than steel. Draft using packs from Emperor Edition and Embers of War. Entry requires you to sign up at the AEG dealer both and pay \$13 for booster packs. Prizes will be provided to all participants. Three rounds, format depends on size.

### **Magic: The Gathering Friday Night Magic** – Fri 7 pm

Standard Friday Night Magic- sealed deck format.

### **Magic: The Gathering Keith Aldrich Pauper Highlander Tourney** – Sat 8 pm

Gamex means time for another Keith Aldrich "baby cards" Pauper Highlander tourney. Build your deck with all commons. No more than 1 copy of any card. Swiss rounds. Prizes plus a Special Prize.

### **Magic: The Gathering Extended Constructed Tournament** – Sun 11 am

Legacy format. 4 rounds. Prizes.

### **Magic: The Gathering Innistrad Block Draft Tournament** – Sat 11 am

Booster draft format. Innistrad block.

### **Magic: The Gathering Mini Master Tournament** – Sun 8 pm

Mini Master format. 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 Workshop** – Sat 6 pm

Come meet other players, trade cards, give or get help with deck building, and discuss all things magic: the gathering

### **Pirates Pocketmodel "Fred's Crazy idea"** – Sat 9 pm

GM: Fred Carmelia

100 point fleets. yes..100 point fleets.

### **Pirates Pocketmodel Tournament** – Sat Noon

25 pt. fleets. 3 rounds.

### **Pirates Pocketmodel "Eclipse"** – Mon 11 am

"Chaos" style. 40 pt. fleets. Last standing pirate wins. No eternal or excessive multi-turn tricks allowed.

### **Pirates Pocketmodel "New Moon"** – Fri 8 pm

GM: Melissa Weiss

Ahoy mates! Come wrestle with the scum o' the seas and send the scalawags off to Davey Jones! This pirates draft will be welcome to all players, experienced or new. Draft? Yes, Draft! Each player will be given one free pack and gets to take the ships home. Standard game: whomever has the most treasure wins! As an added bonus, each ship gets either a free captain or helmsman.

### **Pirates Pocketmodel "Twilight"** – Fri 4 pm

GM: Jon Brown

40 pt fleets. +5 pts. if all your ships are from the same faction.

## Collectibles

### **Pirates: Sink-N-Keep** – Sun 6 pm

GM: Victor Bugg

Special Format. Steampunk themed. Players vs players vs GM. Any GM ship you sink you keep. Bring 1 sealed pack. Pizza, snacks, door prizes and fun for everyone.

### **Pokemon** – Sat, Sun Noon

GM: Chuck Watson

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

### **Pokemon Workshop** – Sat, Sun 10 am

GM: Chuck Watson

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

### **Quarriors** – Sat 5 pm, Sun 7 pm

Each player plays as a Quarrior competing for Glory in the eyes of Quiana, the Empress of Quaridia. At the start of the game, Creature and Spell dice are dealt at random to form "the Wilds" in the center of the table. As play progresses, players roll their dice to attempt to summon Creatures, cast Spells, and harness the magical power of Quiddity to capture Quarry from the Wilds to add to their repertoire and into their dice bag. Controlling bag composition is key to victory

## Computer and Video Games

Redondo Room, 105, 112

### **Beat the Pros Prelude: Meet the Pros** – Sat 8 pm

Tired of getting beaten in the video game tournaments by the same few people? Well, now it's time to take the fight to them. Come learn how the new Beat the Pros event works, meet the Pros that you'll have to beat, and find out about the cool prizes you can win if you do manage to beat them.

### **Call of Duty 4 - FFA** – Sun 8 pm

Up to 24 players will engage in classic no rules Free for All in the 2007 industry changing title, Call of Duty 4 Modern Warfare. This classic tournament aims to provide a balanced environment for everyone to bring their gun fighting skills to determine "Who dares win"

### **Dance Central 2** – Sun 8 pm

Come and dance your cares away with our DJ! Come to compete, or just come for the fun - it's all good!

### **Diablo 3 Slaughterfest** – Sat, Sun Noon, 4 pm, 8 pm

The Prime Evils walk the world again, and only great heroes can stand against them. Can you destroy Diablo or are you doomed to suffer the same fate as those who have come before? Slay as many creatures as you can in the time allotted – the only thing that matters is how much XP you can rack up! Play any time Saturday or Sunday.

### **Halo Reach Duos** – Sun 2 pm

Grab a friend and kill everybody else. A slayer mode will be included, but there will likely be oddball or CTF as well. Things are gonna' get objective.

### **Halo Reach FFA** – Sat 2 pm

Halo Reach, back as it always is. Free for all slayer and other gametypes with different rules. Come shoot your friends.

### **Star Wars Minis "May The Force Be With You"** Sun 11 am

GM: Fred Carmelia

200 pts.

### **VTES Constructed Tournaments:**

**"Betrayal"** – Sat 5 pm

**"Decapitate"** – Sun 11 am

**"Friend of Mine"** – Sat 11 am

**"Left for Dead"** – Sun 5 pm

GM: Mike Courtois, Robert Goudie

2 rounds + final

### **Warlord "Singles " Tournament** – Sat 11 am

GM: Fred Carmelia

Warlord singles 4e. Epic standard format.

### **World of Warcraft TCG** – Sat 1 pm, Sun 2 pm

Constructed format. Swiss Rounds. Prizes.

### **World of Warcraft TCG Demo** – Fri 6 pm, Mon 11 am

Come learn to play World of warcrat TCG

### **World of Warcraft TCG: Quests & Raids** – Fri 8 pm

**Yugioh!** – Sat, Sun 3 pm, 7 pm

standard block- standard tournament rules.

### **League of Legends - Open Games** – Fri 10 pm

All League of Legends players are welcome and encouraged to add their summoner name to the public roster. During this time players can meet and greet as well as play league in a casual, relaxed atmosphere. This is a great opportunity to see some of your potential competitors in the Treeline Challenge and learn from the more experienced members of this new and growing community of league players.

### **LoL Treeline Challenge** – Sat 10 pm

Up to eight teams of three meet in the often forgotten Twisted Treeline to determine who among them is the best. Experienced players recommended in this single elimination tournament.

### **Modern Warfare 3 - Mixed Modes** – Sat 4 pm

Up to 32 players can participate in a challenging tournament of skill, reflexes, and intelligence. This tournament will be played with three variations of "Gun Game". Each progression will feature a different emphasis in the weapon lists, which will be posted prior to the tournament.

### **Skullgirls** – Sat 6 pm

This original 2D fighter featuring amazing hand drawn art and a variable team sizes has been received very well since its release in April. The fighting engine is a mix of Marvel vs. Capcom 2 and BlazBlue.

### **SSX** – Sun 4 pm

One of the biggest snowboarding franchises of our time is back and it's awesome. However, this isn't the SSX of old, it's a little different this time. Unfortunately there's no splitscreen, so this tournament is all about posting high scores in Trick It!, Race It! and Survive It!

## Video Games, LARPs

### Street Fighter X Tekken – Sun 6 pm

Two major franchises go at it in Street Fighter X Tekken. The well-known and little-known characters of both combine to duke it out in this game, and now it's your turn. SFxT features Street Fighter's engine with some Tekken add-ons. Double elimination.

### Super Smash Bros. Brawl Adults – Sun Noon

1 vs 1 stock matches in Super Smash Bros. Brawl. Pick a character and fight to the death, double elimination style.

### Super Smash Bros. Brawl Kids – Sat Noon

Free for all Super Smash Bros. for those 13 and under. This tournament is aimed at encouraging friendly competition rather than the more serious, experience-centric fighting spirits featured by older players.

## LARPs

Santa Maria, Santa Monica, Board Room Santa Cruz, Santa Rosa, 105

### Cthulhu Dice Live – Sun 6 pm, 7 pm, Mon 1 pm, 2 pm

Cthulhu Dice

GM: James Freeman & Potato Pie

It's Cthulhu dice, only BIG and LIVE. Come and find out what this is all about.

### The Last Party of Kyocera Mwrr – Sat 8 pm

Blood and Tears (Houses of the Blooded LARP)

GM: Colin Jessup

The esteemed Baron Kyocera Mwrr is throwing one last party before he enters Solace, becoming one of the Suaven. It is said that he intends to gift his lands and treasures to his loyal friends and those who swear to become his priests.

## Miniatures

Century Prefunction, Gateway Prefunction, California Prefunction, Santa Catalina, San Clemente

### 30YW/ECW Theme Tournament – Sun Noon

FoG Renaissance

GM: Timothy Greene

Wars of Religion Theme Tournament. Scale 15mm. 650 point armies using FoG R army book Wars of Religion. Western Europe 1610-1660 any list from 1618 to 1648. Catholic/Anglican armies will be pitted against Protestant/Covenanter armies in 3 rounds. Uses the scoring system in the FoG Renaissance army book. Scoring will be used to determine which side won the Wars of Religion as well as the winning individual player.

### Battle of Bone Pass – Sat 10 am – Hostile Realms: Piquet

GM: David Maupin and Greg Kildare

This is a fantasy battle fought using Piquet's Hostile Realms fantasy rules. The scenario pits an army from The Realm against an army from the Kingdom of Gondor. Can the Realm's knights, priests, and longbowmen defeat the Rohirrim cavalry and Rangers of the North? Piquet uses a card-driven action system to create fog of war and command friction. 28mm armies and terrain provided.

### Battletech – Mon 10 am – Battletech

GM: Awesome Pandaman

A Plus Ten To Awesome event - Monday Battletech MECHMASH! Miniatures with an attitude! With minis provided. Last mech standing will be the winner. This will be an ongoing event that will take place from con to con.

### Call to Arms: Star Fleet – Fri 6 pm, Sun 7 pm, Mon 10 am

Call to Arms: Star Fleet

GM: Jim Sandoval

Come learn to play Mongoose Publishing's new setting for their Call to Arms system, Star Fleet. Quick and easy rules for space battles in the Star Trek universe. All materials provided, join at any time.

### Circle of Death – Sat 2 pm – Battletech

GM: Mario Acuña

Mech on mech combat. Random secret target. Kill your target or get killed by the one who has you! Bring a friend and blow him up. All game materials provided.

### Circus Maximus – Sat 6 pm – Circus Maximus

GM: Mike James

A Plus Ten To Awesome event - 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! Pick up your Chariot Sheet at Miniatures HQ any time on Friday night or Saturday to get started. Prizes will be awarded!

### Enter the Clan! – Fri 9 pm – Battletech

### Enter The Clan! Part 2 – Sat 8 pm – Battletech

### Enter the Clan! Part 3 – Sun 7 pm – Battletech

GM: Andy Salazar, Francisco Vassallo

A three-part Battletech mega-thon! It will be self-contained, so if you can't make it to all sessions, no worries, but if you can it will be awesome. We have a full campaign with characters and a storyline, so expect a little role-playing with this. This will be epic!

### Flames of War - Early War Tournament – Sun 10 am – Flames of War

1525 pts. Nationals qualifier. We will be using timed turns, 10 minutes per player, 2 hour games.

### Haleth's Steading – Sat, Sun 2 pm – Lord of the Rings Strategy Battle Game

GM: Larry Stehle

Urk-Hai & Orcs from Isengard are rampaging throughout the Westfold! As Rohan defend Haleth's Steading from the forces of Isengard, who seek to slay everyone at the farm in the name of the White Hand! Or rout the forces of Rohan and take the Steading for Saruman and Isengard! All players are welcome, novice or experienced.

# "HIT THE BEACH" 2012

to be held at the June 30<sup>th</sup> 2012, 9am to 9pm, at the Armory, 3601 Bell Avenue, Manhattan Beach, CA 90266

Join us for a "cool" day of gaming, including, miniature gaming both Historical and non-historical, FOW tournaments, WWI as well as WWII air combat, Giant Napoleonic's game! Armor battles, Field of Glory, Ancients, and more. There will also be board games including ASL, a board games basic training class, and open gaming as table space allows! As always food will be available on site at rock bottom prices! All day pass only \$10 with plenty of FREE parking!

Vendors!!! The WARHOUSE! And SCALE SPECIALTIES!

Check our website for the PEL [www.HMGSPSW.org](http://www.HMGSPSW.org)  
*Bring and Buy flea market tables available!*

*So put on your flip flops, get away for a day, and join us down at the beach!*

HISTORICAL MINIATURES GAMING SOCIETY  
PACIFIC SOUTH WEST



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## HMGS/PSW is proud to be a continuing participant in GAMEX 2012

HMGS/PSW has participated in Strategicon conventions for over 20 years and looks forward to many more years in bringing some of the finest Historical as well as Non-Historical miniatures gaming to them in the future!

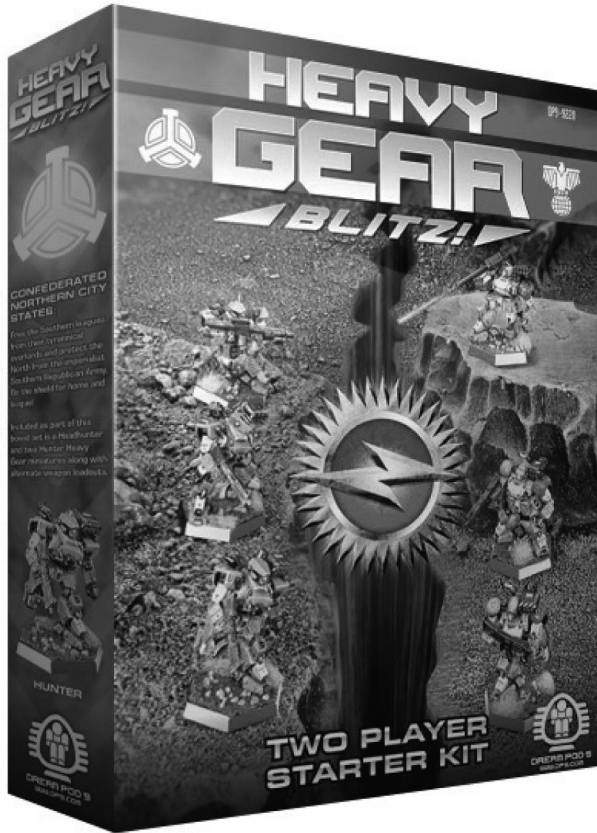
**Who are we?** We are clubs and individuals located all over the Pacific Southwest including California, Nevada, and Arizona, who gather under the HMGS/PSW banner to support and promote Miniature Wargaming. We are one of dozens of HMGS chapters across the US who total over 5000 members. These chapters put on many of the finest conventions across the US including, HISTORICON, FALL IN, COLD WARS, LITTLE WARS, our own FALL CAMPAIGN, SPRING CAMPAIGN and Summer Offensive one day events.

***Tear this page out and bring to the next 3 day HMGS convention for \$5 off entrance and a years membership to HMGS/PSW!***

**Where are we?** While gaming at various locations throughout the year we band together for conventions and events held by us and others such as Strategicon through out the year. We can be found, contacted, or even JOINED by visiting us on our website [www.HMGSPSW.org](http://www.HMGSPSW.org) or at our YAHOO discussion board, [http://games.groups.yahoo.com/group/HMGS-PSW\\_Southwest/](http://games.groups.yahoo.com/group/HMGS-PSW_Southwest/)

***Come see and talk to us in the minis area!***

# 62ND CENTURY MECHA COMBAT!



The unforgiving battlefields of Terra Nova have breed a new combat machine that has radically changed the face of warfare. The Heavy Gear is a one-man combat walker, able to move swiftly and strike decisively. Take Command!

The **Two Player Starter Kit** has both the core **Heavy Gear Blitz! Locked & Loaded rulebook** and the new **Field Manual** rules supplement along with **six Heavy Gear miniatures** (3 Hunters and 3 Jagers) with a variety of weapon upgrade options, four D6 dice and a measuring tape. Enjoy classic Blitz! play and the rich history of the Heavy Gear universe in the Locked & Loaded rulebook. Also included in the core rulebook are complete army lists for four of the core factions in the game as well as rules for running campaign and objective based games. The Field Manual adds a new aggressive style of game-play to Heavy Gear Blitz!

Item# DP9-9220, \$65.00 CAD

**EVERYTHING YOU AND A FRIEND NEED TO PLAY IN ONE BOX!**

## GEAR UP e-zine

Download our FREE, quarterly e-magazine, Gear Up, hosted at [www.DriveThruRPG.com](http://www.DriveThruRPG.com), for loads of articles, an exclusive Heavy Gear comic, new field testing rules, 2nd Edition RPG support, info on new and upcoming releases and a complete product listing. While you're there, check out over 200 Dream Pod 9 e-books for sale, including the FULL COLOR HEAVY GEAR BLITZ! LOCKED & LOADED rulebook.

[www.dp9.com/gear-up](http://www.dp9.com/gear-up)



**DREAM POD 9**  
[WWW.DP9.COM](http://WWW.DP9.COM)

**FAST AND FURIOUS MINIATURES WARGAME**

## Miniatures

**Heavy Gear Arena** – Sat 1 pm – Heavy Gear Arena

GM: James Forest

Plus Ten to Awesome presents the world of Terra Nova and the fast-paced competitive world of Gear Dueling! Multi-ton robotic vehicles fighting in the concrete arena for the entertainment of the crowd! All materials provided, join at any time!

**Johnsons vs. Dix** – Sat 8 pm, Sun 2 pm – Legends of the Old West

GM: John Paiva

A Plus Ten To Awesome Event! The peaceful town of Rock Ridge is under attack again! Richard Dix is back to try to take over the town with his posse. Can the Johnsons beat him off again? Help defend the honor of Rock Ridge or side with Dix. The rules easy to learn and all materials provided. Authentic frontier gibberish optional.

**Malifaux 1-Day Achievement League** – Sat 10 am – Malifaux

GM: Matthew Gomez

This event is geared towards newer players with an emphasis on learning the game. Prizes will be awarded based on total number of achievements completed.

**Malifaux 30ss Tournament** – Sun 10 am – Malifaux

GM: Matthew Gomez

30ss Gaining Grounds Tournament. Single Faction, Random expanded encounters, unique schemes.

**Malifaux Demos** – Fri Noon, Sat, Sun 10 am – Malifaux

GM: Matthew Gomez

Learn to play Malifaux, a character based skirmish game. Demos will be run all weekend long, free of charge courtesy of SoCal Malifaux.

**Manhunt in Dirkadirkastan** – Fri 6 pm, Sun 9 am

Force on Force

GM: Mike James

A dangerous terrorist mastermind has been located in a remote village. A diversionary attack has been launched to draw away as many insurgents as possible. Lead the assault to capture or kill this high priority target, or hold off the infidel invaders in the streets of Dirkadirkastan. Everything provided, beginners welcome, join at any time.

**North Africa 1943** – Fri 6 pm – Flames of War 15mm

GM: Keith Alexander and Adam Hammer

GIs defend key strategic terrain against the battle hardened Folgore and DAK. Large sized Battle Royale match up where all terrain and figures are provided. Beginners welcome.

**Rusted Heroes** – Sat, Sun 11 am – Rusted Heroes

GM: Fantization Miniatures

A fantasy game where the miniatures work with each other to defeat the enemy. All materials provided and rules are easy to learn! Join in at any time!

## Open Gaming

Ballrooms D-F

We've set aside a third of the Grand Ballroom for open gaming. While there, you can check out the Game Library so that you can try games you've never play before or old favorites you don't have. Enjoy!

**Slaughter in Space 4** – Sat 9 am

Warhammer 40k Indy GT

GM: Scott Tiveron

This is a Indy Grand tournament. Presented by the Southern California Games Workshop League. 6 Games over 2 days. 1850 point list.

**South American Independence Wars** – Sat 3 pm – Libertadores

GM: Mark Stanley

Come fight a small action during the South American Wars of independence in the early 19th century. Fun quick small action Napoleonic.

**Spartan Games Event** – Sun 10 am – Dystopian Wars, Firestorm Armada and Uncharted Seas

GM: Jim Sandoval

Come and see what Spartan Games has to offer. We will have models and terrain set up for all three of Spartan Games offerings. Come and check out steam powered combat of Dystopian Wars, command massive space fleets with Firestorm Armada, and/or chart the Uncharted Seas. All three games will be available along with all materials needed for play. No experience needed

**WAB 2.0 Chariot Wars** – Sat 10 am – Warhammer Ancient Battles 2.0

GM: Harold Hildebrand

Warhammer Ancient Battles Biblical event. This event is designed for new as well as experienced players. We will use 1000point forces from the Chariot Wars supplement and WAB 2.0 to fight a pair of battles. The first battle will be individual introductory scenarios providing a learning experience. This will lead to a large battle with everybody together. You are welcome to bring your own army or use one of the Egyptian, Assyrian, Sea Peoples, Libyan, Canaanite, Hebrew, or Philistine forces provided.

**Warmachine Path to Gencon Tournament** – Sat 10 am – Privateer Press Warmachine/Hordes Mk II

GM: Robyn Nixon

This is a 3 to 5 round Steamroller Tournament, 50 points. Number of rounds depends on number of entrants. The winner of the tournament will receive a trip to Gencon to compete in the Privateer Press National Warmachine/Hordes Tournament in August of 2012. Trip includes airfare/lodging, convention entry fee and tournament fees. Fully timed rounds.

**WM/Hordes Iron Arena** – Sun 10 am – Privateer Press Warmachine/Hordes

GM: PG\_DaveZee

Standard Iron Arena rules in effect. Check the Privateer Press Web site. This format allows players to join in or stop playing any time during the time period of 10am till 6pm. Prizes will be awarded to those that excel above their peers. More rules will be posted at the convention.

## Roleplaying

Second Floor, 108, 110

**The Hand of the King** – Sat 2 pm – Sock Puppet D&D

GM: Armand Morton

Make a character. Make a sock puppet of that character. Play an old-school D&D event, doing all your actions through your sock puppet. Sock puppet supplies will be provided, and sock puppets are yours to keep! Rules may also use homebrew "Gurps Sock Size".

**"The Computer is your Friend, and so is Cthulhu"** – Sat

Midnight – GURPS Horror/UltraTech

GM: Michale Shupe

Call of Cthulhu / Paranoia crossover. Pregens provided but 150 point 50 point disad characters with a phobia or other mental instability brought to the table will be considered. Part of the GURPS tournament.

**8 Hours Until Daylight** – Sun 2 pm – WhiteWolf

Storytelling

GM: michael cantin

The World of Darkness meets the classic Slasher film...

Take the role of one of several rowdy teenagers on a road through the Rockies in 1976. When the car breaks down in a strange small town in the middle of nowhere, the bodies begin to pile up. Something lurks in the night, cutting and shredding...who will survive to greet the dawn? Presented by the Dead Gamers Society

**ABER3-1 The Price of Freedom (levels 11-20)**

Sat, Sun, Mon 9 am – Living Forgotten Realms - D&D 4e

The Dusk Ports of Returned Abeir are considered fairly nice places to live. That is, if you aren't one of the citizens their cruel ruler, the Green Duchess, decides to devour for a snack. First part of the Scions of Hope trilogy.

**ABER3-2 A Dream Frozen in Amber (levels 11-20)**

Sat, Sun, Mon 2 pm – Living Forgotten Realms - D&D 4e

The swallowed stronghold of Djerad Kusold has long been sought by those hoping to use its cache of dragonbane amber to finally rid Returned Abeir of the last of its dragon rulers. But can a legend truly bring salvation, or is it just a dream frozen in amber?

**ABER3-3 A Little Rebellion (levels 11-20)** – Sat, Sun 7 pm

Living Forgotten Realms - D&D 4e

The cruel reign of dragons within The Dusk Ports is a misery that can be born no longer. Can the spoils of a recent expedition to Melabrauth be enough to spark a revolution to finally drive the heartless tyrants out? The conclusion in the Scions of Hope major quest.

**ADAP3-1 The Gauntgrym Gambit (levels 1-7)** – Fri Noon

Living Forgotten Realms - D&D 4e

Many have died searching for the lost dwarven city of Gauntgrym. Now, it seems, heroes have found a way inside – but they might not live to regret it. Set in Neverwinter (recommended for levels 3-5). This adventure is found in issue 193 of Dungeon online.

**ADAP3-2 Shards of Selune (levels 1-7)** – Sat 9 am

Living Forgotten Realms - D&D 4e

The goddess Selûne has sent her priests a warning of the dangers threatening Neverwinter, and it's up to the heroes to uncover them before it's too late. This adventure is found in issue 193 of Dungeon online.

**ADAP3-3 That Which Never Sleeps (levels 1-7)** – Sun 9 am

Living Forgotten Realms - D&D 4e

The citizens of Neverwinter are killing each other, and only you can end the insanity. This adventure is found in issue 195 of Dungeon online. The stat blocks in the published adventure support Adventure Level 4, and the adaptation document includes adjusted stat blocks to sup

**AEG Demo Table** – Fri 2 pm, Sat, Sun, Mon 9 am

GM: AEG

Alderac Entertainment Group will be demoing all of their games in the Boardgame area until 5pm daily (except Monday). All games are available to demo on a on-demand basis, so come and try out a new AEG Game!

**AoA4-1 Tyrian Gambit (levels 5-6)** – Sun 7 pm

Ashes of Athas – D&D 4e

A caravan carrying a mysterious shipment travels from Tyr to Balic, stopping in Altaruk along the way. The Veiled Alliance wants answers, but the search may raise some ghosts from your past - and lead you to a revelation that hits close to home.

**AoA4-2 The Dragon's Altar (levels 5-6)** – Mon 9 am

Ashes of Athas – D&D 4e

You've heard the stories of how thousands of people disappear every year, their caravans lost in the wastes without a trace. Now, to avoid a similar fate for yourself and those you hold dear, you must travel to the mysterious Dragon's Altar and find out the truth of what may be behind it. You should play 4-1 before this adventure.

**AoA4-3 The Lion's Den (levels 5-6)** – Mon 2 pm

Ashes of Athas – D&D 4e

The city-state of Urik is as brutal as the open desert and as cunning as the lion that graces its emblem. Hamanuâ's city holds the secrets you need, but Urik and its people will not give up their mysteries easily. Amidst the threat of war can you navigate the Urikite streets and Hamanuâ's Code or will the fortress city-state devour you? You should play 4-1 and 4-2 in order before playing this adventure.

**Apoc** – Mon 9 am – GURPS

GM: James Freeman

Our home has been taken, our friends killed, Will you seek to take it back or find a new home in a safer area? Pregens available.



## RPGs

**Assemble!** – Fri 2 pm – Marvel Heroic Roleplaying

GM: Caoimhe Snow

And there came a day, a day unlike any other, when Earth's mightiest heroes and heroines found themselves united against a common threat. On that day, the Avengers were born – to fight the foes no single super hero could withstand! Through the years, their roster has prospered, changing many times, but their glory has never been denied!

**Avengers Assemble!: Plague** – Sat 8 pm – Hero System

GM: Venter Laird

What begins as a routine effort to contain the rampage of a metahuman quickly turns into a race to save all of mankind. Come choose from over 50 of Marvel's mightiest heroes and assemble a team worthy of the challenge.

**Avengers Assemble!: The Tunnel** – Sun 8 pm – Hero System

GM: Venter Laird

Sometimes, the hardest thing for a hero to do is let someone save them. Come choose from over 50 of Marvel's mightiest heroes and assemble a team to face a danger aimed at only one amongst them.

**Bad Moon Rising** – Sun 9 am – Call of Cthulhu

GM: Ian ChristianScher

Dr. Wilkins has disappeared leaving behind nothing but a battered journal. Perhaps the investigators can discover what became of the doctor or perhaps something altogether more sinister. Set in 1927. Pregens provided. Presented by the Dead Gamers Society

**Being Meta-Human** – Sat 9 am – GURPS Fallout (Tournament)

GM: Ron Shaw

Where can an intelligent Death Claw, a ghoul, a brain-jar robot, a robo-dog, a super mutant, and an ant-queen psychic woman find a home in the wasteland? These misbegotten misfit companions seek a room with a view... but where can they find a place to live in peace?

**Chapter 1 - "Descend the Train"** – Sat 2 pm

GURPS: Gaslamp Adventure!

GM: Dave and Julie Scott

Literary characters from the turn of the 20th century deal with a world turning surreal as dreams becomes reality. They say the train is safe... but now you can't get off. Part of the GURPS tournament.

**Chapter 2 - "Ascend the Tower"** – Sun 2 pm

GURPS: Gaslamp Adventure!

GM: Dave and Julie Scott

Literary characters from the turn of the 20th century deal with a world turning surreal as dreams becomes reality. They say you can see into eternity from the top of the Eiffel Tower... but you still need to climb it. Part of the GURPS tournament.

**CORE2-12 The Sschindylryn Heresy (levels 17-20)** – Sat 2

pm, Mon 9 am – Living Forgotten Realms - D&D 4e

A death goddess' relic lies shattered across the Realms. The drow from Sschindylryn now seek to join the fragments and uncover its secrets in defiance of the Spider Queen. But what they'll unleash is not an ally against Lolth, but a new blight on the world. And all it needs to awaken is one word. A two-round adventure set in the Underdark. This is the second and final part of the Shattered Secrets series, which began with CORE2-11 The Sign of Four (P3).

**CORE2-8 Enemy of My Enemy (levels 14-17)** – Sat 9 am, Sun 7 pm – Living Forgotten Realms - D&D 4e

Even the most righteous churches are not without corruption. When a powerful Tormish traitor escapes into the Underdark, will you brave the depths of an ancient drow city to see that he is brought to justice? Set in the Underdark city of Sshamath. This adventure completes a major quest and is a sequel to both CORE 2-1 Killing the Messenger and ADCP 2-1 The Paladin's Plague. Play of the prior adventures is recommended but not required.

**CORM1-5 In the Bleak Midwinter (levels 1-4)** – Fri, Sun 7 pm – Living Forgotten Realms - D&D 4e

GM: Gabe Resnik

Sir Severin's tournament of competition, intrigue, whimsy, and danger returns to the city of Suzail! Do you have the skill, cunning, and strength to be crowned champions of the Midwinter tournament all while solving a mystery? This rather-modified, unusual, and ridiculous 6-hour adventure is set in Cormyr for characters levels 1-4.

**D&D Encounters: The Sun Never Rises (level 1)** – Sat 9 am – D&D 4e

Beneath the settlement of Dagger Falls, the deadly vanguard of an evil army crawls from the Underdark to threaten those who revere the light. The Sun Never Rises is a Dungeons & Dragons adventure for four to six players. This adventure uses pregenerated 1st-level characters whose backgrounds link directly to its story. This short adventure is designed to introduce players to the threat presented in the Web of the Spider Queen D&D Encounters season.

**D&D Encounters: Web of the Spider Queen (levels 1-3)** – Sat 2 pm, 7 pm, Sun 9 am, 2 pm, 7 pm – D&D 4e

Long past are the days when drow ruled over Shadowdale from the Twisted Tower – or are they? Beneath the sleepy farming community, an old evil stirs. The drow and their foul Underdark minions have set eyes on the Dalelands, but to what end is anyone's guess. Now, it's up to an unlikely band of adventurers to defend Shadowdale from the drow and learn what Lolth and her villainous followers are up to. Success means a respite from danger. Failure could doom the surface world.

## RPGs

**D&D Lair Assault: Spider Killer (level 9)** – Sat, Sun 9 am, 2 pm, 7 pm – D&D 4e

Death and glory await every hero who dares to attempt the daunting challenges offered by the in-store program, D&D Lair Assault. Earn achievements and accolades as you return to face the perilous adventure (and treacherous DMs) in these new dark, deadly, and drow-themed challenges. In this Lair Assault challenge, the adventurers brave the depths of Undermountain, the onetime playground of the mad wizard Halaster Blackcloak.

**D&D Next Playtest: Caves of Chaos** – Sat, Sun 9 am, 2 pm, 7 pm – D&D 5e

Do you have what it takes to survive the Caves of Chaos? The playtest offers players the chance to run pre-generated 1st-level characters through the Caves of Chaos, a four-hour D&D adventure. Wizards of the Coast staff will be running several tables each day. As part of the playtest, participants must sign a special non-disclosure agreement for playtesters.

**D&D Team Challenge** – Sat 2 pm – D&D 4th Edition  
GM: Steve Crawford and Chris Jackson

A Plus Ten To Awesome event - Two teams square off against each other, facing encounters on their way to meeting each other in the final battle room! It's a race to finish your encounter first and be fresh to battle the other team! People sign up and teams will be chosen at the start of the event. Note: This is a 6 hour event.

**Dawn of the Grey Knights** – Sun 8 pm – Star Wars D6  
GM: Ron Shaw

Two years since the Exile left to locate Revan. These two left was a group of wandering outcasts to both jedi and sith Both of these force traditions lost numbers and leadership both sides conscript force users they find Whether coincidence, loneliness, Will of the Force, the companions of Revan and the Exile have met force users who do not fit accepted traditions forming the Grey Knights.

**DCC RPG: Sailors On The Starless Sea** – Sat 8 pm –  
Dungeon Crawl Classics RPG  
GM: Dak Ultimak

An intro to DCC RPG, 0-level character creation and short adventure. All materials provided. Beastmen howl in the night and your fellow villagers are snatched from their beds. With no heroes to defend you, who will rise to stand against the encircling darkness? The secrets of Chaos are yours to unearth, but at what cost?

**DCC RPG: The Portal Under The Stars** – Fri 8 pm –  
Dungeon Crawl Classics RPG  
GM: Dak Ultimak

An intro to DCC RPG, 0-level character creation and short adventure. All materials provided. Seeking wealth and escape from their peasant lives, the characters investigate a supernatural portal that appears only once every half-century when the stars are right.

**Destiny** – Sun 2 pm – Paranoia XP

GM: Martin Padilla

Rejoice, citizens! Friend Computer has placed the future of the sector in your hands. Enjoy the whirlwind of good fortune that will inevitably spring forth from your hard effort and inexorable courage. (3 part campaign, following Miracle and Destiny. It is not necessary to play all three sessions to join.)

**Disaster Management** – Sat 8 pm

Paranoia: High Programmers

GM: Ed Murphy

You're distracted from your busy jacuzzi schedule or your sextarium session or your banquet of lightly roasted wild boar in apple sauce by the annoying buzz-buzzbuzz of a mission alert. "Attention, Trusted Citizen," The Computer says. "You are requested to report to the FMA Sector Situation Room as soon as possible. Further details will be provided as soon as they are available."

**Drop Zone 2** – Sat 2 pm, Sun 8 pm – GURPS

GM: Vern Avaritt

Pregens provided. Part of the Gurps Tournament.

**Drunkards and Dragons** – Sun 10 pm

See Seminars and Special Events.

**EAST1-3 Unbidden (levels 7-10)** – Sat, Sun 9 am

Living Forgotten Realms - D&D 4e

An attack by foul creatures has forced the closure of a dwarven mining operation. Adventurers are needed to investigate the threat and make the mine safe for reopening. Set in the East Rift.

**EAST1-4 Darkness in Delzimmer (levels 1-4)**

Sat, Sun 2 pm – Living Forgotten Realms - D&D 4e

A simple caravan run to the free city of Delzimmer takes an unexpected turn. It's said that there is no honor among thieves. However, their struggles can still cause collateral damage. The future of the Crafty Kobold Salvage Company hangs in the balance. Set in the East Rift.

**EAST2-1 Ends and Means (levels 4-7)** – Sat, Sun 7 pm –

Living Forgotten Realms - D&D 4e

Less than a century has passed since the fall of Underhome by dwarven standards, the sting of that loss is still fresh. A small but vocal group of dwarves actively seeks out confrontations with the local drow, seeking to drive them back into the depths of the Underdark. Vengeance is one thing, but at what point does it cross the line and become a senseless, endless vendetta?

**Engelblut** – Sat 2 pm – White Wolf Storytelling

GM: michael cantin

Vienna, 1880. Gräfin (countess) von Schneebergen is throwing a winter Fete in her mountainside estate to celebrate her daughter's marriage to an English Lord, when she turns up dead. Dead and in pieces it would seem. Soon the pattern repeats. You are all snowed in. There is no escape. And one of you ... is an inhuman killer. You are on the guestlist for an evening to die for.

## RPGs

### **EPIC3-1 The Glorious Hunt (level 21)** – Sat 9 am

Living Forgotten Realms - D&D 4e

Corellon's realm of Arvandor is known for more than its majestic forests and splendid islands. The exalted of Arvandor track down and destroy abominations that carve paths through the dominion in an eternal event known as the Glorious Hunt. When Corellon and his exarchs receive more than they bargained for, will you join the hunt? An adventure set in Arvandor. This is a three-round adventure.

### **EPIC3-2 Cracks in the Crimson Cage (level 22)** – Sun 9 am

Living Forgotten Realms - D&D 4e

Mortal heroes have just foiled a plot to assassinate a god and despoil his realm. The perpetrators' trail leads to Carceri, an astral prison that detains powerful abominations, disobedient angels, and horrors from beyond the known planes. The only way to find out who's behind the attack is for you to give chase into the Red Prison... and risk being trapped for eternity with beings feared even by the gods.

### **EPIC3-3 The Tangled Skein of Destiny (level 23)** – Fri 2 pm

Living Forgotten Realms - D&D 4e

A trail of assassination and devastation has led you across the planes to Lolth's throne. The path to the Queen of Spiders is treacherous and the souls of many brave heroes have been trapped alongside the demons, ensared in her eternal webs. Can you weave your way through the Demonweb to untangle the fate of mortals and gods alike? A three-round continuous-play adventure set in the Demonweb.

### **EPIC4-1 Shooting the Moon (level 24)** – Sat 9 am – Living

Forgotten Realms - D&D 4e

Devious plots have greatly weakened the Seldarine and nearly destroyed Arvandor and the Demonweb. Can you intervene before these machinations plunge Faerun into havoc, ruin, desolation, and devastation? A three-round continuous-play Epic Campaign adventure. This adventure is a direct sequel to EPIC3-3 The Tangled Skein of Destiny and marks the beginning of the second season of the LFR Epic Campaign.

### **Fiasco by Night** – Sat 2 pm – Fiasco

GM: jim pinto

The Vampire Lord of the City is dead. And now it's time to divide up his domain. That should be easy. Right? After all, it's not like you killed him. Did you?

### **Friday Night Firefight** – Fri 8 pm – Alpha Omega

GM: Ron Shaw

Friday Night is always busy and lively and deadly in the ruins outside old Los Angeles. The Privately hired trauma and extraction teams contract extra muscle for these wild nights and that's you! The call has come in that someone's trauma card has been popped so you and the med team are now in a hover vehicle dropping into a hot landing zone

### **Gamers vs. Aliens!** – Sat 9 am – Fate

GM: Seth Halbeisen

We were just going to the game store, check out the new titles. Stopped at the DQ for cones. The "city" isn't that big, but it does have a DQ. We noticed it as we walked down Main street. The weirdos wandering around like zombies. Then the wierd music. Seriously? Can't I just get my new comics? Aliens? Come on!

### **Ghost Pirates of the Bandeth Sector** – Fri 2 pm – Bulldogs!

- FATE-based SciFi

GM: Arthur Severance

It's not always easy working out where to deliver a package. The galaxy is big, and sometimes people don't want to be found. But this is ridiculous. The manifest says these crates are for delivery to Admiral Iron Prophet, and he's a myth. How do you deliver a package to someone who isn't real? Beginners welcome and pre-generated characters will be provided.

### **God Bless Texas** – Sat 2 pm – GURPS Fallout

(Tournament)

GM: Gary Mack

War.... War Never Changes. The warning sirens blare and everyone is screaming for that last spot in the vault as the bombs begin to fall. You and a group of other desperate Texans are scrambling towards Vault 91, you've been granted a miracle reprieve to enter the vault program... all you need do is serve as a test subject for a prototype cryo-chamber.

### **God Bless Texas part 2** – Sun 9 am – GURPS Fallout

(Tournament)

GM: Gary Mack

War... War Nev- wait it messed EVERYTHING up, it changes EVERYTHING... Your brave band of vault survivors have been asked to see a ghoul named Rose, a fellow survivor of the great war... sort of. As the head of the Daughters of the Republic of Texas she is requesting your assistance at the rebuilt Alamo Mission. Seems like easy caps in your pocket....

### **Happy Jacks - Old School** – Sat 9 am – AD&D 1st Edition

GM: JiB

You've been travelling all day and all you want is a warm bed a warmer wench and a cold ale, unfortunately that's not what you're going to get. It's time to get old school. Back to the dim and distant days of gaming antiquity, when a low armor class was better and skills were something thieves had. What better way to do that than to play the game most of us (old folks anyway) started out with?

### **Happy Jacks - ZombieMall** – Sun 9 am – Hero 6th Edition

GM: JiB

Memorial Day weekend at the shopping mall, a sunny summer day in suburban Los Angeles. Nothing could possibly go wrong on a day like today, nothing at all. So what was that sound? Why did the power just go out? What is that screaming? It's all about survival now and there aren't that many of you left. Maybe if you can just get out of the mall it will be ok, maybe.

## RPGs

### **How to get out of the Time Lock and influence a progenitor**

**. A Time Lord game** – Fri, Sat 8 pm – Call of Cthulhu

GM: Darnell Coleman

You are a group of Time Lords and other people who have a chance to get out of the Time Lock and then try to keep the Daleks from remaking their nation.

**Hunger Games- Quarter Quell** – Sat 9 am – GURPS

GM: Kris and James Freeman

This Quarter Quell is going to be the best yet! Pregens provided. Part of the Gurps Tournament.

**INTRO1-10S As He Lay Dying (levels 1-3)** – Mon 9 am –

Living Divine – D&D 4e

A mysterious invader has stormed his way into the Agris Valley. The Guardian has rallied you and the other immortals of the valley to the field of battle, to protect your homeland. In the end, nothing will be the same. A two-round Special Campaign Introductory Adventure, and the finale of the Introductory series.

**L5R RPG: Descent Into Darkness** – Sat, Sun 2 pm – Legend of the Five Rings RPG 4th Edition

GM: AEG

The magistrate of Mushi Mura has sent a message requesting aid: "Need help. Send reinforcement quickly." Take up the roles of honorable (or less so) samurai to investigate what troubles this small village in Rokugan. Pre-generated characters will be provided but experienced players can bring their own (must be at least insight rank 2 and appropriate to the story.)

**Last Voyage of HMS Babet** – Sat 2 pm – Beat to Quarters

GM: William Huggins

HMS Babet may be outdated, under gunned and smaller than other ships of her class. But, she's a good ship. More important, she's your ship, and it's up to you to ensure her name earns a place of honour before she returns to port and is decommissioned. Beat to Quarters is a game about high seas adventures in King George's navy during the Napoleonic wars.

**Law of the Jungle** – Sun 9 am – Changeling: The Lost

GM: Sarah Cary

There is no limit to where the Gentry can be found, from the Old World to the New. They have taken something precious from you. You will have to travel through the jungles of South America, all the way to Arcadia and back again if you have to. The Fae ruined your life but they also put the tools for their own destruction into your hands. This event hosted by the Dead Gamers Society.

**Living Dungeon World** – Sat 9 am, 2 pm, 8pm, Sun 2 pm,

8 pm – Dungeon World

GM: The Living Dungeon World Team

A world of fantastic adventure awaits - a world of monsters and heroes, gods and demons, swords and sorcery, Good and Evil. This is your world. This is DUNGEON WORLD. LIVING DUNGEON WORLD is a weekend-long series of connected heroic-fantasy games with persistent characters in a persistent world. Play as many or as few games as you like. New to DUNGEON WORLD? No problem! More info at the link.

**LURU1-5 Beyond the Wild Frontier (levels 7-10)** – Sun,

Mon 2 pm – Living Forgotten Realms - D&D 4e

The North is populated with many peoples, amongst them the savage and noble Uthgardt Barbarians. The balance of power is fragile in the wilderness is it about to change? An adventure set in Luruar.

**LURU2-3 Forgotten Crypts, Hidden Dangers (levels 1-4)** –

Fri 2 pm, Sun 7 pm – Living Forgotten Realms - D&D 4e

A collapse in the famous Lady's College of Silvermoon reveals a network of forgotten catacombs. Engineers are sent down to ensure the stability of the university building, but more broods in the tunnels below than wood rot and crumbling walls. An adventure set in Luruar. First part of the Forbidden Lore series, ending in LURU2-4 (levels 4-7).

**LURU2-4 Need to Know (levels 4-7)** – Fri 7 pm, Sun 9 am

Living Forgotten Realms - D&D 4e

Records containing sensitive information on Silvermoon's defenses have fallen into the wrong hands. Now you must race against time to recover these records before they can be used against the Gem of the North. An adventure set in Luruar. This adventure is the second and final part of the Forbidden Lore series, which began with LURU2-3 Forgotten Crypts, Hidden Dangers. Playing the two adventures in order with the same character is recommended, but not required.

**Malifaux the RPG** – Sun 2 pm – Castle Falkenstein

GM: James Forest

A Plus Ten To Awesome event - Using a mix of Malifaux miniatures and storyline and Castle Falkenstein RPG Rules, the Malifaux RPG is born! Can a bunch of Guild survivors make their way free of a trap set up for them and make it back to Malifaux city? Or will they fall prey to the hordes of Neverborn!

**Miracle** – Sat 8 pm – Paranoia XP

GM: Martin Padilla

With the wisdom of Friend Computer and your colleagues behind you! A simple turnkey operation promises great bounties for all, and great advancement opportunities for you. Prove the value of the Miracle and lead Alpha Complex towards its destiny. (3 part campaign, to following Whirlwind and to be followed by Destiny. It is not necessary to play all three sessions to join.)

**Montsegur 1244** – Sun 8 pm – Montsegur 1244

GM: jim pinto

In Montsegur 1244 the players collaborate to create a story about the Cathars who died for their beliefs in 1244. Each player takes on the role of one of the besieged Cathars who will face the choice between life and faith.

**Murder on Achatas IV** – Fri 2 pm, Sat, Sun 9 am –

Mongoose Traveller

GM: Nicholas Halsey

The starport goes into lockdown minutes after your ship docks. Whispered conversations and tension fills the air, though nobody will tell you why. Then the starport administrator invites you to her office. Wringing her hands nervously, she explains that you and the other members of your crew are the only people she can trust. The head of security is dead. Can you find the killer?

## RPGs

**Nightmare at Hill Manor** – Fri 2 pm – World of Darkness  
GM: Nicole Paoli

The bi-weekly poker game at Janice's apartment started out exactly as it always does. But things quickly prove to take a turn for the worse. What are you supposed to do when the other tenants start acting odd and things aren't what they seem? Hosted by the Dead Gamers Society

**On Board the Sun Tzu** – Fri 8 pm, Sat, Sun 2 pm –  
Mongoose Traveller

GM: Nicholas Halsey

A low-passage voyage to the planet Alara. It was the chance to start a new life on a new world, and it only cost 1,000 credits and a two-week journey in a cryopod. But when you and the other low berth passengers are pulled out of cryosleep after only a week by the ISS Sun Tzu's automated life support systems, you know that something unexpected has happened.

**Out of the Coffin -Season 4 : The Fairy Odd-Parents** – Sun  
Midnight – GURPS Horror

GM: Michale Shupe

Fairies have been revealed, but not all of them are being quite so nice now that they have. Pregens provided. Want your own? Email gurpsmib@gmail.com for details. Part of the GURPS tournament.

**PFS 3-03 The Ghenett Manor Gauntlet (levels 5-9)** – Sun  
Midnight – Pathfinder Society

When the Pathfinder Society failed to obtain a valuable artifact from a wealthy Druman noble using diplomatic means, the eccentric collector challenged them to take it through skill from one of his well-guarded manors throughout the world.

**PFS 3-04 The Kortos Envoy (levels 7-11)** – Sun 8 pm –  
Pathfinder Society

A Pathfinder Society Scenario designed for Levels 7-11. The centaur tribes of the Isle of Kortos have long been an enigma to the people of Absalom. But the Pathfinder Society needs the help of one of the horsemen's greatest heroes, in it falls to you to negotiate an agreement between the Decemvirate and the centaurs of the plains.

**PFS 3-07 Echos of the Overwatched (levels 1-5)** – Fri 2 pm –  
Pathfinder Society

When a Pathfinder agent working in the famed Blakros Museum in Absalom falls victim to a terrible, ancient evil, it falls to the PCs to hunt down the released terror before it can retrieve a relic of the mad astronomer Razzeros the Overwatched. Written by James F. Mackenzie.

**PFS 3-08 Among the Gods (levels 3-7)** – Fri 2 pm –  
Pathfinder Society

the PCs to the mountaintop mausoleum and monument known as Atios's Crown in search of a long-lost relic believed to be contained there, but all is not as it seems. Can the Pathfinders survive the denizens of the remote mountain complex and the sinister plot of a powerful cultists who plans revenge on the Society that has foiled their plans one too many times?

**PFS 3-09 Quest for Perfection - Part I: The Edge of Heaven (levels 1-5)** – Sun Midnight – Pathfinder Society

In the distant land of Tian Xia, the Pathfinder Society's Lantern Lodge sends a team of agents high into the mountains of the Wall of Heaven to an abandoned Iroran monastery in search of a powerful relic to assist them in ensure victory in the upcoming Ruby Phoenix Tournament.

**PFS 3-10 The Immortal Conundrum (levels 5-9)** – Fri 2 pm –  
Pathfinder Society

When the Pathfinder Society receives an invitation to a dinner party at the Thuvian Embassy, hosted by the guardian of this year's six doses of the infamous sun orchid elixir, the Decemvirate sends a team of Pathfinders to represent them and uncover the nature of the event.

**PFS 3-11 Quest for Perfection Part II: On Hostile Waters (levels 1-5)** – Sun 2 pm – Pathfinder Society

With an ancient Iroran relic in hand, the Pathfinders must make a long river voyage to the inland nation of Shokuro to return it to the only person who can reactivate the long-dormant artifact. Whether dangers take the form of goblinoid menaces on the shores of Kaoling to the north or the powerful armies of Lingshen to the south, the Pathfinders' journey will be anything but a pleasure cruise.

**PFS 3-13 Quest for Perfection - Part III: Defender of Nesting Swallow (levels 1-5)** – Sun 8 pm – Pathfinder  
Society

As the Pathfinders approach the village of Nesting Swallow in the Tian nation of Shokuro, they find it besieged by a gang of tengu bandits. Before their contact in the village will aid them in restoring the Iroran relic that brought them hundreds of miles to the isolated town,

**PFS 3-15 The Haunting of Hinojai (levels 5-9)** – Sat  
Midnight – Pathfinder Society

Ever seeking long-lost secrets, the Pathfinder Society sends a team of agents to explore a reportedly haunted house in the Dragon Empires nation of Minkai, hoping they can uncover the secret behind the legendary location's tormented past.

**PFS 3-16 The Midnight Mauler (levels 3-7)** – Sat 8 pm –  
Pathfinder Society

The Decemvirate sends members to the former crown jewel of Ustalav's royal courts, the decaying city of Ardis. Tasked to look into the fate of Absalom's former Master of Blades, Vonran Vilik, what they find will lead to exploration, diplomacy, murder, haunted pasts, and tragic love. Will PCs stop the rampage of the Midnight Mauler?

**PFS 3-17 Red Harvest (levels 7-11)** – Sat 2 pm –  
Pathfinder Society

In the naga-ruled nation of Nagajor in southern Tian Xia, the Pathfinder Society finds itself caught between feuding factions in a remote village. Forced to choose a side, the decisions of the agents involved could determine whether or not the Society gains access to a valuable religious artifact considered sacred by the village's nagaji

## RPGs

**PFS 3-18 The Gods Market Gamble (levels 1-5)** – Sat Midnight – Pathfinder Society

Valuable relics of religious natures have been disappearing on their way into Absalom and the Pathfinder Society stands to lose countless irreplaceable artifacts if the cause isn't found. Amid the bustling markets of the God's Market in the shadow of the Starstone Cathedral

**PFS 3-19 The Icebound Outpost (levels 1-5)** – Sat 2 pm – Pathfinder Society

The Pathfinder Society discovers an Aspis Consortium base in an ancient Vudran temple now encased in a glacier and sends the PCs to infiltrate it and investigate the extent of the rival organization's regional operations. Can the PCs get in the well-guarded Aspis outpost and escape with their lives and the information the Society seeks?

**PFS 3-20 The Rates of Round Mountain Part 1 (levels 7-11)** – Sun 2 pm – Pathfinder Society

In an effort to prevent an alliance between the Aspis Consortium and a contingent of ratfolk with incredible regional influence, the Pathfinder Society sends its best agents deep into a Darklands passage to the heart of Round Mountain, where the ratfolk hold court.

**PFS 3-EX Ther Cyphermage Dilemma (Tier 1-5)** – Fri 2 pm – Pathfinder Society

. In the shadow of the cyclopean Cyphergate that spans Riddleport's harbor, the PCs find themselves embroiled in a dangerous plot of deception that one could only find in Varisia's infamous pirate port.

**PFS Classic** – Sat Midnight – Pathfinder Society

This is to reserve table and slot for a Season 2 scenario chosen by mutual agreement between the GM and the table.

**PFS Classic Season 0-2** – Sat 2 pm, 8 pm, Sun Midnight, 2 pm, 8 pm, Mon Midnight, 2 pm – Pathfinder Society

This is to reserve table and slot for a Season 2 scenario chosen by mutual agreement between the GM and the table.

**PFS Intro 1: First Steps - Part I: in service to Lore** – Sun Midnight – Pathfinder Society

A Pathfinder Society Scenario designed for 1st level characters.

**PFS Intro 2: First Steps - Part II: To Delve the Dungeon Deep** – Sat, Sun 2 pm – Pathfinder Society

A Pathfinder Society Scenario designed for 1st level characters.

**PFS Intro 3: First Steps - Part III a Vision of Betrayal** – Sat, Sun 8 pm – Pathfinder Society

A Pathfinder Society Scenario designed for 1st level characters. Dispatched on an envoy mission overland from Absalom to port city Escadar, you must weather the harsh wilderness of the Isle of Kortos before you can hope to meet with the representative of the elusive gillmen, and only then come face to face with the greatest threat to the Pathfinder Society.

**Politics as Usual** – Fri 8 pm – D&D 1st Ed Red Box (The Original)

GM: Gary Mack

The mayor of a quaint Prosperous village has hired your band to root out troublemakers. Easy gold for any adventurer who can ply their talents...

**Post Apocalyptic Date Game!** – Sat 2 pm – Fate

GM: Seth Halbeisen

Big money! Big Prizes! The world may have ended, but entertainment is eternal! Be the next contestant on the biggest, baddest, and ONLY combat love show broadcasted coast to coast! If your tough, clever, and lucky you could win big, be set for life, and get with one of our prize models! Be adventurous! Be bold! Be good for ratings!

**Project: ASPIRE - 2012 Ways to Die** – Fri 8 pm – GURPS High Tech/Mysteries

GM: Michale Shupe

Pregens provided, want to make your own? email gurpsmib@gmail.com, Part of the GURPS tournament.

**River of No Return** – Sat, Sun Midnight – Inestra d30

GM: Jonathan King

Heroes are plotting against a village to save a child of miraculous birth or die trying. This Demo Play Test will involve an adventure of 4 players (Heroes) and will include magic rules (Miracles) for one of the 4 players. Observers are welcome. Inestra d30 is game of Cinematic Combat and Dramatis Personae.

**Rivers Run Red** – Sat 9 am – Dragon Age

GM: Nicole Paoli

Kirkwall has been on edge for some time. The Qunari are still in the docks, as if waiting for some unknown signal. And even as the guard is strengthening their numbers, crime runs rampant in the streets of Lowtown and Darktown. Set during Act 2 of Dragon Age 2

**Saeculum Sanquini** – Fri 2 pm – Saeculum Sanquini (playtest)

GM: jim pinto

Playtest of a new game by jim pinto. You'll have to fill out NDAs and everything.

**Sailing for Atlantis** – Sun 8 pm – Sailing for Atlantis

GM: Ed Murphy

You and a handful of strangers are sailing into the unknown in search of Atlantis. Each of you has different reasons for seeking Atlantis. None of you know how to get there. Of course, Atlantis doesn't actually exist. And the voyage to a place that doesn't exist takes a very strange path...

**Savage Freebooters of Eberron!** – Fri 2 pm, Sat Midnight – Savage Worlds+

GM: Saylor Van Merlin

You are the toughest, fiercest, scabbiest crew sailing the pirate waters of the Lhazaar Principalities. When a drunken night in the rough and tumble wharfside dive The Salty Dog launches you into unknown waters, you may find you're in over your heads! Set sail for mystery, adventure, and plunder as you carve your bloody name across the seas from Khorvaire to Xendrik and back!

## RPGs

**Secrets from the Past** – Sat 9 am – D&D 1st Ed Red Box (The Original)

GM: Gary Mack

A lone outpost on the outskirts of the kingdom has been sacked and looted. The only survivor has described a small band of wizards clad in chain commanding giant spider swarms. You have been hired to find out the truth of this matter.

**SoBOO New Beginnings** – Mon 9 am – Heroes of Rokugan - Legends of the Five Rings

The Test of the Topaz Champion is to be held for the first time in more than a decade. This promises to be an historic event... The PCs have been sent to assist their Clan's contestants at the Test of the Topaz Champion. Though already past their gempukku themselves, they will be expected to guard, guide, and advise their charges through the most prestigious coming-of-age ceremony in Rokugan. The eyes of the Empire, and the Emperor, will be upon them.

**SoB12 Ancestral Dictate** – Mon 2 pm – Heroes of Rokugan - Legends of the Five Rings

The returned spirits of Rokugan's ancestors have met with mixed success at their reintegration to the modern Empire. One has attempted to reclaim the title they held centuries ago, and the Imperial Arbiter has asked for assistance in resolving this inheritance dispute.

**Star Wars: DarkStryder** – Sat 9 am – Star Wars D6

GM: Ronald Johnson

Four years after the Battle of Endor the struggle against the remnants of the Empire continues. The New Republic ship FarStar, a Corellian Corvette maned by a motley crew of New Republic personnel, outcasts, and misfits, is in hot pursuit of rogue Imperial Moff Sarne across the distant Kathol sector. Sarne commands his fleet and controls strange artifacts known only as "DarkStryder" technology.

**Tentacles of Gray** – Fri 8 pm – Savage Worlds: Mars

GM: James Forest

A Plus Ten To Awesome event. Takes elements of the world of John Carter of Mars and makes it into a RPG. In the Tentacles of the Gray, you awaken to find yourselves taken by the Gray Martains. Curse those evil octopi! Can you escape from the slave pits? Can you escape from the radium mines before you are poisoned to death? Escape from the Gray Tripods and find out!

**The Black Sails** – Sat 8 pm – Legend of the 5 Rings

GM: Ron Shaw

Black sails are flying baring the Spider Clan's coat of arms they are raiding merchant ships that try to reach the Empire's harbors. Many nobles and merchant families are in a rage demanding something be done...the Empress has called on you to investigate

**The Canton Job** – Sun 2 pm – Serenity/Cortex Basic

GM: Timothy Simpson

Leverage in Space! Ace...! Ace...! We Aim to misbehave! A group of criminal misfits under the cover of a crew of sideshow performers channel their inner Robin Hoods on an exciting adventure for six players. Beginners welcome.

**The change Year 1** – Sat 8 pm – GURPS

**The change Year 2** – Sun 9 am – GURPS

GM: James Freeman

Electricity, guns, explosives, internal combustion engines, and steam power no longer work. Pregens provided. Part of the Gurps tournament.

**The Eye of the Storm** – Sat 8 pm – D&D 1st Ed Blue Box (The Original)

GM: Gary Mack

The Archdruid has warned the king himself that the fabled Gem of Power, the "Eye of the Storm" has been taken by an evil force to the Altar of the Elements. You and your brave adventuring company have been hired to defeat the evil and reclaim the gem before any great malady befalls the kingdom.

**The Merida Initiative** – Fri, Sat, Sun 8 pm – Cthulhu

GM: Armand Morton

On the US - Mexican border a crime scene of unparalleled magnitude, an unusual suspect, and a shocking discovery. This is a Cthulhu adventure where madness, despair, and horror await.

**The Only Way Out is Through.** – Sun 9 am – 3.5 Dungeon & Dragons

GM: Cy Terrin

Set in the world Toril, an undead threat has plague the small town of Arbel near King's Forest. You have been called upon by the town's captain to find the source of the undead and their controller and put an end to it before they become more powerful and numerous. This game is for 6 to 8 Players of 6th level using the high powered campaign character generation found in the 3.5 D&D PHB.

**The River of No Return** – Fri 2 pm – Inestra d30

GM: Jonathan King

Heroes are plotting against a village to save a child of miraculous birth or die trying. This Demo Play Test will involve an adventure of 4 players (Heroes) and will include magic rules (Miracles) for one of the 4 players. Observers are welcome. Inestra d30 is game of Cinematic Combat and Dramatis Personae.

**The Serpant Cults of Saturn** – Sun 2 pm – Danger Patrol

GM: Ian ChristianScher

Danger Patrol is called into action to investigate the mysterious serpent cults of Saturn. What dangers await them? How will they survive? Tune in to find out. Danger Patrol is a retro sci fi adventure in the vain of Flash Gordon.

**Tom Cumming Call of Cthulhu** – Sat 2 pm, 8 pm, Sun 8 pm Call of Cthulhu

GM: Tom Cumming

Children are evacuated to a country manor during the blitz.

**Tom Cumming Savage Worlds** – Fri 8 pm, Sun 9 am Savage Worlds

GM: Tom Cumming

A group of young samurai undertake a pilgrimage to a remote Shinto shrine in Mythic Japan.

## RPGs

**Tonight the Dragon Dies!!!** – Sun 8 pm – D&D 1st Ed Blue Box (The Original)

GM: Gary Mack

For centuries the kingdom has been plagued by a foul beast that has burned villages raided livestock and slain heroes. Tonight six veteran heroes hand-picked from the finest denizens of the realm will journey to the Dragon's remote Island lair to end its tyranny for all time. Tonight brave brothers and sisters... THE DRAGON DIES!

**Tournament Finals** – Sun 8 pm – GURPS

GM: Michale Shupe

To qualify, you need to play in at least 2 Gurps Games and be one of the top 6 scored Players. The list of finalist will be posted at the RPG signup table by 7pm on Sun. This game is by invitation ONLY. There will also be alternates in case the Finalists are not available.

**Universal Warriors "A Plumbing Problem"** – Sat 2 pm – GURPS Infinite Worlds

GM: Michale Shupe

The Plumber Academy is under attack by Daleks. Can the crew of the Night Fury, led by Galen Marek, break the siege before it is too late? Part of the GURPS tournament.

**Universal Warriors - A very Gotham Halloween** – Sun 2 pm – GURPS Infinite Worlds

GM: Michale Shupe

What do you get when you cross the Joker, The Riddler, R'as Al Ghul and Solomon Grundy? A bad night for Batman and the heroes he's assembled to stop them! Pregens provided. Part of the GURPS tournament.

**Vampires in the Mist** – Sun 2 pm – Vampire: The Requiem

GM: Sarah Cary

Your Prince has sent you to investigate some disturbing rumors. Humans are claiming to have encounters with vampires unlike any that have been seen before. The Masquerade is in jeopardy and it is up to you to get to the bottom of it before your night-time revels are exposed. Sharpen your senses and bare your fangs. Presented by the Dead Gamers Society.

**Victorian Lost: A Maze of Smoke and Hedge** – Fri 2 pm – Changeling the Lost

GM: Louis Garcia

There's a whole in the world like a great black pit and the vermin of the world inhabit it and its morals aren't worth what a pin can spit and it goes by the name of London. Victorian London, a cruel, beautifully mad place, a hiding place for the Lost, those changelings on the run from their keepers. Presented by the Dead Gamers Society.

**WATE3-1 Moon Rising (levels 11-20)** – Fri 7 pm, Sun 2 pm Living Forgotten Realms - D&D 4e

A Masked Lord needs adventurers to journey to the Gates of the Moon and recover a protective artifact. This quest is surely for the good of Waterdeep, but what will it mean for those who lose their ancient guardian? An adventure set in Waterdeep and the Astral Sea.

**Whirlwind** – Sat 9 am – Paranoia XP

GM: Martin Padilla

Rejoice, Citizens! Friend Computer has had a series of epiphanies that promise to forever improve life in Alpha Complex. Of course, you and your team will have a very important role to play. Learn what you need to know to bring a miracle to Alpha Complex. (3 part campaign, to be followed by Miracle and Destiny. It is not necessary to play all three sessions to join.)

**Zombie Hospital** – Fri 2 pm – GURPS (Tournament)

GM: Ron Shaw

It finally happened, the zombie apocalypse is here. You had just gone into the Hospital for your monthly visit... and now you are surrounded by brain-craving horrors. How will you survive?

**Zombie Mall** – Sun Midnight – GURPS (Tournament)

GM: Ron Shaw

Your Vehicle has Broken down in the middle of the Mall Parking Structure.... You are OUT OF GAS During the Zombie Apocalypse... and again you are surrounded by brain-craving horrors. How will you survive?

**Zombie Massacre - Eaten Alive.** – Fri, Sun 2 pm – GURPS

GM: Vern Avaritt

Pregens provided. Part of the Gurps Tournament.

## 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 10 game categories:

Euro Games	Rail Games
Strategy Games	War Games
Family Games	Kids Games
Collectible Games	Card Games

The points earned will be faced 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  
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tournament, not in the individual game.

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

For 2011 the winners are:

Jack Butler: Darrell Stark  
Card Games: Dan O'Farrell  
Euro Games: Bruce Schlickbernd  
Family Games: Jaye R  
Kids Games: Cambria B  
Rail Games: Kenneth Heilfron  
Strategy Games: Eric Downing  
War Games: Tim Towery  
Collectible Games: Chuck Watson

Strategicon Congratulates these fine gamers!



## 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 in the Dealer Room. Judging will take place at 4 pm on Sunday. Prizes for up to 1st, 2nd, and 3rd place and Honorable Mention in each category will be awarded. 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, or else be disqualified.
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 between 1 and 4 pm 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:

AEG	ManaWerx
Ape Games	Mayday Games
Asmodee	Mayfair Games
Avalanche Press Games	Minion Games
Blue Panther	Northstar Games
Buck Jitters	Out of the Box Games
Cold War Miniatures	One Small Step Games
Columbia Games	Paizo Publishing
Cryptozoic	Pegasus Hobbies
Days of Wonder	Privateer Press
Fantasy Flight Games	Queen Games
Galaxy Press	Reaper Paints & Miniatures
Gamecraft Miniatures	Rio Grande Games
Games Workshop	Sierra Madre Games
Gamewright	Steve Jackson Games
GMI Games	Stronghold Games
GMT Games	Tablewar Designs
Gripping Beast	The Monstore
Impact Miniatures	Valley Games
Imperial Outpost	Wattsalpoag Games
Inferno Games	Wizards of the Coast
Looney Labs	Wizkids

### Shopping

#### Dealer Room

The Dealer Room is located past the board gaming area in the Hermosa, Laguna, and Malibu rooms, next to the video game room (in Redondo room).

Hours:

Friday	5 pm to 9 pm
Saturday	9:30 am to 6 pm
Sunday	9:30 am to 6 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 welcomes the following exhibitors:

Manufacturers

- \* AEG
- \* Blue Panther
- \* Cock and Bull Games
- \* Columbia Games
- \* Decision Games
- \* Fantization Miniatures

- \* Inferno Games
- \* Play 5 Games
- \* Tablewar Designs
- \* Victory Point Games
- \* Wargamma

#### Retailers

- \* Dapper Devil
- \* Game Addict
- \* GMI Games
- \* The Monstore
- \* Treasure Nest
- \* War House
- \* Weekend Warrior

#### Conventions and Events

- \* NeonCon
- \* PolyCon

### Flea Market

Flea Market tables are rented by the convention at \$10 per hour per full table. You must have either a full-con or one-day badge in order to rent a Flea Market table. Flea Market tables are available on Friday 8 pm to 10 pm and Saturday and Sunday 11 am to 3 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 painted figures, artwork, games, etc. 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 Seminar 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.
7. Unsold items reclaimed 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. Call out your bids loudly and clearly. Make sure you catch the auctioneer's attention when making your bids.
5. 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.
7. 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 Sheraton 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.

## **Sheraton Hotel Rules**

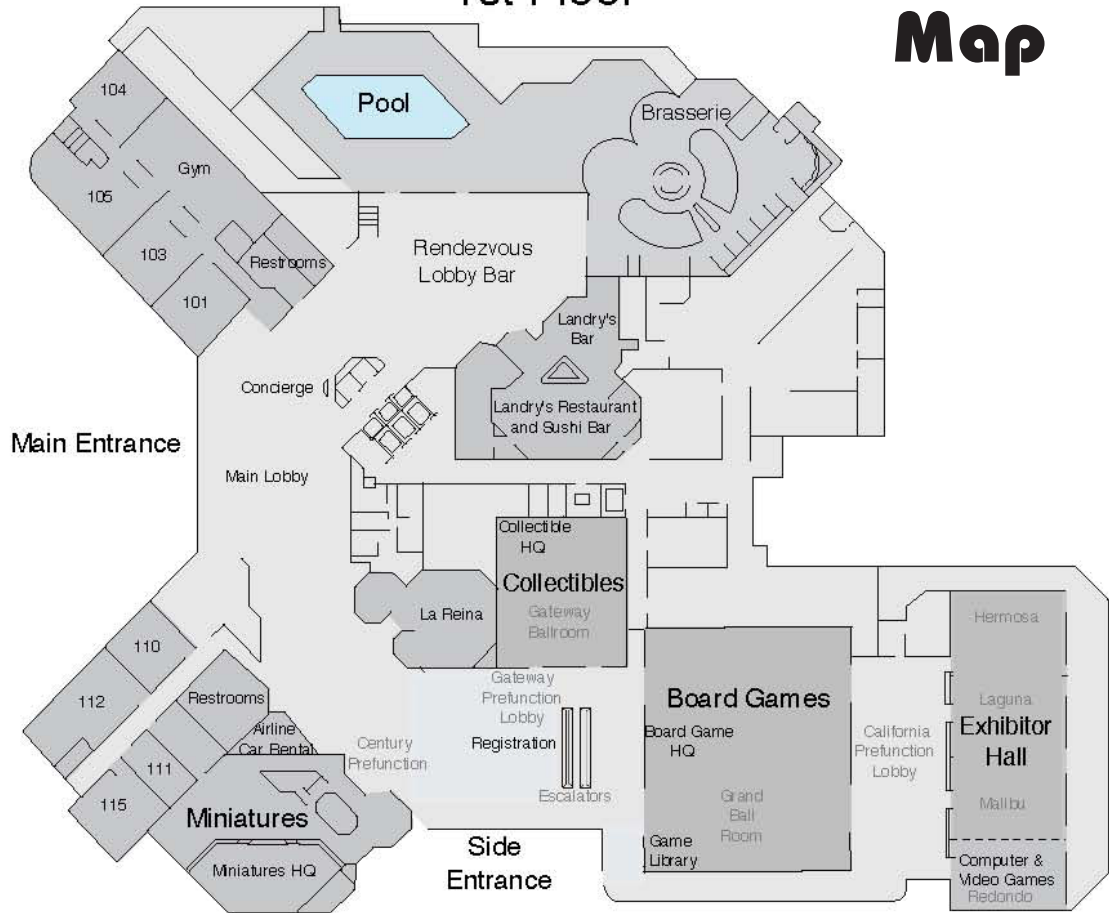
1. No gaming is allowed in the stairwells, roof, hallways, restaurants, or poolside. Plenty of room has been provided for you by the convention organizers, so please keep your gaming in the designated areas.
2. The elevator capacity is only 16 persons or 2,500 pounds. Don't overload them, because they 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. If you use valet parking, expect to pay full hotel rates, unless you have a room at the hotel.
8. No propping open fire exits and no hallway horseplay
9. 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!

## **Strategicon wants your art!**

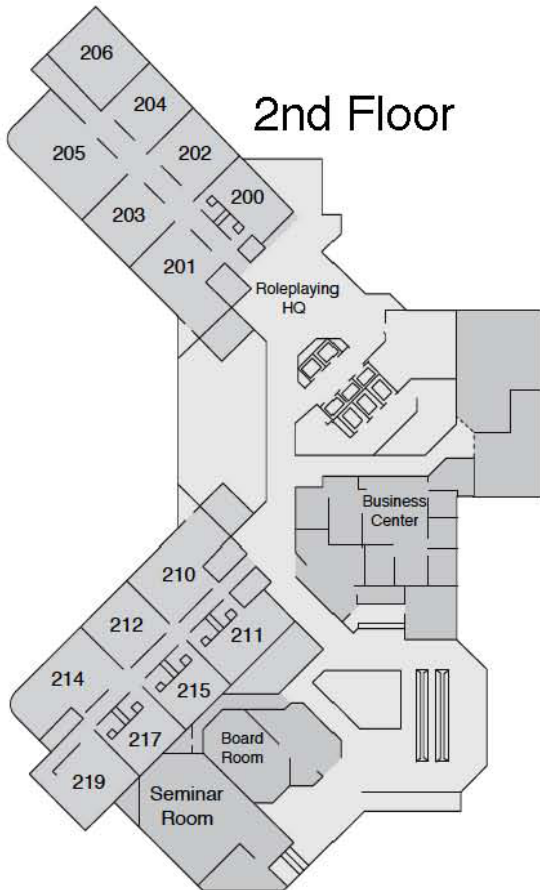
We're looking for color and black and white art for web and print advertising, the conbook, and even T Shirts. It can be any genre you like – historical, fantasy, science fiction, what-have-you. Strategicon is looking to expand its involvement with local artists. We can't promise riches but we can promise exposure and a chance to sell your art to eager convention attendees. Contact stratcon\_conman@strategicon.net for more details. We got some great stuff last time and are working on plans to use it. Thank you.

# GameX 2012 Map

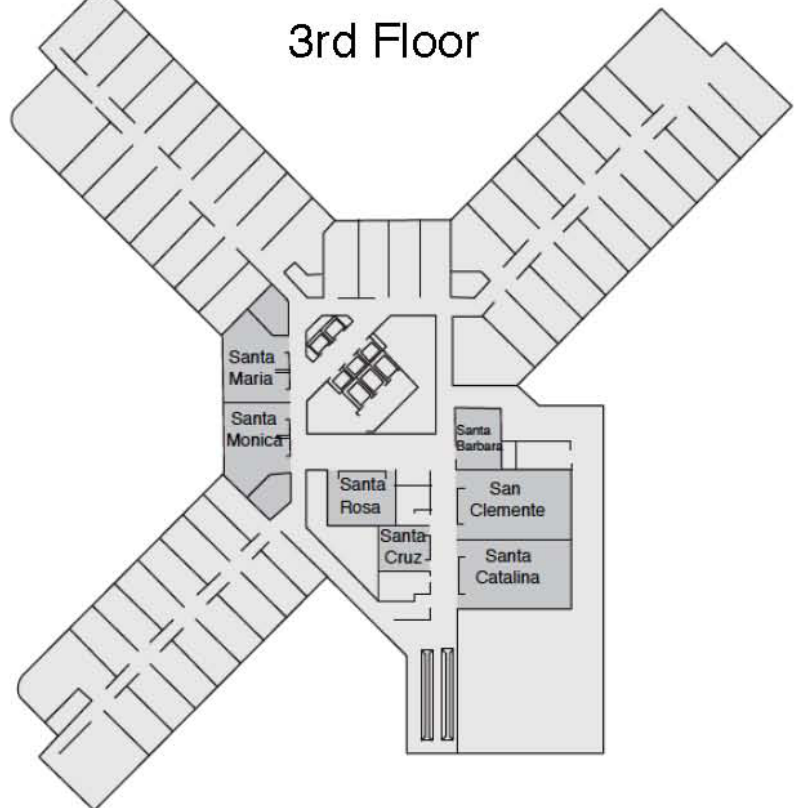
## 1st Floor



## 2nd Floor



## 3rd Floor



## Orccon 2012 Winners

Boardgame	1st Place	2nd Place	3rd Place
<b>1830</b>	Joe Gray	Andrew Schoonmaker	
<b>1835/1856/1870</b>	Joe Gray, Todd Van Der Pluym	Chuck Bass, Joshua Gottesman	Andrew Schoonmaker, Jonathan Flagg
<b>18GL</b>	Chuck Bass	Todd VanDer Pluym	Marc Ward
<b>18xx (final)</b>	Chuck Bass, Joshua Gottesman		
<b>18xx (open)</b>	Chuck Bass, Todd Van der Pluym	Peter van Ettinger, Joe Gray	Robert Livermore, Joshua Gottesman
<b>18xx (short)</b>	Joe Gray, Todd van der Pluym	Bill Galllagher, Chuck Bass	Joshua Gottesman, Marc Ward
<b>1st &amp; Goal</b>	Jackson Cahn		
<b>7 Wonders</b>	Lana Berman	Francis Bradford	Steve Loeb
<b>A Few Acres of Snow</b>	Brad Parker, Robert Patino	Rick Byrens, Roderick Lee	
<b>Acquire - David Woolcott memorial</b>	Eric Downing	Brian Terrill	Kyle Greenwood
<b>Age of Empires III</b>	Trevor Bender	John Spence	Winton Lemoine
<b>Agricola - Finals</b>	Lei Zhang	Matt Kremer	Winto Lemoine
<b>Airlines: Europe</b>	Trevor Bender	Brandon George	David Mines
<b>Alhambra - MEGA</b>	Austin Herbert	Brian Symington	Rmon Vinluan
<b>Alien Frontiers</b>	John Spence	Tom Finkle	David Mines
<b>Amun Re</b>	Bruce Schlickbernd	Scott Samarel	Steve Loeb
<b>Angry Birds</b>	Robert Neff	Edgar Contreras	Vincent Fryer
<b>Angry Birds Board Game</b>	Jason Kearney	Elizabeth Kearney	Mia Cipriano
<b>Angry Birds Boardgame #2</b>	Jason DuVall	Nick Chavez	Tracy Ashiawa
<b>Animal Upon Animal</b>	Esther Udvardi	Greyson Baptist	Cambria Baptist
<b>Arkham Horror for Beginners!</b>	Donovan Shickley	Darin Slocum	Jackson Cahn
<b>Arkham Horror for Beginners!</b>	Lindsay Johnson	Gabriel Gurrola	Theresa Whitmore
<b>Axis &amp; Allies - War Games</b>	Brett Harrison	Tim Towery, Dale Conklin	
<b>Bang!</b>	Alex Haley	Rob McDiarmid	Nawyn McDiarmid
<b>Bang!</b>	Andy Goldberg	Bryan Reeves	Ted Blegen
<b>Bezzerwizzer</b>	Matt Martin	Erick Vallejos	Teshura Casil-Goodman
<b>Black Friday</b>	Stephen Stewart	Ethn Stewart	Scott Samarel
<b>Blockade Runner</b>	Treg Julander	Gordon Dankberg	Trevor Bender
<b>Blokus</b>	Peter van Ettinger	Tracy Ashizawa	Bryan Reeves
<b>Blue Moon City</b>	Matt Kremer	David Zevin	Brad Keller
<b>Bobbin' Bumblebee</b>	Greyson Baptist	Kaela Sarsoza	Cambria Baptist
<b>Bullfrog Goldfield</b>	Paul Bonday	Danielle Seinder	Bill Gallagher
<b>Ca\$h 'n Gun\$: Live</b>	Adam Sux	A-Team	Mooshrooms
<b>Ca\$h 'n Gun\$: Live</b>	Link Nukers	To The Morgue	Suprinder
<b>Ca\$h 'n Gun\$: Live</b>	Looney Nachos	Don't Call Me Pinky	Noobie Killers
<b>Can't Stop!</b>	Jonathan Mabe	Rob Larson	Richard Potthoff
<b>Carcassonne</b>	Heather Spowart	Jaye R	AdamSteed
<b>Card Sharks</b>	Esther Udvardi	Daniel Melzahn	Jeremy Hale
<b>Cargo Noir</b>	Eric Downing	David Mines	Jessamine Campbell
<b>Cartagena</b>	Darrel Stark	Keith Brush	Trevor Bender
<b>Caylus</b>	Bruce Schlickbernd	David Hu	Robert Iacopino
<b>Chain Reaction</b>	Martin Pedilla	Renee Rose-Perry	

<b>Clue</b>	Kaylee Bender	Nathaniel Thompson	Aidan Rooney
<b>Colonia with Dirk Henn</b>	Eric Elder	Adrian Black	
<b>Concentration</b>	Robert Van Peer	Kaylee Bender	Jared Bender
<b>Core Worlds</b>	Alasdair Burton	Xander Kinzle	Connor Ryken
<b>Cosmic Encounter</b>	Bryce Bender	Jeremy Clifft	Vievin Clifft
<b>Cranium: Pop 5</b>	Octave Villar	Robert Larson	Teshura Casil-Goodman
<b>Cthulhu Dice</b>	Sarah Mosley	Larry Loc	Tobias Loc
<b>Cthulhu Dice</b>	Christine Copatano	Greg Wagstaff	Joe Wagstaff
<b>Deck Builders 101 - Dominion</b>	Lea Vical	Bridget Acuna	Breon Bliss
<b>Descent - Journeys in the Dark</b>	Justin Scott, John Perry, J.C. Kern, Mike Olson		
<b>Dice Age - Crown of Gods</b>	Danielle Seidner	Connie Chinn	Sing Tang
<b>Dice Age - Crown of Gods</b>	Diane Grotjohn		
<b>Dominion</b>	Bryant Fosgren	Matt Graziano Humphry	Nick Cascone
<b>Dominion - Mega Monday</b>	David Zevin	Robert Johnson	Bryant Fosgren
<b>Dominion #2</b>	Brooke Power	Chris Moody	Aaron Braslein, Andrew Popescu
<b>Doom - The Board Game</b>	Juston Scott	Marty Watrous	
<b>Dream Factory</b>	Darrell Stark	Renee Hammer	Stephanie Kelleher
<b>Dungeon Lords</b>	Brad Parker	Tosh Kocar	Andy Goldberg
<b>Dweebies</b>	Greyson Baptist	Cambria Baptist	Jared Bender
<b>Eminent Domain</b>	Rob Larson	Lucas Townsend	Erick Vallejos
<b>Eminent Domain</b>	Eric Fletcher	Sing Tang	Robert McCall
<b>Eminent Domain</b>	Martin Padilla	Andy Goldberg	Steve Jones
<b>Empire Builder</b>	Kyle Greenwood	Paul Bonday	Jonathan Flagg
<b>Euro Games 101-Agricola</b>	Albert Wang	Keenan McCardle	Jim
<b>Euro Games 101-Le Havre</b>	William Beyerman	Robert McCall	Estaniel Randle
<b>Euro Games 101-Princes of Florence</b>	Bridget Acuna	Danielle Seidner	
<b>Finca</b>	Brad Parker	Steve Loeb	Jeff Moore
<b>Flash Point: Fire Rescue</b>	Neil Figuracion	Daniel McDairmant	
<b>Fluxx</b>	Carey Klenetsky	Aiden Rooney	Brian Lane
<b>Food Fight</b>	Danielle Seidner	Edgar Contreras	Neil Figuracion
<b>Food Fight 101</b>	Thomas Carrington	Lea Vical	
<b>For Sale - Filler Friday</b>	Ramon Vinluan	John Perry	Renee Rose-Perry
<b>Formula D</b>	Chris Allen	Steve Packard	Francine Ostrum
<b>Fortress America</b>	Bruce Ballard	Walter Wichowski	Stephen Stewart
<b>Frag Gold</b>	Bryce Bender	Kaylee Bender	Jared Bender
<b>Frag Gold</b>	Bryce Bender	Zachary Pitts	Matt Ecklund
<b>Frag Gold</b>	Edgar Contreras	Justin Zebeda	
<b>Frag Gold</b>	Ben Cosman	Eric Gadal	Andreas Pluchar
<b>Fresco</b>	Jaye R	Brad Parker	David Mines
<b>Galaxy Trucker</b>	David Zevin	Stephanie Schidel	Jeremy Hale
<b>Granada</b>	Jeff Schwartz	Chris Venuti	Larry Buckel
<b>Gulo Gulo</b>	Greyson Baptist	Kaela Sarsoza	Cambria Baptist
<b>Hearts #1</b>	Dan O'Farrell	Shawn Brassard	Ehren Evans
<b>Hearts #2</b>	Dan O'Farrell	Kelsey Gaines	Rick LePore
<b>Hearts #3</b>	Gerard Delker	Dan O'Farrell	Daniel Kim

<b>Hornet</b>	David Hu	Kirk Udvardi	
<b>Hunting Party</b>	Brady Lang	Jonathan Pulos	Renee Gallo
<b>In the Year of the Dragon</b>	Robert Flowers	Eric Fletcher	Darrell Stark
<b>Incan Gold</b>	Stephanie Sarsoza	Teshura Casil-Goodman	Mike Wolfe
<b>Infinite City</b>	Nancy Nesbitt	Brian Larson	Phillip Knauss
<b>Infinite City Demo</b>	Phillip Knauss	Danielle Seidner	Elane
<b>Innovation</b>	Calvin Michaels	Daniel Huffbut	Walter Wichowski
<b>Junglemart</b>	Ronald Bermudes	Matt Schwartz	Ramon Viuluan
<b>Junta: Viva El Presidente</b>	Eric Downing	Jon Dalesandy	Kirk Udvardi
<b>Kids' Pyramid Games</b>	Joep Hensel	Pim Hensel	Kaylee Bender
<b>King of Tokyo</b>	Renee Rose-Perry	John Perry	Atticus Gifford
<b>Kingdom Builder</b>	Bill Beyermann	Jeremy Hale	Stanton Peay
<b>Kings &amp; Things</b>	im Foster	Bryce Bender	Edgar Contreras
<b>Kingsburg</b>	Eric Downing	Dean Taylor	Jamie Lee
<b>Le Havre - Finals</b>	Bill Begermann	Shane Sauby	
<b>Le Havre - Prelims</b>	Shane	Brian Larsen	James Grace
<b>Lifeboat</b>	Kirk Udvardi	Francis Bradford	Rick Baptist
<b>Lingo</b>	Raam Kaur	Nicole Zweifel	Grant Zweifel
<b>Looney Bin</b>	Bob West	Brenden Fisher	Ben Ziek
<b>Lost Cities: The Board Game</b>	Ramon Vinluan	Matt Schwartz	Jeffery Moore
<b>Luck of the Draw</b>	Lisa Adams	Don Tsuchiyana	Ken Whitmore
<b>Martian Dice</b>	Renee Hammer	Renee Rose-Perry	Ben Cosman
<b>Merchant of Venus</b>	Gerald Delker	Robert Woodson	Roderick Lee
<b>Metro/Cable Car with Dirk Henn</b>	Matt Schwartz	Robert Carson	Ben Cusman
<b>Mondo</b>	Chris Johnson	Ryan Davis	Russell Howell
<b>Monopoly Deal #1</b>	Sallan Grioffin	Nick Chavez	Erin Chavez
<b>Monopoly Deal #2</b>	Renee Rose-Perry	Sierra West	Richard Dekany
<b>Munchkin</b>	Dan Siskia	Mark Ward	Mark Drach-Meinell
<b>Munchkin Bites!</b>	Matt Martin	Sallan Griffin	
<b>Munchkin Quest</b>	Cameron Haley	Kris Freeman	Andrew Holguin
<b>Nexus Ops</b>	Jon Dalesandry	G Builta	David Hu
<b>Nightfall</b>	Colin K	Chris Cook	Robert Andresako
<b>Nightfall 101</b>	Robert Berryhill	Spencer Dhamaphan=tanan	G Builta
<b>Nightfall at Midnight</b>	Brad Parker		
<b>Nightfall: Coldest War</b>	Patrick Berdon	Johnathan Pulos	Russell Dobbins
<b>Nightfall: Coldest War</b>	Robet Andruszko, Christina Cook	Anthony Makarzec	
<b>Ninja: Legend of the Scorpion</b>	Ronald Bermudes	Tarrah Bogart	
<b>Notre Dame</b>	Matt Kramer	Scott Samarel	Jeremy Poindexter
<b>Pack and Stack</b>	Jessalyn Graham	Anthony Abeyta	Danielle Seidner
<b>Panication</b>	John Perry	Daniel McDiarmant	Marc Giultin
<b>Password</b>	Olivia Fletcher, Eric Fletcher	Ramon Vinluan, Mats Ecklund	Nicholas Fascitelli, Matt Schwartz
<b>Pay Day</b>	Brynn Bogard	Stephanie Smith	Mandy Gomez
<b>Penny Arcade: Gamers Vs. Evil</b>	Patrick Dunkerly	Allan Gonzalez	Matt Schwartz
<b>Penny Arcade: Gamers vs. Evil #2</b>	Kyle Edwards	Glenn Goodman	Martin Padilla
<b>Phase 10 #1</b>	Ramon Vinluan	Krysta Fryer	Robert Larson

<b>Phase 10 #2</b>	Daniel Kim	Shawn Brassard	Elizabeth Kearney
<b>Pillars of the Earth</b>	David Hu	Darrell Stark	Andrew Leigh
<b>Pirate Fluxx</b>	Clifford Bennett	Connor Terrill	Vincent Fryer
<b>Pirates DBG Playtest</b>	Heather H	Chris Venuti & Jenna	Ronald Bermudes
<b>Play 5</b>	Alejandro Carbonara	Benjamin Cosman	David Hu
<b>Poker 7 Card Stud</b>	Ryan Gan	Sean Williams	Tarynne Fraigon
<b>Poker No Limit Texas Hold em</b>	Dan O'Farrell	RJ Held	Tarynne Fraigon
<b>Poker Omaha Hi/Lo8 split</b>	Pearl Albright	Winton Lemoine	Mike Li
<b>Power Grid</b>	Chris Johnson	David Hu	Bruce Schlickbernd
<b>Press Your Luck</b>	Kai Johnson	Lisa Adams	Beckett Cary-Green
<b>Puerto Rico</b>	Andy Goldberg	Michael Mindes	John Clair
<b>Puzzlestrike</b>	Eric Fletcher	Allan Gonzalez	Neil Figeracion
<b>Quarriors</b>	Tucker Ransom	Ryan Higa	Stephanie Schiedel
<b>Qwirkle</b>	David Hu	Jaye R	Nick Chavez
<b>Ra</b>	David Hu	Scott Samarel	Roderick Lee
<b>Race for the Galaxy</b>	Colin Kameoka	Bryant Fosgren	Russell Howell
<b>Race for the Galaxy: 2-player</b>	Josh Kaufman	Chris Johnson	Matt Kremer
<b>Railways of the World</b>	Todd Hatfield	James Thomas	Scott Samarel
<b>Raj</b>	Ronald Bermudes	James Baca	Heather Sinauskas
<b>Rat-a-tat Cat</b>	Ryan Dekany	Sue Dekany	Charlotte Dekany
<b>Rattus</b>	Kyle Greenwood	Jeff Schwartz	Gary Okuma
<b>Red Dragon Inn</b>	Ben Lakmer	Sarah Mosley	Edgar Contreras
<b>Red Dragon Inn</b>	Edgar Contreras	Terran Peay	Thomas Acuna
<b>Remote Control</b>	Nick Chavez	Renee Hammer	Jeffery Moore
<b>Revolution</b>	Brian Alvarado	Josh Kocur	Karla Freeman
<b>Revolution</b>	Matt Hyra	Paul Rebeles	Chris Buskirk
<b>Robo Rally</b>	Jim Cowan	Richard Dekany	Ryan Dekany
<b>Roll through the Ages</b>	Ben Cosman	Eric Downing	Renee Rose-Perry
<b>Safranito</b>	Danielle Seidner	Darrell Stark	Stephanie Sarsoza
<b>Safranito</b>	Danielle Seidner	Darrell Stark	Stephanie Smith
<b>Safranito 101</b>	Danielle Seidner	Michael Sarsoza	
<b>Sale of the Century</b>	Matt Schwartz	Ramon Vinulan	Jeremy Hale
<b>Scepter of Zavandor</b>	Peter Van Ettinger	Eugene H	Jonathan Flagg
<b>Scrabble</b>	Mark Spraragen	Renee Rose-Perry	Adrian Reif
<b>Scrabble: The Game Show</b>	Marc Spraragen	Adam Purucker	Paula Licht
<b>Settlers of Catan: NACC finals</b>	David Zevin	Michael Rooney, Zach Pitts	
<b>Seven Dragons</b>	Nathan Deovia	Shad Schidel	Nick Alward
<b>Shogun</b>	David Gerson, Theodore Blegen, Lucas Townsend		
<b>Shogun/Samurai Swords</b>	Nick Adams-Cohen	Tim Reiff	Gerald Delker
<b>Slapshot!</b>	Edgar Contreras	Renee Rose-Perry	Esther Udvardi
<b>Slapshot!</b>	Victor Bugg		
<b>Small World: 102</b>	Shad Shidel	Claire W	Gary Okuna
<b>Snatch-it</b>	Andrew Cohen	Teshura Casil-Goodman	Samantha Henriksen
<b>Sol</b>	Robert Iacopino	Ronald Bermudes	Michael Li
<b>Spades #2</b>	Dan O'Farrell	Daniel Kim	Josh Kaufman
<b>Spades #3</b>	Daniel Kim, William Lowell	Dan O'Farrell, Kelsey Gaines	



<b>Stacket Pre-Release</b>	Danielle Seidner	Ben Ziek	Bob West
<b>Star Trek Scene-it?</b>	Richard Pottoff	Teshura Casil	Andy Goldberg
<b>Stone Age</b>	Bruce Schlickbernd	Steve Loeb	Xander Kinzle
<b>Tales of the Arabian Nights</b>	Dean Taylor	Joseph Wagstaff	John Perry
<b>Talisman</b>	Brad Lapin	Boe Boyer	Jacob Brook
<b>Tanto Cuore</b>	David Hu	G Builto	Sing Tang
<b>Tasty Minstel Games - Playtest #1</b>	Victoria Paul	Andrew Schoonmaker	Stephanie Bryant
<b>Tasty Minstel Games - Playtest #2</b>	John Clair	SethJaffee	Renee Gallo
<b>The Mad Magazine Game</b>	David Hu	Ronald Bermudes	David Larson
<b>The Magic Labyrinth</b>	Greyson Baptist	Cambria Baptist	Kaela Sarsoza
<b>The Price is Right</b>	Tristan Beck	Renee Hammer	Ramon Vinluan
<b>The Princes of Florence</b>	DavidHu	Tim Oates	Neil Pamandan
<b>Thunderstone</b>	Ben Van Buskirk	Sam Felice	Jackson Cahn
<b>Tic Tac Dough</b>	Laura Fitzgerald	Nathaniel Thompson	Aidan Rooney
<b>Tichu - Final Round</b>	Lana Berman, David Zevin	Michael Wolfe, Tim Oates	
<b>Ticket to Ride - Legendary Asia</b>	John Clair	Darrell Stark	
<b>Ticket to Ride - Team Asia</b>	Robert Iacopino, Mike Li	Renee Rose-Perry, Renee Hammer	
<b>Tigris &amp; Euphrates</b>	Darrell Stark	Paul Allwood	Ted Blegen
<b>Tikal</b>	Eric Downing	Brad Parker	Nathan Demoura
<b>Titan</b>	Brad Keller	Joseph Wagstaff	William Beyermann
<b>Toc Toc Woodman</b>	Jared Bender	Sue Dekany	Kaela Sarsoza
<b>Toc Toc Woodman</b>	Jasmine Baptist	David Zevin	Lea Vicerai, Kirk Vavardi
<b>Twilight Imperium 3rd Ed.</b>	Jon Wagner	Dave Wakefield	
<b>Twister</b>	Ki Terrill	Laura F	Esther Udvardi
<b>Undermining</b>	Anthony Abeyta	Kirk Udvardi	Jared Bender
<b>Uno #1</b>	Dannielle Pressler	Sallan Griffin	Tristan Beck
<b>Uno #2</b>	Nick Chavez	Nathaniel Taylor	Mary Taylor
<b>Uno #3</b>	Alex Decker	Marc Ward	Sue Dekany
<b>Uno #4</b>	Marc Ward	Krysta Fryer	Jaye R
<b>Uno Attack</b>	Krysta Fryer	Bruce Nelson	Bob Lamarre
<b>Wasabi</b>	Renee Rose-Perry	Stephanie Sarsoza	Winton Lemoine
<b>Werewolf #2</b>	Bridget Acuna	Robert Combs	Ben Poteet
<b>Werewolf #3</b>	Rebecca Scott	John Cruz	Mats Ecklund
<b>Werewolf #5</b>	Mark Davis	Andy Salazar	
<b>Wheel of Fortune</b>	Heather Hardenbery	Kelsey Venuti	Jenna Venuti
<b>Who Would Win?</b>	Kike Sterns	Don Tsuchiyama	Aaron Poehls
<b>Who Would Win?</b>	Ronald Bermudes	Chris Green	Ben Ziek
<b>Wits &amp; Wagers</b>	Andy Salazar	Nicole Salazar	John Perry
<b>Wizard Kings</b>	Mark Drach Meine	Jackson Cahn	
<b>Word on the Street</b>	Jeanette Albright	Stephanie Smith	
<b>World Conquerors</b>	Eric Gerber	Walter Wichowski	Nick Cascone
<b>Yahtzee Free for All</b>	Darrell Stark	Jaye R	Mary Taylor
<b>Yahtzee Free for All</b>	Lea Vicerai	Lana Berman	Sam Waterhouse
<b>Zendo</b>	Laura Meng	Jamie Vann	
<b>Zero</b>			Brady Lang
<b>Zombie Dice</b>	Brian W	Carey Klenetsky	Tommy Lepore

Zoowaboo	Greyson Baptist	Kaela Sarsoza	Cambria Baptist
<b>Collectible Cards &amp; Miniatures</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
<b>A Game of Thrones LCG</b>	Ben Jones	Bryan Hilburn	
<b>Acension</b>	Rami Silverman	Fred Carmelia	Michael Hezma
<b>Acension</b>	Melissa Weiss	Candice Lehman	Chuck Watson
<b>Cath of Cthulhu LCG</b>	Bryan Hilburn	Zach Pitts	Matt Ecklund
<b>Clout</b>	Bob Mesrop	Barbera Mikkelson	David Mikkelson
<b>Dragon Dice "Build-Your-Own -Army" Tournament</b>	Brian Cwikla	Nicole Roberts	Glen Goodman
<b>Dragon Dice Sealed Starter Novice Tournament</b>	Nicole Roberts	Dave Borgeson	Mike Urban
<b>Highlander TCG Back to Basics</b>	Geoff Colman	Victor Bugg	
<b>Highlander TCG Immortals</b>	Geoff Colman	Victor Bugg	
<b>Highlander TCG Orcon Rumble</b>	Geoff Colman	Victor Bugg	
<b>Highlander TCG T2 Standard</b>	Victor Bugg	Geoff Colman	
<b>M: 1G -Extended</b>	Robert Johnson	Natalie McDermon	Chuck Watson
<b>M: 1G -Friday Night Magic</b>	Robert Johnson	Alejandro Carbarra	Alexander Kinzle, Miles Salholm
<b>M: 1G -Mini Master</b>	Kyle Smith	Scott Renkes	Ben Cosman
<b>M: 1G -Pauper</b>	Michael Arsillim	Greg Wagstaff	Nick Chavez
<b>M: 1G -Sealed Draft</b>	Jason Yang	Sean Thompson	Jocquin Barrett
<b>Meepile Madness</b>	Teshura Casil-Goodman	Samantha Henrikson	
<b>Pirates Pocketmodel "Clash of the Titans"</b>	Thomas Farr	Sean Voltaire	Jon Brown
<b>Pirates Pocketmodel "Clueless"</b>	David Hu	Jacob Brooks	Chuck Collins
<b>Pirates Pocketmodel "Deep Ones Rising"</b>	Jake Brooks	Jon Brown	
<b>Pirates Pocketmodel "Lead or Gold"</b>	Thomas Farr	Brandon Weiss	Melissa Weiss
<b>Pirates Pocketmodel "Under jolly Roger"</b>	Melissa Weiss	Brandon Weiss	Thomas Farr
<b>Pokemon</b>	Jason Kearney	Elizabeth Kearney	
<b>Pirates: Sink-n-Keep "Ms. Scarlett, in the Library, with a candlestick"</b>	Heather Sinauskas, Fred Carmelia, Mike Arsollon	Chuck Watson, Elizabeth Kearney, Jon Brown	Thomas Farr, Jake Brooks, Melissa Weiss
<b>Star Wars Minis "order 66"</b>	Kyle Trusillo	James Branzuela	Conner Mowatt
<b>Star Wars Minis "Sith Apprentice"</b>	James Branzuela	Brandon Timms	Caleb Weider
<b>VtES: "Aye"</b>	Robert Scythe	James Lin	Matt Wedge
<b>VtES: "High Aye"</b>	Matt Wedge	James Lin	Robert Scythe
<b>Warlord "Singles"</b>	Chris Schoethal	Rami Silverman	Rich Carter
<b>Warlord "Turncoat"</b>	Heather Sinauskas	Don Tsuchiyama	Rich Carter
<b>Yu-Gi-Oh!</b>	Edgar Contreras	James Delhaver	
<b>Video</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
<b>Dance Central (9 PM)</b>	Nicholas Fascitelli	Todd Schlickbernd	Esther Udvardi
<b>Diablo 3</b>	Sam Udvardi	Josh Simon	Shawn Brassard
<b>Gears of War 3 - Solo Horde</b>	Marcus Soto	Dylan Veuti	Jenna
<b>Halo Reach FFA</b>	Reilly Hughes		
<b>Super Smash Bros. Brawl FFA</b>	Kyle Smith	Hayden Decker	Angel Dubon
<b>Ultimate Marvel vs Capcom 3</b>	Angel Dubon	Alejandro Carbonera	Matthew Murphy
<b>Miniatures</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
<b>Circus Maximus</b>	Nathan Marcello	Victor Ippolito	Mats Eckland
<b>Dystopian Wars</b>	Tony Rodgers	William Lowell	Paul Rodgers
<b>Flames of War</b>	Frank Youan	Robert Courtney	Brian Jordano

<b>Warhammer Ancient Battles</b>	Jim Clark	Paul Rigby	Pat Lowinger
<b>Malifaux</b>	Patrick Bordan	Jim Sandoval	Bron Tamulis
<b>War Machine</b>	Aaron Cooke	Mark Kozien	Craig Conroy
<b>Painting Contest</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
<b>Best of Show</b>	Eric Roof	Jay Garrett	Ben Manuszak
<b>Fantasy Large</b>	Jay Garret	Steve Petrey	Josh Simon
<b>Fantasy Single</b>	Eric Roof	Eugene Nelson	Steve Petrey
<b>Historical Large</b>	Chrisopher Kearney		
<b>Historical Single</b>	Richard Dixon	Christopher Kearney	
<b>Open</b>	Christopher Kearney	Ben Manuszak	Samuel Schrimeshes
<b>Sci Fi Large</b>	Ben Manuszak	Josh Simon	Christopher Kearney
<b>Sci Fi Single</b>	Nilbert Ng	Roselia Lopez	Dave Collins
<b>Strategikids</b>	Elizabeth Kearney	Sean Sokel	Nick Scharpf
<b>RPG</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
<b>RPG Slot 1</b>	Jeff Perderson	Ben Lakner	Nic Neidenbach
<b>Other</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
<b>Costume Contest</b>	Erin Chavez	Link	



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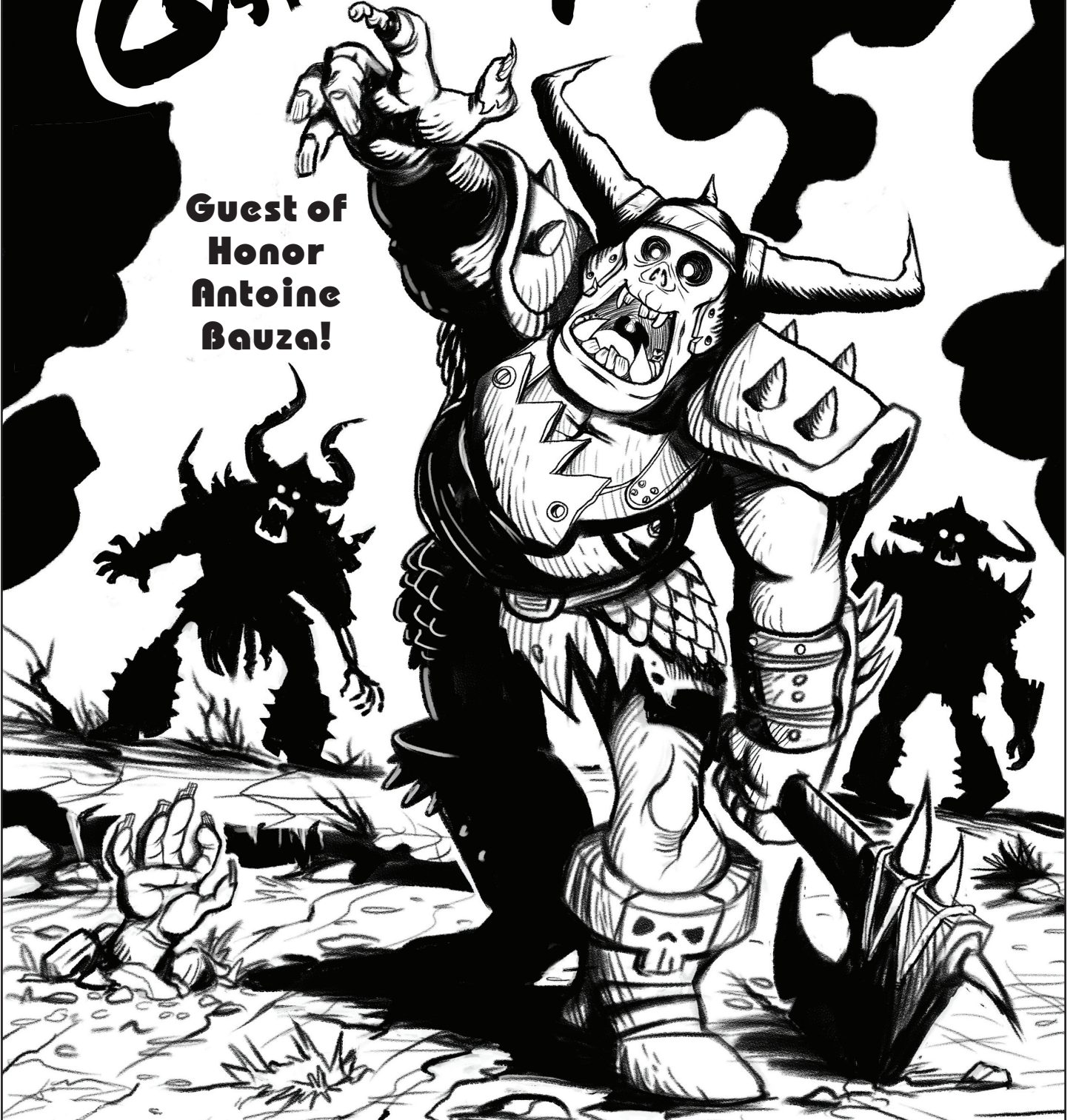
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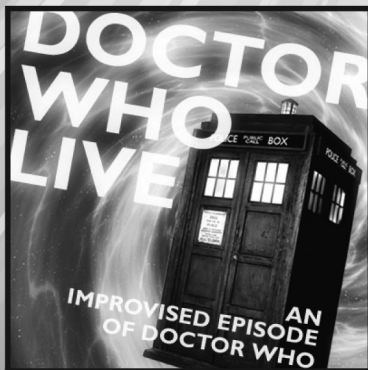
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**DR. WHO LIVE**  
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Redondo Room



**COMIC BOOK LIVE**  
Saturday, May 26, 7pm  
Seminar Room



**DRUNKARDS & DRAGONS**  
Sunday, May 27, 10 pm  
Seminar Room

## A Word (or two) from the Con Man

Sometimes I think I have to be nuts to do this.

*What a long, strange trip it's been.*

I don't even know where to begin. In my copious free time since Orcon I've worked on this and another convention (PolyCon – coming up in June!), and put out the game advertised to the right. I went to the GAMA trade show for the first time in my life this past March as well.

It's sorta like Call of Cthulhu where the upper limit of your sanity is inversely proportional to how much you know (or in this case, involved). I think I'm finally beyond the pale.

But one thing I realized recently, I enjoy this too much to give it up. So when I eventually enter Arkham as a patient, please, someone come get me out!

## Dedication

Gamex is traditionally the smallest of the the three cons we run each year, and in some ways it's the one I enjoy the most. The attendees tend to be our rock-solid core, and have been through thick and thin with us.

Thankfully that core is growing right now.

I'd like to dedicate this show to everyone here. You are the ones that keep this whole thing going. The reason why several of us put in what is essentially volunteer work (even the owners. We sure don't actually get paid to do this) is because of all the wonderful people we only get to see three times a year. Call it all of our extended family.

## STRATEGICON SCHEDULE

Convention	Dates	Location
Gateway 2012	Aug 31-Sep 3	Sheraton Gateway
Orcon 2013	Feb 15-18	Sheraton Gateway
Gamex 2013	May 24-27	Sheraton Gateway
Gateway 2013	Aug 30-Sep 2	Sheraton Gateway



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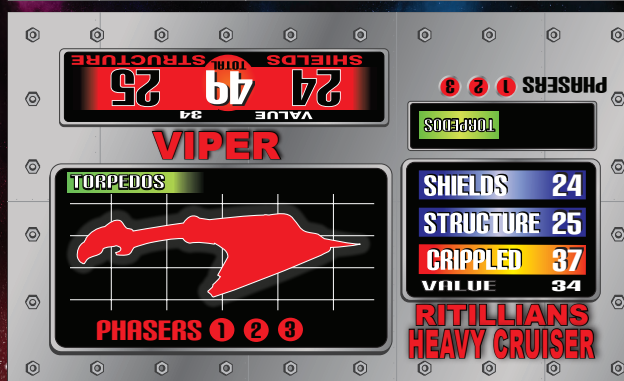
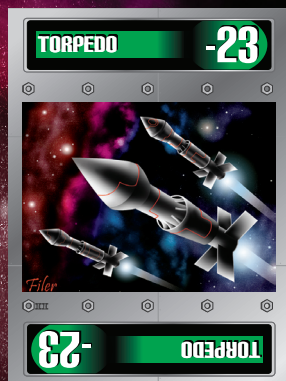
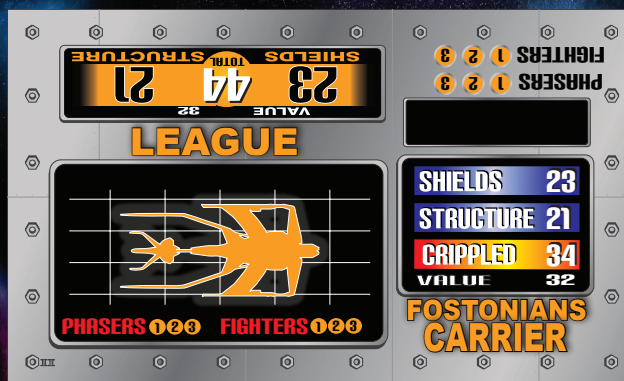
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