

Strategicon

PRESENTS

GAME  
2011



Guest of Honor  
Jeff Siadek  
of Gorilla Games

Sheraton Gateway Hotel  
Los Angeles International Airport

May 27 - May 30



Doran





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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
Events	Tim Keennon
Exhibitor Hall	RJ Held
Registration	Tracy Fryer Tiffany LaMarre
Advisor & Special Projects	John Paiva
Board Games	Neil Figuracion Karl Kreder
	Dan O'Farrell
	Terry Newton
	Ed Roske
Industry Liaison & Collectibles	Victor Bugg
Computer and Video Games	Jason DuVall
Live Action Role Playing	Ryan McMullan
Miniatures	Robyn L. Nixon Harmon Ward
Role-Playing Games	Michael Fryer Mickey Tan Bob LaMarre
	Alfonzo Smith
Auctioneer	Tanya Aldrich
Webmaster	Eric Downing
Marketing	Joseph Eder
Seminars & Movie Room	Eric Burgess
Library & Guests	Mark Hyman
Lots of Stuff	Eric Nyquist Michael J. Russell
Art Director	Taralyn "TL" Frasqueri-Molina
Art	Bobby Doran Rae Wood

## Welcome

Strategicon welcomes you to Gamex 2011. 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 Exhibitor Hall.

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 Exhibitor Hall 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 2011 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 Exhibitor Hall. 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!

### **Thank You!**

Strategicon would like to thank Richard Potthoff for all his help with the ribbons and awards we hand out and for bailing us out of an impossible position this past Orcon.

## Gameex 2011 Guest

### Guest of Honor - Jeff Siadek



Jeff Siadek has been designing and publishing games for 25 years for Gorilla Games, Gamesmiths, Fat Messiah Games, Dragonfire Lasercraft, Gamewright, and Steve Jackson Games.

He has worked as a rock climbing instructor and mountain guide, bus driver, lifeguard, water polo coach, substitute teacher, congressional page, nanny, copy editor, fast food flunky, bowling alley mechanic, restaurant assistant manager, office temp, administrative clerk, warehouse clerk, as well as a game designer and publisher.

#### Published Game Design Credits

9th Generation, Mass Murderer, Pantheon, Total War, Monster Derby, Robotanks, Caesar, Throwing Stones, Lifeboat (Cannibalism and Liquid Courage), Battlestations, (Galactic Civil War, Pirates of Trundlia, Planet of Dr. Moreau, Bot Wars), Who Would Win?, Bloody Pirates, and Hunting Party.

He attended UC Santa Barbara, San Jose State University, and West L.A. City College before getting a B.A. in philosophy from Cal State Dominguez Hills.

Happily married with two lovely young daughters, Jeff enjoys hobbies of boardgaming, ultimate frisbee, rock climbing, reading and basketball.

Mr. Siadek believes his eclectic work and academic history makes him both uniquely unemployable in a real job and marginally qualified for the creative world.

*Interactive Theater  
Live Action Role Play  
Alternate Reality Games  
Panels, Costumes, Workshops, and More!*



*June 10th - 12th, 2011  
Hilton Costa Mesa, California*

## 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**

Start Time	Duration (hours)	System Title or Type	Room	Dept.
Noon	1	<b>Incan Gold</b> Sponsored		B
	2	<b>Frag Gold- FTW</b> Sponsored		B
	2	<b>Munchkin – Players’ Choice</b> Sponsored		B
	2	<b>Revolution</b> Sponsored		B
	2	<b>Castle Portal</b> Demo		B
1 pm	3	<b>Back To The Future: the card game</b> Event		B
	1	<b>7 Wonders #1</b> Small		B
	1	<b>Aquarius</b> Event		B
	1	<b>Archaeology: The Card Game</b> Sponsored		B
	2	<b>Dixit</b> Event		B
	2	<b>Warhammer: Invasion</b>		C
2 pm	1	<b>Fairy Tale</b> Sponsored		B
	2	<b>Munchkin – Players’ Choice</b> Sponsored		B
	1	<b>Words of Wisdom</b> Demo		B
	3	<b>India Rails</b> Event		B
	4	<b>1835</b> Event		B
	2	<b>Revolution</b> Sponsored		B
	12	<b>M:tG Commander (EDH) League</b>		C
	12	<b>M:tG Gamex League</b>		C
	2	<b>Voltron</b>		C
	4	<b>Dragon Age</b> Corsairs of the Wounded Coast!	200	R
	4	<b>Fantasycraft</b> A Time For Heroes	RPG Demo	R
	4	<b>Living Forgotten Realms</b> ADAP2-1 Monument of Ancients Part 1 (lvl 11-14)	210	R
	4	<b>Living Forgotten Realms</b> CORE2-4 Lost on the Golden Way (levels 1-4)	210	R
	4	<b>Living Forgotten Realms</b> DRAG2-4 Into the Maelstrom (levels 7-10)	210	R
	5	<b>Pathfinder Society</b> 02-01 Before the Dawn, Part 1, Bloodcove Disguise	115	R
	5	<b>Pathfinder Society</b> 02-06 Heresy of Man, Part I, The first Heresy	115	R
	4	<b>Project Badass (playtest)</b> Iron Kingdoms - Big Trouble	202	R
4	<b>Vampire the Requiem &amp; The Infinite Macabre</b> The Endless Night	204	R	
4	<b>Vicious Crucible (playtest)</b> The Vicious Crucible of Verdgris Valley	203	R	
3 pm	0.5	<b>Saboteur 1 and 2 DEMO</b> Demo		B
	1	<b>Formula Motor Racing</b> Small		B
	1	<b>Bang!</b> Sponsored		B
	1.5	<b>Cosmic Encounter</b> Event		B
	7	<b>The War Game Boot Camp</b> Demo		B
	10	<b>M:tG Single Elimination Booster Draft</b>		C
	11	<b>M:tG Learn to Play-Magic: The Gathering</b>		C
	3	<b>Pirates Pocketmodel “Bermuda Triangle”</b>		C
4 pm	2	<b>Resident Evil</b>		C
	2	<b>Small World</b> Event		B
	1	<b>Crows</b> Sponsored		B
	1	<b>For Sale</b> Sponsored		B
	2	<b>Munchkin – Players’ Choice</b> Sponsored		B
	2	<b>SJG - “Potpourri of the Damned”</b> Sponsored		B
	10	<b>M:tG 8 player for a box –Constructed</b>		C
	5 pm	2	<b>20th Century</b> Event	
2		<b>Bohnanza</b> Tournament		B
1		<b>FITS</b> Sponsored		B
2		<b>Hearts #1</b> Event		B
2		<b>Portrayal (also known as Identik)</b> Event		B
4		<b>Ticket to Ride Swiss #1</b> Tournament		B
2		<b>World Conquerors</b> Special *		B
4		<b>Arcane Legions- May League</b>		C
4		<b>Warhammer 40k</b> Warhammer 40k Apocalypse game	1st Floor	M
6 pm		2	<b>Yahtzee Free for All</b> Small	
	2.5	<b>Thunderstone Shard Quest</b> Event		B

**Fri, May**

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	1	<b>Euro Games 101 - Amun Re</b> Demo		B
	1.5	<b>Hanging Gardens</b> Small		B
	4	<b>Settlers of Catan NACC Qualifier Friday</b> Event		B
	2	<b>Zooloretto</b> Event		B
	1	<b>Wits and Wagers</b> Event		B
	6	<b>Dust</b> Event		B
	4	<b>Large Scale General Quarters</b> Cruiser Clash!	1st Floor	M
	4	<b>Multiple</b> Friday Night Demo Tables	1st Floor	M
	4	<b>Warhammer Fantasy 8th</b> Warhammer Warbands	1st Floor	M
	4	<b>Rock Band!</b> Rock Band Pre-Tourney Warm Up!	Seminar Room	V
	2	<b>Prepping for the Game</b>		S
7 pm	6	<b>Age of Empires III</b> Tournament		B
	4	<b>Amun Re</b> Tournament		B
	1	<b>Euro Games 101- Sid Meier's Civilization</b> Demo		B
	2	<b>Ingenious</b> Tournament		B
	1.5	<b>The Price is Right - GSPA</b> Event	112	B
	2	<b>25 Words or Less</b> Event		B
	3	<b>Railways of the Western US</b> Small		B
	3	<b>Spades #1</b> Event		B
	4	<b>M:tG Theme Deck</b> Tournament		C
	4	<b>M:tG Featured Tournament Friday Sealed Deck</b>		C
	3	<b>Pirates Pocketmodel "Davy Jones Locker"</b>		C
	4	<b>Victory at Sea</b> Battle of the Coral Sea	1st Floor	M
	4	<b>Living Divine - D&amp;D 4e</b> INTRO1-1 The Fire Within (levels 1-3)	210	R
	4	<b>Living Forgotten Realms</b> ADAP2-1 Monument of Ancients Part 2 (lvl 11-14)	210	R
	4	<b>Living Forgotten Realms</b> CORM1-1 The Black Knight of Arabel (levels 1-4)	210	R
	4	<b>Living Forgotten Realms</b> IMPI2-4 Goblins Strike Back (levels 17-20)	210	R
	4	<b>Living Forgotten Realms</b> LURU1-4 Prey for the Night (levels 7-10)		R
	4	<b>Living Forgotten Realms</b> LURU2-4 Need to Know (levels 4-7)	210	R
	4	<b>Living Forgotten Realms</b> Play with the the Author: DALE2-4 Illsyltra (lvl 11-14)	210	R
8 pm	2	<b>Luna DEMO #1</b> Demo		B
	2	<b>Trollhalla DEMO</b> Demo		B
	1	<b>Euro Games 101 - The Princes of Florence</b> Event		B
	2	<b>Isla Dorada</b> Tournament		B
	4	<b>Sid Meier's Civilization The Board Game</b> Small		B
	2	<b>Uno #1</b> Small		B
	3	<b>Empire Builder</b> Event		B
	4	<b>18xx (short)</b> Event		B
	4	<b>Ticket to Ride USA #1</b> Big		B
	4	<b>Alpha Omega</b> Friday Night Firefight	202	R
	4	<b>Apocalypse World</b> Hatchet City	202	R
	4	<b>Cthulhu (modified)</b> That Sinking Feeling	204	R
	4	<b>Cyberpunk 2020</b> In the Pit	201	R
	4	<b>Dread</b> The Last Resort	206	R
	4	<b>Dread</b> The Treasure of St. Thomas	204	R
	4	<b>Fantasycraft</b> A Time For Heroes	RPG Demo	R
	4	<b>GURPS Horror</b> We're Alive Season 3	205	R
	4	<b>Hostage</b> Hostage	200	R
	5	<b>Pathfinder Society</b> 02-11 The Penumbral Accords	115	R
	4	<b>Pathfinder Society</b> 2-07 Heresy of Man Part II: Where Dark Things Sleep	115	R
	4	<b>Promethean the Created</b> To The Flame	201	R
	4	<b>Savage Worlds</b> Day After Ragnarok - The Jack Parsons Project	203	R
	3.75	<b>Savage Worlds</b> Happy Jack's - Space Nazis From Venus	205	R
	4	<b>Soloman Kane</b> No One Goes to Chateau Marmont	200	R
	4	<b>Tunnels and Trolls</b> It Runs Downhill	203	R
	2	<b>Flea Market</b>		S
9 pm	4	<b>The Princes of Florence</b> Event		B
	1	<b>Password</b> Event		B
	1	<b>Temptation: The New Sale of the Century</b> Tournament		B
	2	<b>The Price is Right (Box Game Edition)</b> Tournament		B
	2	<b>Time's Up!</b> Event		B



**Fri, May**

Start Time	Duration (hours)	System Title or Type	Room	Dept.
10 pm	3	<b>Tigris and Euphrates</b> Tournament		B
	2	<b>Phase 10 #1</b> Small		B
	2.5	<b>Poker 5 Card Draw</b> Event		B
	2	<b>Transamerica #1</b> Tournament		B
11 pm	1	<b>Countdown</b> Event		B
	1	<b>Ca\$h n' Guns Live</b> Event		B
	2	<b>Cosmic Encounter #2</b> Event		B
	4	<b>Living Forgotten Realms</b> LFR Open Play (any level)	210	R

\* = Play with the creator

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

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

**Sat, May**

Start Time	Duration (hours)	System Title or Type	Room	Dept.
Midnight	6	<b>Werewolf: Miller's Hollow</b> Event		B
	6	<b>Werewolf: Ultimate</b> Event		B
	4	<b>GURPS Horror</b> Out of the Coffin Season 1	201	R
	2	<b>Time Renegades RPG</b> Time Renegades "Dying Earth"	200	R
8 am	4	<b>Tunnels and Trolls</b> The Forge of Gormn	202	R
	5	<b>Pathfinder Society</b> 02-10 Fury of the Fiend	115	R
9 am	5	<b>Pathfinder Society</b> 02-15 Shades of Ice, Part I Written in Blood	115	R
	1	<b>Euro Games 101 - Power Grid</b> Event		B
10 am	3	<b>Lost Cities: The Board Game</b> Tournament		B
	2	<b>Frag Gold- FTW</b> Sponsored		B
	3	<b>Pirate Fluxx</b> Event		B
	2	<b>Munchkin - Players' Choice</b> Sponsored		B
	1.5	<b>Ticket to Ride Series 201</b> Event		B
	2	<b>Revolution</b> Sponsored		B
	6	<b>Advanced Civilization</b> Event		B
	10	<b>Flames of War</b> FoW National Qualifier	1st Floor	M
	4	<b>Piquet:: Band of Brothers</b> Chevauchee, 28mm Hundred Years War HMGS	1st Floor	M
	8	<b>Warhammer 40k Indy GT</b> Slaughter In Space 3	3rd Floor	M
	7	<b>Warhammer Fantasy 8th</b> Warhammer Team Tournament	1st Floor	M
	4	<b>Cthulhutech</b> Cthulhutech	203	R
	4	<b>D&amp;D 4e</b> The Caves of Disillusion	205	R
	4	<b>Dogs in the Vineyard</b> Keeping the Faith	202	R
	4	<b>Dragon Age</b> Keeping the Keeper	204	R
	4	<b>GURPS Horror</b> We're Alive Season 3	205	R
	4	<b>Hunter: The Vigil</b> Repo Notice	201	R
	4	<b>Living Divine - D&amp;D 4e</b> INTRO1-2 A Help From My Little Friends (levels 1-3)	210	R
	4	<b>Living Forgotten Realms</b> ADAP2-2 The Spiral Gate Part 1 (levels 14-17)	210	R
	4	<b>Living Forgotten Realms</b> DRAG2-4 Into the Maelstrom (levels 7-10)	210	R
	4	<b>Living Forgotten Realms</b> EPIC3-1 The Glorious Hunt Round 1 (level 21)	210	R
	4	<b>Living Forgotten Realms</b> QUES2-1 Stir Not the World's Doom (lvl 11-14)	210	R
	4	<b>Living Forgotten Realms</b> WATE2-4 Stage Misdirection (levels 1-4)	210	R
	4	<b>OSN Old World Of Darkness</b> Old School Presents: Who are you?	206	R
	4	<b>Savage Worlds</b> Fallout - Fly Me To The Moon	202	R
	4	<b>Steve Jackson Toon</b> Gumball 5000	200	R
	4	<b>The Dresden Files</b> Monoc Securities: Assault on Jotunheim	204	R
4	<b>The Dresden Files Roleplaying Game</b> Showdown At Camp Kaboom	206	R	
4	<b>White Wolf Storytelling</b> Treachery in the Court of the Night Dragon	203	R	
4	<b>Wild Talents</b> Dead Presidents - A Happy Jack's gameday game!	201	R	
9:30 am	8.5	<b>Exhibitor Hall Opens</b> Exhibitor Hall Opens		
10 am	2	<b>Blokus</b> Small		B
	2	<b>Pirate's Cove</b> Event		B
	4	<b>Yggdrasil DEMO</b> Demo		B
	5	<b>Power Grid</b> Big		B
	1.5	<b>Twister Yoga - Saturday</b> Event		B
4	<b>Playtesters' Corner Saturday morning</b> Event		B	



**Sat, May  
28th**

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	2	<b>Union Pacific</b> Small		B
	4	<b>1861: The Railroads of the Russian Empire</b> Event		B
	2	<b>Battlestations - Supersized #1</b> Demo *		B
	4	<b>Battletech: Death by Maumbo</b> Event		B
	2	<b>Runewars</b> Event		B
	1	<b>Titan DEMO</b> Demo		B
	16	<b>Axis &amp; Allies - 30th Anniversary Edition</b> Tournament		B
	8	<b>The War Game Boot Camp</b> Event		B
	16	<b>M:tG 8 player for a box—Constructed</b>		C
	16	<b>M:tG Commander (EDH) League</b>		C
	16	<b>M:tG Gamex League</b>		C
	12	<b>M:tG Learn to Play-Magic: The Gathering</b>		C
	4	<b>Naruto</b>		C
	1	<b>Pokemon Workshop</b>		C
	4	<b>Highlander Southwestern Regional 2011</b>		C
	6	<b>World of Warcraft CCG Demo</b>		C
	6	<b>Pocket Armies</b> Red Storm	1st Floor	M
	6	<b>Uncharted Seas</b> Uncharted Seas Tournament	1st Floor	M
	7	<b>Various</b> Paint & Take	3rd Floor	M
	6	<b>Warhammer 40k</b> Warhammer 40k Apocalypse game	1st Floor	M
	12	<b>Xbox 360 / PS2 &amp; 3 / Wii / PC</b> Open Gaming - Video Games	Redondo	V
	0.5	<b>Guided Tour</b>	Reg Desk	S
	1	<b>Publish Your Game</b>		S
11 am	1	<b>Charge Large</b> Event		B
	2	<b>Munchkin - Players' Choice</b> Sponsored		B
	2	<b>Munchkin - Zombies</b> Sponsored		B
	1.5	<b>Ticket to Ride Card Game</b> Small		B
	2	<b>Revolution</b> Sponsored		B
	8	<b>Titan</b> Tournament		B
	7	<b>Twilight Imperium 3rd Ed.</b> Event		B
	6	<b>Dominant Species</b> Tournament		B
	15	<b>M:tG Single Elimination Booster Draft</b>		C
	6	<b>V:TES "Truth of a Thousand Lies"</b>		C
	4	<b>Warlord Singles</b>		C
	4	<b>Malifaux</b> Malifaux Tournament	1st Floor	M
	4	<b>Flea Market</b>		S
	0.5	<b>Guided Tour</b>	Reg Desk	S
Noon	1.5	<b>Warzone A Game of Dynamic Strategy</b> Sponsored		B
	2	<b>Uno #2</b> Small		B
	4	<b>Settlers of Catan NACC Qualifier Saturday</b> Event		B
	1	<b>Stomple- Meet/Play the inventor #1</b> Special		B
	2	<b>PICKPOCKETS: An Ineligible Original</b> Event	112	B
	2.5	<b>Hearts #2</b> Event		B
	4	<b>Ticket to Ride Nordic</b> Tournament		B
	2	<b>Sol</b> Sponsored		B
	4	<b>Diplomacy Tournament</b> Small		B
	4	<b>Dragon Dice - demo</b>		C
	4	<b>Dragon Dice- Sealed Starter Novice Tournament</b>		C
	3	<b>Pokemon</b>		C
	4	<b>The spoils</b>		C
	8	<b>Battleground</b> WWII Squad Skirmish	1st Floor	M
	5	<b>CQB(Close Quarter Battle)</b> This Town Is Dead!	1st Floor	M
	6	<b>Command Combat: Civil War</b> The Battle of Bull Run	1st Floor	M
	4	<b>Rusted Heroes</b> Rusty Are We?	1st Floor	M
	6	<b>Weird Minatures Malifaux</b> Malifaux demo	1st Floor	M
	2	<b>Wii</b> Super Smash Bros Brawl		V
	0.5	<b>Guided Tour</b>	Reg Desk	S
1 pm	1	<b>Arena Assault</b> Sponsored *		B
	1	<b>Deck Builders 101 - Nightfall</b> Demo		B
	1	<b>Star Trek Scene-it?</b> Event		B
	2	<b>On the Underground</b> Small		B

Sat, May  
28th

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	2	<b>Lifeboat Special *</b>		B
	3	<b>Summoner Wars Demo</b>		B
	2	<b>Clout</b>		C
	4	<b>M:tG Featured Tournament Saturday Swiss Booster Draft</b>		C
	4	<b>World of Warcraft CCG</b>		C
	0.5	<b>Guided Tour</b>	Reg Desk	S
2 pm	1.25	<b>Zombie High School Event *</b>		B
	1	<b>Five Crowns Event</b>		B
	2	<b>March Madness Event</b>		B
	3	<b>Nightfall #1 Tournament</b>		B
	1	<b>Can't Stop! Small</b>		B
	1	<b>Euro Games 101 - Race for the Galaxy Demo</b>		B
	2	<b>The Joker's Wild - GSPA: Casino Night Event</b>	112	B
	4	<b>Playtesters' Corner Saturday afternoon Event</b>		B
	4	<b>EuroRails Event</b>		B
	3	<b>Railways of the World (Railroad Tycoon) Small</b>		B
	1.5	<b>Ubongo Tournament</b>		B
	2	<b>Give Me the Brain! Sponsored</b>		B
	2	<b>Stomple #1 Sponsored</b>		B
	2	<b>Herodix "Battle Royale"</b>		C
	4	<b>Highlander Southwestern Regional L&amp;M</b>		C
	4	<b>Piquet: Band of Brothers Burgundy Forever! Hundred Years War HMGS</b>	1st Floor	M
	4	<b>Pirates! Ambush off the Coast!</b>	1st Floor	M
	2	<b>Xbox 360 Halo#1: Reach FFA Slayer</b>		V
	4	<b>Changeling: The Lost London Shadows</b>	201	R
	5	<b>D&amp;D 4th Edition D&amp;D Team Challenge</b>	202	R
	4	<b>DCC RPG (3E-based) Dungeon Crawl Classics Role Playing Game</b>	205	R
	4	<b>Doctor Who: Adventures in Time and Space The Nemesis Project</b>	204	R
	4	<b>Fantasycraft A Time For Heroes</b>	RPG Demo	R
	4	<b>Fate CampuJuaHearThat?</b>	204	R
	4	<b>GURPS Banestorm The Orcs Attack</b>	200	R
	4	<b>Living Divine - D&amp;D 4e INTRO1-3 The Rarest Bloom (levels 1-3)</b>	210	R
	4	<b>Living Forgotten Realms ADAP2-2 The Spiral Gate Part 2 (levels 14-17)</b>	210	R
	4	<b>Living Forgotten Realms EPIC3-1 The Glorious Hunt Round 2 (level 21)</b>	210	R
	4	<b>Living Forgotten Realms PREQ3-1 Shrouded Visions (levels 1-10)</b>	210	R
	4	<b>Living Forgotten Realms Play with the the Author: DALE2-4 Illsyldra (lvl 11-14)</b>	210	R
	4	<b>Living Forgotten Realms TYMA2-4 Stand Against the Darkness (levels 7-10)</b>	210	R
	4	<b>Mass Effect Homebrew Mass Effect - The Beginning of the End #1</b>	200	R
	4	<b>MySystem Roleplaying - Play with the creator Supers With Six-Shooters - Dime Novel 1: The Earp Vendetta</b>	202	R
	4	<b>Paranoia The Dorm Room Shuffle</b>	205	R
	4	<b>Paranoia Your Clearance Isn't High Enough to Know the Title of This Event - A Happy Jack's Game!</b>	206	R
	4	<b>Pathfinder Society 02-16 The Flesh Collector</b>	115	R
	4	<b>Pathfinder Society 02-17 Shades of Ice, Part II, Exiles of Winter</b>	115	R
	4	<b>Smallville RPG Exalted-Ville</b>	201	R
	4	<b>Sorcerer La Ville Vulgaire</b>	203	R
	0.5	<b>Guided Tour</b>	Reg Desk	S
3 pm	4	<b>Race for the Galaxy Big</b>		B
	1	<b>Words of Wisdom Demo</b>		B
	2.5	<b>Spades #2 Event</b>		B
	2	<b>Hunting Party Special *</b>		B
	2	<b>Risk Tournament</b>		B
	2	<b>Meepile Madness *</b>		C
4 pm	1	<b>Arena Assault Sponsored *</b>		B
	2	<b>Phase 10 #2 Small</b>		B
	2	<b>Citadels Event</b>		B
	1	<b>Euro Games 101 - Agricola Demo</b>		B
	2	<b>Lords of Vegas Event</b>		B
	1.5	<b>Lost Cities Small</b>		B
	1	<b>Wheel of Fortune: Deluxe Edition Event</b>		B

**Sat, May  
28th**

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	2	<b>High Rollers - GSPA: Casino Night</b> Event	112	B
	2	<b>Word on the Street</b> Event		B
	4	<b>Ticket to Ride USA #2</b> Big		B
	2	<b>Munchkin Quest</b> Sponsored		B
	2	<b>Orbit Rocket Race 5000</b> Demo		B
	4	<b>Kingdom Hearts "Bob &amp; the Deadly Hallows"</b>		C
	3	<b>Yugioh!</b>		C
	4	<b>Rock Band!</b> Rock Band Tournament! '80s night!	Seminar Room	V
5 pm	1	<b>Forbidden Island</b> Event		B
	1	<b>Deck Builders 101: Puzzle Strike</b> Demo		B
	4	<b>Agricola - Prelims</b> Event		B
	2	<b>Small World Expanded</b> Event		B
	1	<b>Cities</b> Event		B
	1	<b>Stomple- Meet/Play the inventor #2</b> Special		B
	2	<b>Smash or Trash</b> Event		B
	4	<b>Arcane Legions- May League</b>		C
	4	<b>Ascension: Chronicle of the Godslayer Tournament</b>		C
	6	<b>V:TES "Southwest Region Qualifier"</b>		C
6 pm	1	<b>Arena Assault</b> Sponsored *		B
	3	<b>Puzzle Strike: Bag of Chips 4 Player Tournament</b> Event		B
	2	<b>Euro Games 101 - 7 Wonders</b> Demo		B
	1	<b>Concentration</b> Event		B
	2	<b>Monopoly Deal</b> Small		B
	2	<b>ZENDO (Pyramid Game)</b> Event		B
	4	<b>Playtesters' Corner Saturday evening</b> Event		B
	3	<b>Settlers of America Trails to Rails</b> Small		B
	3	<b>Railways of England and Wales</b> Small		B
	4	<b>1856</b> Event		B
	2	<b>The Stars Are Right</b> Sponsored		B
	2	<b>Improv 101</b> Event	104	B
	3	<b>Warhammer: Invasion</b>		C
	5	<b>Field of Battle</b> Franco Prussian War 15mm	1st Floor	M
		<b>Exhibitor Hall Closes</b> Exhibitor Hall Closes		
	2	<b>Xbox 360</b> Halo #2: Reach Doubles		V
	2	<b>Xbox 360 / Kinect</b> Dance Central - Singles Tournament!		V
	2	<b>Dead Gamers Society Membership Conclave</b>	Santa Cruz	R
7 pm	1.25	<b>Zombie High School</b> Event *		B
	2	<b>7 Wonders #2</b> Tournament		B
	1	<b>Euro Games 101 - Le Havre</b> Demo		B
	3	<b>Kingsburg</b> Tournament		B
	2	<b>Card Sharks - GSPA: Casino Night</b> Event	112	B
	2	<b>Pow Wow</b> Small		B
	3.5	<b>Martian Rails</b> Event		B
	4	<b>Ticket to Ride Europe</b> Big		B
	3	<b>Pirates Pocketmodel "Pirate Latitudes"</b>		C
	4	<b>Living Forgotten Realms</b> EPIC3-1 The Glorious Hunt Round 3 (level 21)	210	R
	4	<b>Living Forgotten Realms</b> SPEC2-1 Blinking Eye of Fire (lvl 11-14)	210	R
	4	<b>Living Forgotten Realms</b> SPEC2-1 Dogs of War (lvl 4-7)	210	R
	4	<b>Living Forgotten Realms</b> SPEC2-1 Scout's Honor (lvl 14-17)	210	R
	4	<b>Living Forgotten Realms</b> SPEC2-1 The Morninglord's Laughter (lvl 7-10)	210	R
	4	<b>Living Forgotten Realms</b> SPEC2-1 The Scourge of Scornubel (lvl 1-4)	210	R
8 pm	4	<b>Arkham Horror</b> Event		B
	1	<b>Euro Games 101 - Dominion</b> Demo		B
	4	<b>Le Havre - prelims</b> Event		B
	1.5	<b>GLORY to ROME</b> Event		B
	2	<b>Who Would Win?</b> Small		B
	4	<b>Doom: The Board Game</b> Event		B
	2	<b>Stomple #2</b> Sponsored		B
	6	<b>Houses of the Blooded / Blood and Tears</b> Houses of the Blooded	Santa Maria	L
	4	<b>Circus Maximus</b> Circus Maximus	1st Floor	M
	2	<b>Xbox 360</b> Bomberman LIVE Battlefest		V

**Sat, May  
28th**

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	4	<b>Cthulhu (modified)</b> The Blue Light Brigade	206	R
	4	<b>Danger Patrol (Beta)</b> Dungeon Patrol	202	R
	4	<b>Dresden Files RPG</b> Night Fears	203	R
	4	<b>Fantasycraft</b> A Dungeon of Two Masters	RPG Demo	R
	4	<b>GURPS Horror</b> Out of the Coffin Season 1	201	R
	4	<b>GURPS Horror</b> Out of the Coffin Season 1	201	R
	4	<b>Monogatari: Saga of the Samurai</b> What Have We Done?	205	R
	4	<b>Pathfinder Society</b> 02-09 The Heresy of Man, Part III, Beneath Forgotten Sands	115	R
	4	<b>Pathfinder Society</b> 02-11 The Penumbral Accords	115	R
	4	<b>Pathfinder Society</b> 02-19 Shades of Ice, Part III, Keep of the Huskari King	115	R
	4	<b>Savage Worlds</b> Relic Worlds	204	R
	4	<b>Steve Jackson Toon</b> The Search for Pecos Pete's Treasure	200	R
9 pm	4	<b>Tales of the Arabian Nights DEMO</b> Demo		B
	4	<b>Tichu Prelims</b> Event		B
	2	<b>World Cup Soccer</b> Event		B
	3	<b>Dominion</b> Big		B
	1	<b>High Society</b> Event		B
	2	<b>Clay-O-Rama</b> Event		B
	2	<b>Clue</b> Tournament		B
	1	<b>Talk About</b> Event		B
	2	<b>Time's Up - Title Recall</b> Event		B
	4	<b>Ticket to Ride Swiss #2</b> Small		B
	4	<b>M:tG Featured Tournament Saturday Pauper (All Commons) Deck</b>		C
	2	<b>Improv Showcase</b>	Seminar Room	S
10 pm	1	<b>Pit</b> Event		B
	1	<b>The Who? What? Where? Game</b> Event		B
	2.5	<b>Poker 7 card Stud</b> Event		B
	2	<b>TransEuropa</b> Tournament		B
	1	<b>Shadow Hunters #1</b> Event		B
	8	<b>Twilight Imperium</b> Event		B
	2	<b>Call of Cthulhu LCG</b>		C
	2	<b>Xbox 360 / PS2 &amp; 3 / Wii / PC</b> Open Gaming - Video Games 18+		V
11 pm	3	<b>Hansa Teutonica</b> Event		B
	2	<b>Ascending Empires</b> Event		B
	2	<b>Ca\$h &amp; Guns Live #2</b> Event		B
	2	<b>Buffy the Vampire Slayer #1</b> Event		B
	4	<b>Living Forgotten Realms</b> LFR Open Play (any level)	210	R
	4	<b>Awesomely Bad Movie Night</b>	Seminar Room	S

\* = Play with the creator

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

**Sun, May  
29th**

Start Time	Duration (hours)	System Title or Type	Room	Dept.
Midnight	4	<b>Werewolf: I am not a vampire</b> Event		B
	6	<b>Werewolf: Miller's Hollow</b> Event		B
	6	<b>Werewolf: Ultimate</b> Event		B
	2	<b>Nexus Ops</b> Tournament		B
8 am	5	<b>Pathfinder Society</b> 02-13 Throaty Mermaid	115	R
	5	<b>Pathfinder Society</b> 02-14 The Chasm of Screams	115	R
9 am	4	<b>Pyramid Games</b> Event		B
	2	<b>Frag Gold- FTW</b> Sponsored		B
	2	<b>Munchkin - Players' Choice</b> Sponsored		B
	3.5	<b>Australian Rails</b> Event		B
	2	<b>Revolution</b> Sponsored		B
	6	<b>BloodBowl</b> BloodBowl	1st Floor	M
	4	<b>Dragon Age</b> Starkhaven's Broken Circle	203	R
	4	<b>FATE</b> Agents of F.A.T.E.: License to Kill	200	R
	4	<b>GURPS Horror</b> Out of the Coffin Season 1	201	R



Sun, May  
29th

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	4	<b>Living Divine - D&amp;D 4e</b> INTRO1-1 The Fire Within (levels 1-3)	210	R
	4	<b>Living Forgotten Realms</b> CORE2-4 Lost on the Golden Way (levels 1-4)	210	R
	4	<b>Living Forgotten Realms</b> EAST2-3 Nightmares (levels 11-14)	210	R
	4	<b>Living Forgotten Realms</b> EPIC3-2 Cracks in the Crimson Cage Round 1 (level 22)	210	R
	4	<b>Living Forgotten Realms</b> LURU2-4 Need to Know (levels 4-7)	210	R
	4	<b>Living Forgotten Realms</b> TYMA2-4 Stand Against the Darkness (levels 7-10)	210	R
	4	<b>World of Darkness: Slasher</b> No Escape	202	R
9:30 am	8.5	<b>Exhibitor Hall Opens</b> Exhibitor Hall Opens		
10 am	1	<b>Survive: Escape From Atlantis DEMO</b> Demo		B
	2	<b>Dream Factory</b> Small		B
	2	<b>Wizard's Quest</b> Event		B
	1	<b>Dweebies</b> Event		B
	2	<b>Uno #3</b> Small		B
	4	<b>Playtesters' Corner Sunday morning</b> Event		B
	1	<b>Transamerica #2</b> Tournament		B
	6	<b>18xx (classic)</b> Event		B
	1	<b>Stomple- Meet/Play the inventor #3</b> Special		B
	4	<b>Battlestar Galactica</b> Event		B
	2	<b>Battle Cry</b> Event		B
	8	<b>The War Game Boot Camp</b> Demo		B
	1.5	<b>Twister Yoga - Sunday</b> Event		B
	16	<b>M:tG Commander (EDH) League</b>		C
	16	<b>M:tG Gamex League</b>		C
	12	<b>M:tG Learn to Play-Magic: The Gathering</b>		C
	16	<b>MTG 8 players for a box—Constructed</b>		C
	1	<b>Pokemon Workshop #2</b>		C
	4	<b>Highlander TCG Southwestern Regional 2 ED Constructed</b>		C
	12	<b>OSN-World of Darkness</b> Old School Network presents Gangland	Santa Maria	L
	4	<b>Firestorm Armada</b> Flashpoint Engagement!	1st Floor	M
	7	<b>Various</b> Paint & Take	3rd Floor	M
	6	<b>Warhammer 40k</b> Warhammer 40k Apocalypse game	3rd Floor	M
	7	<b>Warhammer Ancient Battles 2.0</b> Warhammer Ancients Tournament	1st Floor	M
	6	<b>Warmachine/Hordes</b> Warmachine/Hordes Gamextacular!!!!	1st floor	M
	12	<b>Xbox 360 / PS2 &amp; 3 / Wii / PC</b> Open Gaming - Video Games	Redondo	V
	0.5	<b>Guided Tour</b>	Reg Desk	S
11 am	2	<b>Shootin' Ladders: Frag Fest</b> Event		B
	0.5	<b>Say Anything: Family Edition</b> Demo		B
	3	<b>Shogun</b> Event		B
	1	<b>Sumo Ham Slam</b> Event		B
	2	<b>Clay-O-Rama</b> Tournament		B
	2	<b>Munchkin - Players' Choice</b> Sponsored		B
	2	<b>Munchkin - Zombies</b> Sponsored		B
	2	<b>Revolution</b> Sponsored		B
	15	<b>M:tG Single Elimination Booster Draft</b>		C
	8	<b>Star Wars Minis "Knights of the Old Republic"</b>		C
	6	<b>V:TES "Sleep Unseen"</b>		C
	4	<b>Flea Market</b>		S
	0.5	<b>Guided Tour</b>	Reg Desk	S
Noon	2	<b>Bang!</b> Event		B
	3	<b>Airlines Europe</b> Small		B
	1	<b>Euro Games 101 - Caylus</b> Demo		B
	2	<b>Innovation</b> Small		B
	4	<b>Pillars of the Earth</b> Tournament		B
	2	<b>Scrabble</b> Small		B
	2	<b>THE TIME BOMB: An Ineligible Original</b> Event	112	B
	2.5	<b>Hearts #3</b> Event		B
	2	<b>StreetCar</b> Small		B
	4	<b>Ticket to Ride Marklin</b> Tournament		B
	2	<b>Stomple #3</b> Sponsored		B
	4	<b>Dragon Dice - demo</b>		C
	4	<b>Dragon Dice- Build-Your-Own Army</b>		C

Sun, May  
29th

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	3	<b>Pokemon #2</b>		C
	4	<b>Highlander Southwestern Regional 2 Headed Giant</b>		C
	2	<b>Xbox 360</b> Mario Kart		V
	0.5	<b>Guided Tour</b>	Reg Desk	S
1 pm	6	<b>Talisman</b> Tournament		B
	1	<b>Mondo DEMO</b> Demo		B
	4	<b>Secret of Monte Cristo DEMO</b> Demo		B
	4	<b>Caylus</b> Big		B
	3	<b>Yspahan</b> Tournament		B
	5	<b>Kings &amp; Things</b> Small		B
	1	<b>Twister</b> Tournament		B
	4	<b>Iron Dragon</b> Event		B
	4	<b>M:tG Featured Tournament Mini Master</b>		C
	3	<b>CQB(Close Quarter Battle)</b> This Town Is Dead, TOO!	1st Floor	M
	0.5	<b>Guided Tour</b>	Reg Desk	S
2 pm	4	<b>Queen's Ransom DEMO</b> Demo		B
	2	<b>Jamaica</b> Event		B
	4	<b>Settlers of Catan NACC Finals</b> Special		B
	2	<b>Monopoly Deal</b> Small		B
	1	<b>Rat a Tat Cat</b> Event		B
	1	<b>Super Mario Yahtzee</b> Small		B
	2	<b>Super Password - GSPA: 80s Night</b> Event	112	B
	4	<b>Playtesters' Corner Sunday afternoon</b> Event		B
	3	<b>Steam</b> Small		B
	4	<b>Descent: Journeys in the Dark</b> Event		B
	1	<b>Simon Sez, with Bill Chott</b> Tournament		B
	4	<b>Corporate Espionage *</b>		C
	4	<b>Highlander TCG Southwestern Regional 1 ED Lean &amp; Mean</b>		C
	4	<b>Large Scale General Quarters</b> Banzai!	1st Floor	M
	2	<b>Xbox 360</b> Halo #3: Reach Grifball*		V
	4	<b>Call of Cthulhu</b> The Fool's Road		R
	6	<b>D&amp;D 3.5 SRD</b> Iron GM (Judge Signup)		R
	6	<b>D&amp;D 3.5 SRD</b> Iron GM (Player Signup)		R
	4	<b>Fantasycraft</b> A Dungeon of Two Masters	RPG Demo	R
	4	<b>Fate</b> ShadowFate!	202	R
	4	<b>Feng Shui</b> A Barrel of Monkeys	200	R
	4	<b>GURPS 4th Edition</b> Happy Jacks – Navy SEAL Dungeon Crawl	201	R
	4	<b>Living Divine - D&amp;D 4e</b> INTRO1-1 A Help From My Little Friends (levels 1-3)	210	R
	4	<b>Living Forgotten Realms</b> CORM1-1 The Black Knight of Arabel (levels 1-4)	210	R
	4	<b>Living Forgotten Realms</b> DALE2-4 Illsydra (levels 11-14)	210	R
	4	<b>Living Forgotten Realms</b> EPIC3-2 Cracks in the Crimson Cage Round 2 (level 22)	210	R
	4	<b>Mass Effect Homebrew</b> Mass Effect - The Beginning of the End #2	204	R
	4	<b>Monsters &amp; Other Childish Things</b> The Dreadful Secrets of Candlewick Manor	200	R
	4	<b>MySystem Roleplaying*</b> Who? What? Where? When? Why?... and How?	205	R
	4	<b>Pathfinder Society</b> 02-18 The Forbidden Furnace	115	R
	4	<b>Pathfinder Society</b> 02-21 The Salsine Affair	115	R
	4	<b>Savage Worlds</b> Happy Jack's The Adventurers' Guild	203	R
	4	<b>The Dresden Files Roleplaying Game</b> Showdown At Camp Kaboom	206	R
	4	<b>Tunnels and Trolls</b> Smash and Grab	205	R
	4	<b>White Wolf Storytelling with Dudes of Legend</b> The World of Funk Darkness	201	R
	4	<b>Wild Talents</b> Kimi's Wild Talents Game	203	R
	0.5	<b>Guided Tour</b>	Reg Desk	S
3 pm	4	<b>Battlestar Galactica</b> Event		B
	2	<b>Cargo Noir DEMO</b> Demo		B
	1	<b>Tien Zi Que DEMO</b> Demo		B
	1	<b>Euro Games 101 - Stone Age</b> Demo		B
	1	<b>Chicken Cha Cha Cha</b> Small		B
	1	<b>Euro Games 101 - Acquire</b> Demo		B
	3	<b>Runebound</b> Event		B
	3	<b>Stratego</b> Sponsored		B
	1	<b>Snatch-It</b> Event		B

**Sun, May  
29th**

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	2	<b>Meepile Madness #2 *</b>		C
	2	<b>Resident Evil #2</b>		C
	2	<b>Costume Contest</b>	Seminar Room	S
4 pm	4	<b>Color Stix DEMO</b> Demo		B
	2	<b>Junta: Viva El Presidente! DEMO</b> Demo		B
	1	<b>Guillotine</b> Event		B
	4	<b>Stone Age</b> Big		B
	2	<b>Body Language - GSPA: 80s Night</b> Event	112	B
	2	<b>Yahtzee Free for All</b> Small		B
	4	<b>Ticket to Ride Europe 1912</b> Tournament		B
	2	<b>Battlestations - Supersized #2</b> Special *		B
	4	<b>Acquire - David Woolcott Memorial tournament</b> Big		B
	3	<b>Yugioh! #2</b>		C
	2	<b>Xbox 360</b> Marvel vs. Capcom 3		V
5 pm	2	<b>Qwirkle</b> Small		B
	3	<b>Agricola - Finals</b> Big		B
	4	<b>De Vulgari Eloquentia</b> Small		B
	1.5	<b>Jeopardy!</b> Event		B
	3	<b>Nippon Rails</b> Event		B
	4	<b>Merchant of Venus</b> Small		B
	6	<b>V:TES "Gift of Sleep"</b>		C
	2	<b>Q&amp;A with Guest of Honor Jeff Siadek</b>		S
6 pm	2	<b>Utopia</b> Event		B
	2	<b>Cloud 9</b> Event		B
	1	<b>Catch Phrase</b> Event		B
	4	<b>Playtesters' Corner Sunday evening</b> Event		B
	3	<b>Puzzle Strike: Bag of Chips 1v1 Tournament</b> Tournament		B
	6	<b>1870</b> Event		B
	2	<b>Pirates Sink-N-Keep</b>		C
		<b>Exhibitor Hall Closes</b> Exhibitor Hall Closes		
	2	<b>PC</b> Starcraft 2		V
	2	<b>Xbox 360 / Kinect</b> Dance Central - Doubles Tournament!		V
	2	<b>Feedback Forum</b>	105	S
7 pm	1	<b>Euro Games 101 - Puerto Rico</b> Event		B
	2	<b>Press Your Luck - GSPA: 80s Night</b> Event	112	B
	1	<b>Words of Wisdom</b> Demo		B
	2.5	<b>Spades #3</b> Event		B
	4	<b>Improv 102</b> Event	104	B
	2	<b>Herodix "Royale Rumble"</b>		C
	3	<b>Malifaux</b> Hunt for the Tome of Souls	1st Floor	M
	4	<b>Rock Band!</b> Rock Band Tournament!	Seminar Room	V
8 pm	3	<b>Le Havre - finals</b> Big		B
	4	<b>Puerto Rico</b> Big		B
	2	<b>Apples to Apples</b> Event		B
	3	<b>British Rails</b> Event		B
	3	<b>Rail Baron</b> Event		B
	4	<b>Ticket to Ride USA 1910</b> Big		B
	2	<b>Battlestations - Supersized #3</b> Special *		B
	4	<b>Doom: The Board Game</b> Event		B
	4	<b>Ascension: Chronicle of the Godslayer</b>		C
	4	<b>Cthulu Live (Modern Era)</b> Hotel California	Santa Maria	L
	4	<b>Cthulhu (modified)</b> That Sinking Feeling	203	R
	4	<b>Dread</b> The Treasure of St. Thomas	204	R
	4	<b>Dungeon World</b> The Tower of the Eye Tyrant	200	R
	4	<b>Dying Memories</b> Where Am I?	202	R
	4	<b>Fiasco</b> Bloody London	201	R
	4	<b>GURPS</b> GURPS Tournament Finals	205	R
	4	<b>Live Pod Cast</b> Happy Jacks RPG Pod Cast		R
	4	<b>Living Divine - D&amp;D 4e</b> INTRO1-3 The Rarest Bloom (levels 1-3)	210	R
	4	<b>Living Forgotten Realms</b> CORM1-6 Curse of the Queen of Thorns (levels 11-14)	210	R
	4	<b>Living Forgotten Realms</b> EPIC3-2 Cracks in the Crimson Cage Round 3 (level 22)	210	R

**Sun, May  
29th**

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	4	<b>Living Forgotten Realms</b> PREQ3-1 Shrouded Visions (levels 1-10)	210	R
	5	<b>Pathfinder Society</b> 02-20 Wrath of the Accursed	115	R
	4	<b>Pathfinder Society</b> Special - Midnite Mauler	115	R
	4	<b>Steve Jackson Toon</b> Quest for the Singing...and Dancing Sword	206	R
9 pm	4	<b>Tichu Finals</b> Tournament		B
	2	<b>7 Wonders #3</b> Tournament		B
	4	<b>Luna</b> Small		B
	2	<b>Liars Dice</b> Small		B
	4	<b>Game of Thrones LCG</b>		C
10 pm	2	<b>Chrononauts</b> Small		B
	1	<b>Eye Guess</b> Tournament		B
	1	<b>Rapid Recall</b> Event		B
	2.5	<b>Poker Texas Holdem</b> Event		B
	2	<b>Transamerica Vexation</b> Tournament		B
	2	<b>PC</b> Dawn of War 2		V
	1	<b>Xbox 360 / PS2 &amp; 3 / Wii / PC</b> Open Gaming - Video Games 18+		V
	2	<b>Xbox 360, PS3</b> Mortal Kombat		V
11 pm	1	<b>Ascending Empires #2</b> Event		B
	2	<b>Ca\$h &amp; Guns Live #3</b> Event		B
	2	<b>Buffy the Vampire Slayer #2</b> Event		B

\* = Play with the creator

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

**Mon, May  
30th**

Start Time	Duration (hours)	System Title or Type	Room	Dept.
Midnight	6	<b>Werewolf: Miller's Hollow</b> Event		B
	6	<b>Werewolf: Ultimate</b> Event		B
	4	<b>GURPS Horror</b> We're Alive Season 3	200	R
	4	<b>Living Forgotten Realms</b> LFR Open Play (any level)	210	R
8 am	5	<b>Pathfinder Society</b> 02-12 Below the Silver Tarn	115	R
	5	<b>Pathfinder Society</b> Special - Midnite Mauler	115	R
9 am	4	<b>Dominion - Mega Monday</b> Big		B
	4	<b>Frag Gold- FTW</b> Sponsored		B
	4	<b>Munchkin Finals</b> Sponsored		B
	5	<b>Puffing Billy 18xx final</b> Tournament		B
	4	<b>Alpha Omega</b> Big Bug Hunting	201	R
	4	<b>Living Forgotten Realms</b> CORE2-3 High Infidelity (lvl 14-17)	210	R
	4	<b>Living Forgotten Realms</b> CORE2-4 Lost on the Golden Way (levels 1-4)	210	R
	4	<b>Living Forgotten Realms</b> CORM1-2 Gangs of Wheloon (levels 4-7)	210	R
	4	<b>Living Forgotten Realms</b> QUES2-1 Stir Not the World's Doom (lvl 11-14)	210	R
	4	<b>The Dresden Files Roleplaying Game</b> Cities On Flame With Rock And Roll	200	R
9:30 am	5	<b>Exhibitor Hall Opens</b> Exhibitor Hall Opens		
10 am	2	<b>Blue Moon City</b> Small		B
	6	<b>The Napoleonic Wars</b> Event		B
	2	<b>Hearts #4</b> Event *		B
	3.5	<b>Empire Builder Finals</b> Big		B
	6	<b>M:tG Gamex League</b>		C
	6	<b>M:tG Commander (EDH) League</b>		C
	6	<b>M:tG 8 players for a Box – Constructed</b>		C
	2	<b>Voltron #2</b>		C
	4	<b>Multiple</b> Monday Morning Demo Tables	1st Floor	M
	3	<b>Pirates!</b> The Prize!	1st Floor	M
	3	<b>Xbox 360 / PS2 &amp; 3 / Wii / PC</b> Open Gaming - Video Games	Redondo	V
11 am	2	<b>Category 5 (AKA Slide 5)</b> Event		B
	3	<b>Scepter of Zavandor</b> Sponsored		B
	2	<b>Uno #4</b> Small		B
	2	<b>Ticket to Ride Finals</b> Big		B
	5	<b>M:tG Learn to Play-Magic: The Gathering</b>		C



**Mon, May  
30th**

Start Time	Duration (hours)	System Title or Type	Room	Dept.
	5	<b>M:tG Single Elimination Booster Draft</b>		C
	4	<b>Pirates "Bermuda Triangle"</b>		C
	2	<b>Auction</b>	Seminar Room	S
Noon	2	<b>Nightfall #2</b> Sponsored		B
	4	<b>Vegas Showdown</b> Sponsored		B
	2	<b>Wasabi</b> Event		B
	4	<b>Railways Through Time</b> Event		B
	2	<b>The Spoils</b>		C
1 pm	2	<b>Family Business</b> Event		B
	1	<b>Words of Wisdom</b> Demo		B
	2	<b>Revolution Finals</b> Sponsored		B
	2	<b>Spades #4</b> Event *		B
	1	<b>Shadow Hunters #2</b> Event		B
	2	<b>Resident Evil #3</b>		C
2 pm	2	<b>Medici</b> Sponsored		B
	2	<b>Winner's Circle</b> Sponsored		B
	2	<b>Ascending Empires #3</b> Sponsored		B
	4	<b>Dragon Age</b> Corsairs of the Wounded Coast!	202	R
	4	<b>Living Forgotten Realms</b> DRAG2-4 Into the Maelstrom (levels 7-10)	210	R
	4	<b>Living Forgotten Realms</b> EAST2-3 Nightmares (levels 11-14)	210	R
	4	<b>Living Forgotten Realms</b> IMPI2-4 Goblins Strike Back (levels 17-20)	210	R
	4	<b>Living Forgotten Realms</b> WATE2-4 Stage Misdirection (levels 1-4)	210	R
	4	<b>Pathfinder Society</b> 02-04 Shadows Fall on Absolom	115	R
	4	<b>Pathfinder Society</b> 29 - Devil We Know Part I	115	R
2:30 pm		<b>Exhibitor Hall Closes</b> Exhibitor Hall Closes		
3 pm	1	<b>Hamsterolle</b> Sponsored		B
	1	<b>Roll Through the Ages</b> Sponsored		B

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**Annual Awards**

Once again Strategicon presents its annual awards for board-gaming 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        |
| Party Games       | Family Games     |
| Social Games      | Card Games       |
| Collectible Games | Miniatures Games |

The points people earn 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 tournament, not in the individual game.  
 Party games are harder to determine, so each team member will get the points.

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

- For 2010 the winners are:  
 Jack Butler: Darrell Stark  
 Card Games: Dan O'Farrell  
 Euro Games: Bruce Schlickbernd  
 Family Games: Bob LaMarre  
 Party Games: G Bulta  
 Rail Games: Todd Vander Pluym  
 Social Games: Nick Chavez  
 Strategy Games: Eric Downing  
 War Games: Tim Towery  
 Collectible Games: Jonathan J Brown

Strategicon Congratulates these fine gamers!



## Special Events and Seminars

### Seminar Room, Board Room, Gateway Prefunction

#### **Auction** – Mon 11 am

Our tri-annual bazaar of the bizarre offer deals galore for all gamers. We never know what will show up, but we know it will be interesting.

#### **Awesomely Bad Movie Night** – Sat 11 pm

Can you survive the horror, the brutality, the utter ludicrously of three incredibly, horrendously, maniacally bad movies? Come test your metal and melt your brain with the rest of us at Gamex's incredibly awesome bad movie night. Three movies, no talent, tons of laughs, and the last men/women standing win!

#### **Costume Contest** – Sun 3 pm

Come one, Come all to the Gamex 2011 costume contest! Celebrate creative, ingenuity, and charisma as our convention plays host to the most imaginative costumes our attendees can create. Entrance into the contest is open to all convention attendees, the only requirement being, of course, that you have a costume. Sign-up and staging will be the first 15 minutes of the show, after which display and judgement will commence. Join our audience and gaze upon the spectacular array of outfits that will be displayed. A fun new event for everyone to enjoy Sunday afternoon at Gamex 2011!

#### **Feedback Forum** – Sun 6 pm

More changes? Do we ever stop? No! Here's info about why! Let us know how we're doing. 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.

## Board Games

### Grand Ballroom A-F, California Prefunction

#### **1835** – Fri 2 pm

The auction variant published in the Train Gamers Gazette will be used.

#### **1856** – Sat 6 pm

#### **1861: The Railroads of the Russian Empire** – Sat 10 am

#### **1870** – Sun 6 pm

#### **18xx (classic)** – Sun 10 am

Any of the longer 18xx games can be played. Options include 1830, 1832, 1850, 1860, 2038, 1841, and 1824.

#### **18xx (short)** – Fri 8 pm

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

#### **20th Century** – Fri 5 pm

In the 20th Century, every country strives to develop and improve, each in its own way. Some become financial leaders. Others become centers of learning. Both science and commerce serve to propel nations toward the future – but toward what kind of future? Growth produces waste, and the greatest advances may come with the greatest cost to the environment. How will these countries mitigate the inevitable ecological catastrophes?

#### **25 Words or Less** – Fri 7 pm

The current clue-givers look at a list of five words that they're going to have to get their teammates to say using only words. The clue-givers bid on the number of words that they can accomplish the feat, with the lowest bid getting the honor of doing so. If the team cannot successfully name the words in the allotted time and within the bid number of words, then the other team gets the point.

#### **Guided Tour** – Sat, Sun 10 am, 11 am, Noon, 1pm, 2 pm

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.

#### **Improv Showcase** – Sat 9 pm

Hosted by Bill Chott (SNL, Wizards of Waverly Place) and The Improv Trick, we'll be presenting an unpredictable night of fun! Come join us in the seminar room on Saturday night.

#### **Prepping for the Game** – Fri 6 pm

Veteran GMs are always looking for that little spark to make a great game an AMAZING game new GMs are looking for where and even how to start. And then there are people who don't even know what a GM is! Drop by this seminar on game prep and learn from some of the D20 Girls just how to get that natural 20 for a truly awesome gaming experience!

#### **Publish Your Game** – Sat 10 am

Learn all the aspects about self-publishing or selling your game to publisher. This seminar details all of the aspects of design, development, marketing, and publishing from 15-year game industry veteran and award-winning author Jim Pinto. Join us for a 1-hour long seminar with follow-up Q&A segment.

#### **Q&A with Guest of Honor Jeff Siadek** – Sun 5 pm

Come meet local hero and game designer Jeff Siadek, who has designed and published games for the last two decades. Q&A will be moderated by Boardgame Babylon's own Eric Burgess.

#### **7 Wonders** – Fri 1 pm, Sat 7 pm, Sun 9 pm

Lead one of the seven great cities of the ancient world. Exploit the natural resources of your lands, take part in the eternal march of progress, develop your commercial relationships and assert your military might. Leave your mark in history.

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

The winner of that tournament will receive extra dealer dollars.

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

The Avalon Hill edition of Advanced Civilization. Trading rounds will be timed.

#### **Age of Empires III** – Fri 7 pm

#### **Agricola - Finals** – Sun 5 pm

This is the finals for the Agricola tournament. In order to participate in this event, players must qualify in the preliminary round held on Saturday at 5pm.

#### **Agricola - Prelims** – Sat 5 pm

This is the first round of the Agricola tournament. The finals for this event will be held on Sunday at 5pm.

#### **Airlines Europe** – Sun Noon

A board game designed by Alan Moon. The latest game that updates Airlines and Union Pacific. Players who arrive an hour early will be instructed about the game's rules.

#### **Amun Re** – Fri 7 pm

Everyone knows of the pyramids on the Nile - eternal monuments of a powerful and beautiful culture, that can still take our breath away. The pharaohs choose their sites, build their pyramids, and thank the gods for their bounty.

**Apples to Apples** – Sun 8 pm

In this card game, you select a person, place, thing, or event you feel is the best match for the adjective the “judge” plays. If the “judge” selects your card, you get a point! You can select a serious answer, or try to humor the judge!

**Aquarius** – Fri 1 pm

Filler Friday continues with this hippy-dippy abstract card game! The winner of each Filler Friday game is eligible to win a filler game from our selection of donations. Filler Friday is dedicated to the memory of Kevin Pimentel.

**Archaeology: The Card Game** – Fri 1 pm

Discover the lost treasures of Egypt and make your fortune!

**Arena Assault** – Sat 1 pm, 4 pm, 6 pm

A gladiatorial arena combat game where large numbers of players bash each others heads in to be the last one standing. Fast, furious fun. Taught by the designer. Prizes!

**Arkham Horror** – Sat 8 pm

The year is 1926, and it is the height of the Roaring Twenties. Yet a dark shadow grows in the city of Arkham.

**Ascending Empires** – Sat, Sun 11 pm, Mon 2 pm

The last survivors of the Human race have fled to a new galaxy in fear of annihilation at the hands of an unstoppable enemy. Now, having discovered the ruins of four long dead civilizations spread across the stars, the race to develop technology based on the alien relics has begun. Players will colonize new worlds by building colonies, cities, and research facilities. Ascending Empires is a fast paced game that utilizes a dexterity based Starship movement and combat system

**Australian Rails** – Sun 9 am

Build tracks across the great wastelands to deliver loads and earn money to upgrade your trains and build your track while avoiding disasters until you accumulate wealth and win.

**Axis & Allies - 30th Anniversary Edition** – Sat 10 am

Axis & Allies Anniversary Edition is the default game, although any of the A&A variants can be played by mutual agreement. The tournament usually lasts two days. It is single elimination, heads-up or team play. New players are welcome, and can usually find a partner to team up with at game time. Rounds are usually about 6 hours. Please be prepared to finish any round you begin.

**Back To The Future: the card game** – Fri 1 pm

In this game you are a descendant of one of the characters in the Back to the Future movies. Unfortunately, other time travelers have been tampering with events in your past, endangering your very existence. You must put things back in the ways that seem right to you, then stop Doc Brown from ever inventing time travel, which will freeze reality the way you need it to be, once and for all.

**Bang!** – Fri 3 pm, Sun Noon

The Italian Spaghetti Western Game! Kill the sheriff, shoot the outlaws, or kill them all (if you’re the renegade.) Note: We’ll be playing with all expansions but Dodge City.

**Battle Cry** – Sun 10 am

Card Driven Civil War game

**Battlestar Galactica** – Sun 10 am

Pegasus expansion and Exodus expansion (Cylon Fleet & Ionian Nebula options) will be used. Players should be familiar with the basic game. New players should join us at 3 pm.

**Battlestar Galactica** – Sun 3 pm

Pegasus expansion and Exodus expansion (Cylon Fleet option) will be used. New players are welcome and should arrive early. (Experienced players’ game is at 10 am.)

**Battlestations - Supersized** – Sat 10 am, Sun 4 pm, 8 pm

PLAY WITH THE DESIGNER, JEFF SIADEK! Battlestations is his biggest game ever(!) and this will be the debut of the convention, super-sized version with quintuple-sized modules making ships up to 8 feet long! It will be HUGE! There will be a special convention demo game that plays in less than an hour. Characters provided. Come join the spectacle!

**Battletech: Death by Maumbo** – Sat 10 am

Rules

1. Build one Inner Sphere lance using 260 tons. Only Inner Sphere tech allowed up to 3065.
2. Pre-printed FASA/Wizkids/Catalyst mech sheets allowed. Bring figures and dice.
3. Inner Sphere pilots only. Rating 3/4.
4. Battle will be to last mech standing.

**Blokus** – Sat 10 am

Blokus is an abstract strategy game with transparent, Tetris-shaped, colored pieces that players are trying to play onto the board. Perfect for new players!

**Blue Moon City** – Mon 10 am**Body Language - GSPA: 80s Night** – Sun 4 pm

It’s the game for the uninhibited! Ineligible Productions puts a spin on the classic game of Charades with the classic, “Body Language”. Join our “celebrities” as they act out the clues to fit into the puzzle. It’s your job to figure everything out!

**Bohnanza** – Fri 5 pm

As card games go, this one is quite revolutionary. Perhaps its oddest feature is that you cannot rearrange your hand, as you need to play the cards in the order that you draw them. The object is to make coins by planting fields (sets) of these beans and then harvesting them. To help players match their cards up, the game features extensive trading and deal making.

**British Rails** – Sun 8 pm

Coal? Newcastle? Jute? Deliver loads to get money and build track upgrade your train until you accumulate greater wealth than competing players.

**Buffy the Vampire Slayer** – Sat, Sun 11 pm**Ca\$h n’ Guns Live** – Fri, Sat, Sun 11 pm

If you’ve ever wanted to participate in a live action version of Godfather meets Reservoir Dogs, then bring the kids (and shoot them to win all their money).

**Can’t Stop!** – Sat 2 pm

Sid Sackson’s classic dice game returns! Players roll dice to try to advance their tokens up a series of tracks corresponding to numbers rolled on the dice. Keep progressing up the line, and you can keep rolling. Fail, and you could lose everything.

**Card Sharks - GSPA: Casino Night** – Sat 7 pm

Aces are high ... deuces are low ... call it right ... and win the dough! Test the waters with Ineligible Productions and close out Casino Night with “Card Sharks”. Can you predict how 100 average Americans will answer the questions? Can you guess whether the next card is higher or lower?

**Cargo Noir DEMO** – Sun 3 pm

Come learn the latest Days of Wonder game, Cargo Noir.

**Castle Portal** – Fri Noon

New pre Production demo game from the Makers and designers of Orbit Rocket Race 5000

**Catch Phrase** – Sun 6 pm

Quick, rattle off as many clues until somebody on your team yells the word or phrase you want to hear. Get as physical as you want. Gesture. Say anything you want. Just keep talking. And keep passing. ‘Cause if the buzzer goes off while you’re holding the disk, the other guys get the point.

**Category 5 (AKA Slide 5)** – Mon 11 am

There are 104 cards. Every card has at least 1 small flag on it, which will score against you. First to 74 loses!

**Caylus** – Sun 1 pm**Charge Large** – Sat 11 am

Ever felt like you could be Monopoly World Champion if only you could use your credit card to buy properties, houses and hotels? Then try your hand at Charge Large where not only buying and building, but borrowing too pays off big!

**Chicken Cha Cha Cha** – Sun 3 pm**Chrononauts** – Sun 10 pm

History as you know it is wrong! Achieve victory by altering famous events to help get yourself home, or complete a mission for the Time Repair Agency. (UberChrononauts available for those who dare.)

**Citadels** – Sat 4 pm

Citadels is a game of nobles, intrigue, and cities for 2-7 players, playable in 20-60 minutes. This game is great for beginners and experienced players alike!

**Cities** – Sat 5 pm

Cities is a puzzle game. In Cities you are the architect of a city of the world. You try to build a city that is most attractive for tourists. We'll be using scorings #1 & #2

**Clay-O-Rama** – Sat 9 pm, Sun 11 am

Create your clay fighter and prepare for battle!

**Cloud 9** – Sun 6 pm

Players earn points by daring to stay in the basket of a hot air balloon as it rises. Points increase as the balloon climbs from cloud to cloud.

**Clue** – Sat 9 pm

Millionaire Mr. Boddy is found dead while throwing a party at his mansion! Everyone knows it was foul play, and it's up to you to find out "Whodunit."

**Color Stix DEMO** – Sun 4 pm

Come check out Qwirkle designer Susan McKinley-Ross' new game, Color Stix - a fun, real-time game for the whole family.

**Concentration** – Sat 6 pm

The classic rebus game you know and love hidden behind prize squares ... but can you remember where the other half of that prize is?

**Cosmic Encounter** – Fri 3 pm, 11 pm

The classic "sci-fi game for everyone" that inspired a generation is back! Players try to establish colonies on their opponent's planets by way of combat, negotiation, and the game's signature alien powers that let you break one rule in the game.

**Countdown** – Fri 11 pm

UK scrambled word/numbers game. First, form the longest word possible, given 9 letters and 30 seconds. Next, given 6 numbers, the four basic math operations, and another 30 seconds, try to reach a given 3-digit number.

**Crows** – Fri 4 pm

Crows are smart, but they have a weakness for shiny objects. You have a shiny object. The problem is, so do your friends. There are too many shiny objects and too few crows! The winner of each Filler Friday game is eligible to win a filler game from our selection of donations. Filler Friday is dedicated to the memory of Kevin Pimentel.

**De Vulgari Eloquentia** – Sun 5 pm**Deck Builders 101**

Come learn these popular strategy games just in time for their tournaments!

**Deck Builders 101 - Nightfall** – Sat 1 pm**Deck Builders 101: Puzzle Strike** – Sat 5 pm**Descent: Journeys in the Dark** – Sun 2 pm

Players select a character and begin to explore a dungeon where they will encounter a variety of monsters, search for treasure and subdue the boss of the dungeon. But be warned, the monsters are controlled by a wily master who will do his best to see that the heroes fail as miserably as possible!!!

**Diplomacy Tournament** – Sat Noon

Success hinges not on the luck of the dice, but your cunning and cleverness. Negotiation phases limited to 10 minutes each in order to speed up the game. Experienced players preferred.

**Dixit** – Fri 1 pm

Game of storytelling where everyone matches the story you tell (or the song you sing, or the mime you perform, or the interpretive dance you do, etc.) to the cards on the table. 2010 Spiel des Jahres Winner.

**Dominant Species** – Sat 11 am**Dominion** – Sat 9 pm**Dominion - Mega Monday** – Mon 9 am**Doom: The Board Game** – Sat, Sun 8 pm

Each player will take control of a marine with unique abilities. The players will need to cooperate with each and make good use of small unit tactics to make it through the aliens that have invaded the Mars base. We will be using the expansion that corrected the flaws in the original game.

**Dream Factory** – Sun 10 am**Dust** – Fri 6 pm

Dust is a post apocalypse game in which players vie to control resources and production facilities while attempting to be the first player to score a set number of points.

**Dweebies** – Sun 10 am

Meet the Dweebies! These uniquely colorful characters are out to capture your heart, but you must capture them first! Round up Dweebies by matching cards on both ends of any row. Collect the most cards and consider yourself the Dweebie-in-Chief!

**Empire Builder** – Fri 8 pm

Game of rail building and load delivery in America. Manage your money from deliveries, and avoid disasters like hurricanes, earthquakes and labor strikes to buy trains or track. When you get enough money you win.

**Empire Builder Finals** – Mon 10 am

This is the finals for players that do well in empire builder events during the course of the weekend.

**Euro Games 101**

Come learn these popular strategy games just in time for their tournaments!

**Euro Games 101 - 7 Wonders** – Sat 6 pm**Euro Games 101 - Acquire** – Sun 3 pm**Euro Games 101 - Agricola** – Sat 4 pm**Euro Games 101 - Amun Re** – Fri 6 pm**Euro Games 101 - Caylus** – Sun Noon**Euro Games 101 - Dominion** – Sat 8 pm**Euro Games 101 - Le Havre** – Sat 7 pm**Euro Games 101 - Power Grid** – Sat 9 am**Euro Games 101 - Puerto Rico** – Sun 7 pm**Euro Games 101 - Race for the Galaxy** – Sat 2 pm**Euro Games 101 - Sid Meier's Civilization** – Fri 7 pm**Euro Games 101 - Stone Age** – Sun 3 pm**Euro Games 101 - The Princes of Florence** – Fri 8 pm**Euro Rails** – Sat 2 pm

A game of Rail Building and load delivery set in Europe. Pick up and deliver loads to earn money to build track and upgrade your train to be faster or carry more. Cope with disasters and accumulate enough wealth to out match your opponents.



**Eye Guess** – Sun 10 pm

It's the game show where we give you all of the correct answers in advance ... you just have to remember where you saw them.

**Fairy Tale** – Fri 2 pm

Players use card drafting and simultaneous action selection to score points while interfering with other players' ability to do so. The winner of each Filler Friday game is eligible to win a filler game from our selection of donations. Filler Friday is dedicated to the memory of Kevin Pimentel.

**Family Business** – Mon 1 pm

Takes mob warfare to a new level of backstabbing, revenge, and general bloodthirstiness, which is what makes it such a blast to play. Every player controls a "family". The last family standing is victorious.

**FITS** – Fri 5 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. Cards are drawn from a pile to tell the players which piece to take. The pieces may be rotated and reversed before they slide down the inclined area to dock to other gaming pieces and you score on what is left uncovered.

**Five Crowns** – Sat 2 pm

Five Crowns puts a new spin on the game of Gin Rummy ... no Aces or Twos, a fifth suit, and TEN JOKERS! Anything can happen, but make sure you put your cards down first!

**For Sale** – Fri 4 pm

A quick, fun game about buying and selling real estate.

**Forbidden Island** – Sat 5 pm

You and your friends explore the ruins of an island filled with ancient treasures that is slowly sinking. Work together to get the treasures and escape the island before meeting a watery grave.

**Formula Motor Racing** – Fri 3 pm

"The quickest-playing auto racing game in existence"

**Frag Gold - FTW** – Fri Noon, Sat, Sun, Mon 9 am

This game is part of the Frag tournament. The top 6 players with the most number of kills will qualify for the Finals. Your kills from all of the qualifying games will be added to your total kills for purposes of qualification. Will post the list of finalist at the board games sign up table.

**Give Me the Brain!** – Sat 2 pm

All the players are zombies, shuffling and moaning through their horrible jobs. Whoever gets rid of all his jobs first will win. The catch? Some jobs actually require a brain ... and there's only one in the whole restaurant.

**GLORY to ROME** – Sat 8 pm

A card-based city building and resource management game with a novel mechanic. Each card may act as a building, a patron, a raw material, or a valuable resource, frequently forcing players into difficult decisions

**Guillotine** – Sun 4 pm

All the fun parts of the French Revolution in one fun card game!

**Hamsterrolle** – Mon 3 pm**Hanging Gardens** – Fri 6 pm

Come and build the most Wondrous "Gardens" in the puzzle-like tile scoring card game!

**Hansa Teutonica** – Sat 11 pm**Hearts #1** – Fri 5 pm

Left of the Dealer leads, blood allowed on the first trick.

**Hearts #2** – Sat Noon

2 of clubs leads. No blood on the first trick. Jack of diamonds variant.

**Hearts #3** – Sun Noon

Left of the Dealer leads, blood allowed on the first trick. Jack of Diamonds variant.

**Hearts #4** – Mon 10 am

Standard Hoyle version, 2 clubs lead, no blood on the first trick, queen of spades does not break hearts

**High Rollers - GSPA: Casino Night** – Sat 4 pm

Can you knock off the Big Numbers? Ineligible Productions has all the action with the game of high stakes, where every decision is a gamble and every move can be your last!

**High Society** – Sat 9 pm**Hunting Party** – Sat 3 pm

A card game about a Victorian era African safari. Hunters will try to get trophies, stay alive, and accomplish a personal goal.

**Improv 101** – Sat 6 pm**Improv 102** – Sun 7 pm

Inspired by the Improv Games of Viola Spolin and other historic improvisers, performer Bill Chott (Wizards of Waverly Place, SNL) and the teachers of the Improv Trick will share a host of improvisation games that may expose gamers to a whole new idea of the word play!

**Incan Gold** – Fri Noon

GameX opens Filler Friday with a game of adventure and pressing luck. As you explore the ruins you choose press on or run and take what you can get. Will you gather the most treasure or be scared off by disaster? The winner of each Filler Friday game is eligible to win a filler game from our selection of donations. Filler Friday is dedicated to the memory of Kevin Pimentel.

**India Rails** – Fri 2 pm

Build track, connect cities, upgrade trains, deliver loads, collect money, and accumulate wealth from deliveries until you have enough to lord it over your opponents is this rail game set in the subcontinent of India.

**Ingenious** – Fri 7 pm

Reiner Knizia loves games that deal with trying to get points in various different categories and then only score that category in which the player has the fewest. Here he has distilled the mechanic down to its purest form.

**Innovation** – Sun Noon**Iron Dragon** – Sun 1 pm

Pickup and deliver loads in a phantasy world of elves, orcs, dwarves, and humans. Run you track through the underworld, or take advantage of the rainbow bridge, and avoid dragons and other disasters and build your track until you accumulate enough money to win.

**Isla Dorada** – Fri 8 pm**Jamaica** – Sun 2 pm

Henry Morgan skillfully gets appointed Governor of Jamaica, with the explicit order to cleanse the Caribbean of pirates and buccaneers. Instead, he invites all of his former comrades to join him in his retirement! Each year Morgan organizes the Great Challenge, a race around the island, and at its end the Captain with the most gold in his holds is declared Grand Winner.

**Jeopardy!** – Sun 5 pm

It's the board game of America's most popular show of answers and questions! Take on two other brainiacs in a battle of knowledge spanning from general trivia to clues all about The Simpsons.

**Junta: Viva El Presidente! DEMO** – Sun 4 pm

The classic game Junta is back and better than ever! Wheel and deal with your fellow politicians in a crazy Central American country's government seats. Revised from the original 80s classic.

**Kings & Things** – Sun 1 pm**Kingsburg** – Sat 7 pm

**Le Havre - prelims** – Sat 8 pm

**Le Havre - finals** – Sun 8 pm

Players take on the roles of business owners in a growing port town. Players send their helpers to gather resources and erect buildings in a grand display. The richest player at the end of the game wins!

**Liars Dice** – Sun 9 pm

A dice game where each player is given five dice and 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 1 pm

Ahoy the Lifeboat! Nominated for an Origins Award and in its third printing, "Lifeboat" is better known as "that game with the hats that you've always wanted to play". Each player is a character adrift at sea with a secret love, a secret hate and a boatload of shady characters. We'll also be previewing the "Lifeboat" weather deck adding a little more tactical depth to the game.

**Lords of Vegas** – Sat 4 pm

Las Vegas 1950. Your town has nothing to offer but sand, hot weather, and nebulous gambling laws. You start with nothing but parking lots and dreams, but from there you build, sprawl, reorganize and gamble your way to victory.

**Lost Cities** – Sat 4 pm

Rio Grande Games's card game for two players.

**Lost Cities: The Board Game** – Sat 9 am

**Luna** – Sun 9 pm

**Luna DEMO #1** – Fri 8 pm

The excellent new Stefan Feld game from Z-Man Games. Come learn it from a member of the Z-Man Z-Force!

**March Madness** – Sat 2 pm

Coach an NCAA team to the finals

**Martian Rails** – Sat 7 pm

Pick up and deliver loads for the Martian Colonists. Manage your income to build track, upgrade your train, and avoid disasters until you have enough to beat your opponents.

**Medici** – Mon 2 pm

**Merchant of Venus** – Sun 5 pm

This classic science fiction title from Avalon Hill uses many elements which come together to form a very interesting game. Players take on the roles of space traders who move their ships through interconnected systems discovering new alien worlds to trade with. Play will be to 2,000 space bucks for a preliminary round (if any) and 3,000 space bucks for the final round.

**Mondo DEMO** – Sun 1 pm

Michael Schacht's new game Mondo is a real-time race to build the best world with the tiles you grab from a central pile. A great family game to share with the kids and yet interesting enough for gamers!

**Monopoly Deal** – Sat 6 pm, Sun 2 pm

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

**Munchkin Finals** – Mon 9 am

Legendary Munchkin. 'Nuff Said. Tournament Finals - The list of finalists will be posted at the board game sign up table by Sunday at 6 pm.

**Munchkin Quest** – Sat 4 pm

Kill the monster, grab the treasure, stab your buddy. That's what it's all about. Munchkin Quest brings you a giant full-color dungeon, never the same twice, full of monsters and loot.

**Munchkin – Players' Choice** – Fri Noon, 2 pm, 4 pm, Sat, Sun 9 am, 11 am

This game is part of the Munchkin Tournament. The winner qualifies for the finals. Will post the list of finalist at the board games sign up table.

**Munchkin – Zombies** – Sat, Sun 11 am

This game is part of the Munchkin Tournament. The winner qualifies for the finals. Will post the list of finalist at the board games sign up table.

**Nexus Ops** – Sun Midnight

**Nightfall** – Sat 2 pm, Mon Noon

**Nippon Rails** – Sun 5 pm

Build Rails and deliver loads in the land of the rising sun, but avoid disasters while you build your tracks and upgrade your train until you accumulate wealth and win.

**On the Underground** – Sat 1 pm

Build multiple rail lines to enable the delivery of loads and earn bonuses for serving locales in London. Control the path of the passengers by optimizing routes. Passengers don't like walking, and you don't mind so long as they ride your lines!

**Orbit Rocket Race 5000** – Sat 4 pm

Pre Production game Rocket Race 5000

**Password** – Fri 9 pm

I say one word, then you say one word ... but is it the RIGHT word?

**Phase 10** – Fri 10 pm, Sat 4 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.

**PICKPOCKETS: An Ineligible Original** – Sat Noon

Ineligible Productions, presenters of the weekend's "Game Show Play Along" segments, are proud to bring to Gamex two original productions. The first is "PICKPOCKETS", hosted by Ben Ziek. "PICKPOCKETS" is a game that tests, not only your general knowledge, but also your intuition.

**Pillars of the Earth** – Sun Noon

**Pirate Fluxx** – Sat 9 am

Yarr! Grab your cutlass! Fluxx has taken up a life of Piracy on the high seas, and you, too, can come along for the ride. So brush up on your Pirate Speakin' Skills and Join us! (games last less than an hour each. Play 1 or play a few rounds)

**Pirate's Cove** – Sat 10 am

Come aboard and sail to Pirate's Cove ... the legendary hideaway of thieving pirates and cutthroat buccaneers.

**Pit** – Sat 10 pm

In this loud, real-time trading game, attempt to corner the market in one type of commodity.

**Playtesters' Corner**

Come check out these new games that are in the works, or bring your game and get feedback!

**Playtesters' Corner Saturday afternoon** – Sat 2 pm

This session includes: Golems, by Todd Schlickbernd

**Playtesters' Corner Saturday evening** – Sat 6 pm

This session includes: Castle Portal, by Douglas Chadwick  
Crossroads, by Chris Heard

**Playtesters' Corner Saturday morning** – Sat 10 am

This session includes: Statehood, by Norv Brooks

**Playtesters' Corner Sunday afternoon** – Sun 2 pm

Completely open.

**Playtesters' Corner Sunday evening** – Sun 6 pm

This session includes: Castle Portal, by Douglas Chadwick

**Playtesters' Corner Sunday morning** – Sun 10 am

This session includes: Aloha by Norv Brooks Crossroads, by Chris Heard

**Poker 5 Card Draw** – Fri 10 pm

20 minute levels, alternating between high and lowball.

**Poker 7 card Stud** – Sat 10 pm

20 minute levels.

**Poker Texas Holdem** – Sun 10 pm

20 minute levels with a small and big blind.

**Portrayal (also known as Identik)** – Fri 5 pm

Imagine Pictionary, but backwards. Players are challenged to use words to describe pictures and to inspire the panel to draw something similar (or similar enough!). A wild and woolly game that puts your descriptive skills to the test.

**Pow Wow** – Sat 7 pm

Each player draws a random feather card. Each places it, without looking at its face value, onto his headband. You see everyone's feather cards except your own. Now the bidding and bluffing and the guessing begins.

**Power Grid** – Sat 10 am

**Press Your Luck - GSPA: 80s Night** – Sun 7 pm

Our three players will be after BIG BUCKS, but they'll have to avoid the WHAMMY as they play the most exciting game of the weekend! Ineligible Productions closes out 80s Night with everyone's favorite game of big bucks, "Press Your Luck".

**Puerto Rico** – Sun 8 pm

**Puffing Billy 18xx final** – Mon 9 am

The top four players based on Puffing Billy points scored in 18xx events at Gamex 2011 will be invited to play in the final. Default game is 1830. Game must end by 2:30pm!

**Puzzle Strike: Bag of Chips 1v1 Tournament** – Sun 6 pm

A card game played with chips instead of cards that simulates a puzzle video game (that doesn't exist yet) that, in-turn, simulates a fighting game (that also doesn't exist yet.)

**Puzzle Strike: Bag of Chips 4 Player Tournament** – Sat 6 pm

Puzzle Strike is a card game played with chips instead of cards that simulates a puzzle video game (that doesn't exist yet) that, in-turn, simulates a fighting game (that also doesn't exist yet.)

**Pyramid Games** – Sun 9 am

Come Learn some fun, fast, easy games that use the Looney Lab Pyramids (Icehouse pyramids). Most games last only 20-30 minutes each, so you can drop by or join in after we start and pick up a game or 2. IceDice, Martian Backgammon, Thin Ice, Treehouse, Pharaoh, Martian Chess, and more.

**Queen's Ransom DEMO** – Sun 2 pm

A clever little deduction game from Z-Man Games that plays in 20 minutes and is suitable for families.

**Qwirkle** – Sun 5 pm

Every shape or color in a row has to be exactly the same or entirely different. Get 6 in a row on your turn and score a Qwirkle! We could be using Qwirkle Tiles or Qwirkle Cubes. It'll be a game time Qwirkle Decision.

**Race for the Galaxy** – Sat 3 pm

**Rail Baron** – Sun 8 pm

Buy railroads and complete routes for money. Can you be the first to piece together a transcontinental railroad? Can you serve as much of the country as possible without needing to ship on other players lines?

**Railways of England and Wales** – Sat 6 pm

This is using the Railroad Tycoon/Age of Steam system. It is a well balanced game considered by some to be the best example of the game system, more competitive, with more variation in play possible.

**Railways of the Western US** – Fri 7 pm

This is based on the Railroad Tycoon/Age of Steam system (now called Railways of the World) and it adds a city color rotator, allowing deliveries to cities to receive an additional color that changes as loads are delivered.

**Railways of the World** – Sat 2 pm

This is Railroad Tycoon updated to add another route to New York and New Orleans. Quicker and easier than Age of Steam, but a spin off of that system.

**Railways Through Time** – Mon Noon

This revisits the "Age of Steam: Time Traveler" concept using the Railroad Tycoon system. You can pickup and deliver loads to and from different eras in time. Rail loops take on a whole new meaning when you start crossing the time barrier!

**Rapid Recall** – Sun 10 pm

Two teams have to remember as many words and phrases as they can from 60 seconds of clue-giving, then repeat them when time is up.

**Rat a Tat Cat** – Sun 2 pm

**Revolution** – Fri Noon, 2 pm, Sat, Sun 9 am 11am

The Players will be ranked by total score for each game played and the highest scoring players will qualify for the finals. Will post the list of finalist at the board games sign up table.

**Revolution Finals** – Mon 1 pm

Tournament Finals - The list of finalists will be posted at the board game sign up table by Sunday at 6 pm.

**Risk** – Sat 3 pm

Take over the world one territory at a time and annoy your friends.

**Roll Through the Ages** – Mon 3 pm

**Runebound** – Sun 3 pm

Speed variant, Mists of Zanaga expansion and vanilla version, 3 players per board, Character decks optional.

**Runewars** – Sat 10 am

The objective is to be the first player to control 6 dragon runes. The map is randomly generated by the players and players will need to contend with a neutral race.

**Saboteur 1 and 2 DEMO** – Fri 3 pm

Check out the new Saboteur, an expansion of the original semi-cooperative game from Z-Man Games. Part of Filler Friday!

**Say Anything: Family Edition** – Sun 11 am

Say Anything Family will feature the same game play as North Star Games' 2008 release Say Anything. Join in a demo for the Family Edition.

**Scepter of Zavandor** – Mon 11 am

**Scrabble** – Sun Noon

**Secret of Monte Cristo DEMO** – Sun 1 pm

Learn this terrific new Z-Man game great for the family. Escape from prison with its unique game system.

**Settlers of America Trails to Rails** – Sat 6 pm

This is about delivering loads to cities. There will a period before play so that players can review the differences from the basic settlers system. This game crosses the genre boundary between Settlers and Train games.

**Settlers of Catan NACC Qualifier** – Fri 6 pm, Sat Noon

**Settlers of Catan NACC Finals** – Sun 2 pm

The top 8 players from each of the preliminary rounds will advance to the finals on Sunday. If you have qualified for the finals on Friday you will be discouraged from participating in the prelims on Saturday. There is a \$10 fee to enter either the Friday or Saturday trials.

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

**Shogun** – Sun 11 am

In Dirk Henn's Shogun up to 5 players vie for clan dominance in the provinces of 16th century Japan, over the course of 2 years (8 seasons/turns).

**Shootin' Ladders: Frag Fest** – Sun 11 am

War is sweet! At least it is when you attack your opponents' gingerbread men with your candy weapons. This is no time to crumble under pressure!

**Sid Meier's Civilization The Board Game** – Fri 8 pm

Newest Edition of Civilization the board game. 7 players signed up last Con, so Bring a copy!

**Simon Sez, with Bill Chott** – Sun 2 pm

Bill Chott (Mr. Laritate from Disney's Wizards of Waverly Place) leads the "StrategiKids" in the classic game of Simon Sez. A three-round tournament. Players will have to obey all of Simon's commands, but only when he says "Simon Sez". Sometimes this game is easy, but in the hands of a professional actor and improv teacher it will get downright silly and ridiculously hard. The goofy cowboy principal who appears weekly with Selena Gomez will keep you laughing while playing. "StrategiKids" of any age are welcome to play.

**SJG - "Potpourri of the Damned"** – Fri 4 pm

Players' choice: Chez Cthulhu, Cthulhu Dice, Zombie Dice, Munchkin Zombies

**Small World** – Fri 4 pm

Have you heard the buzz about this award-winning, game from Days of Wonder? Been wanting to give it a try? This is your chance to lead a small army of Trolls, Giants, Skeletons (or any of the other 14 fantasy races in the basic game) to victory ... or decline & THEN victory!

**Small World Expanded** – Sat 5 pm

Are you a Small World fan looking for a chance to play with all the extras? Explore the basic game with all the expansions along with other experienced players. Pass on the CURSED expansion, meet the GRAND DAMES, gang up on the NECROMANCER, and above all BE NOT AFRAID of any race you encounter! Fan made expansions are welcome (with the approval of the GM & the consent of other players.)

**Smash or Trash** – Sat 5 pm

The songs you know! The new lyrics you write! Will yours be a smash or nothing but trash?

**Snatch-It** – Sun 3 pm

Players race to find words spelled out by the letter tiles in the middle of the table. But watch out – anyone else can add letters to your words and steal them!

**Sol** – Sat Noon

A two-player game of pure strategy - where controlling the moons leads to sovereignty of the planets and eventually, the stars. Come learn and play with the creator - David Mines. Two rounds - one hour per round. All winners in the second round receive a free dice tower.

**Spades #1** – Fri 7 pm

Partners. 300 point preliminary rounds, 500 point final. 100 point nils, -100 point/10 bags.

**Spades #2** – Sat 3 pm

Cutthroat. Game to 300 points.

**Spades #3** – Sun 7 pm

Partners.

**Spades #4** – Mon 1 pm

Cutthroat (no partners)

**Star Trek Scene-it?** – Sat 1 pm

It's the Scene-It game that boldly goes where no Scene-It game has gone before. Not the Star Trek trivia buff? No problem! Trivia skills, as well as observation, memory, word play and puzzle-solving skills are all needed to decipher these challenges. Can you race around the board at warp speed exploring strange new world, seeking out new life and new civilizations? Will you live long and prosper over your opponents? Make it so with Star Trek Scene-It.

**Steam** – Sun 2 pm

This is an update to the venerable Age of Steam design, compatible with the prior game, but doing away with the often criticized load chart. It revisits the original game re engineering the system using simplifications from Railroad Tycoon. This will be played with the simpler version.

**Stomple** – Sat 8 pm, 2 pm, Sun Noon

Strategic marble stomping game.

**Stomple- Meet/Play the inventor** – Sat Noon, 5 pm, Sun 10 am

Fast-action strategic marble stomping game.

**Stone Age** – Sun 4 pm**Stratego** – Sun 3 pm

Variation on classic game- fast 30pc version, new pieces.

**StreetCar** – Sun Noon

Build routes in New Orleans. Grab the routes before someone else interferes with them, and make sure it's not easy for them.

**Summoner Wars** – Sat 1 pm**Sumo Ham Slam** – Sun 11 am

Step into the fierce and furry world of full-contact Sumo hamster wrestling! Need we say more?

**Super Mario Yahtzee** – Sun 2 pm

Haven't you always wanted to munch a Super Mushroom or grab a Fire Flower? Well, now's your chance to roll them up in Super Mario Yahtzee!

**Super Password - GSPA: 80s Night** – Sun 2 pm

It's Password! It's "Super Password"! Can you guess your partner's word by receiving only one-word clues? Ineligible Productions wants you to sit in with our "celebrity" guests and try to get the words and answer the puzzles to win the "cash"!

**Survive: Escape From Atlantis DEMO** – Sun 10 am

Come learn Survive, a cutthroat game where players seek to evacuate their pieces from an island that is breaking up, destroying your friends with sea creatures, while remembering where their highest-valued pieces are located.

**Tales of the Arabian Nights DEMO** – Sat 9 pm

1,000 Arabian Nights come alive in this storytelling game.

**Talisman** – Sun 1 pm

Fourth edition revised or fourth edition (depending on availability) will be used. The Prophetess reduction in powers will be used. For the final round, Talisman, Highland Expansion (depending on availability) will be included. A brief teaching session will be held 15 minutes prior to the starting time.

**Talk About** – Sat 9 pm

Canadian word game. One person has 20 seconds to "Talk About" a specific topic, hoping to get 10 key words. Then, their partner has to guess what the topic was, given the words not guessed.

**Temptation: The New Sale of the Century** – Fri 9 pm

From Australia - by way of the U.S. - the internationally popular quiz show's ultra cool home version, featuring electronic buzzers, light-speed action and incredible prizes! No real prizes awarded ... except maybe Dealer Dollars.



**The Joker's Wild - GSPA: Casino Night** – Sat 2 pm

It's the game where Knowledge is King, and Lady Luck is Queen! Revisit the classic game show, "The Joker's Wild", with Ineligible Productions. Spin the reels and hope for some JOKERS, but stay clear of that nasty DEVIL!

**The Napoleonic Wars** – Mon 10 am

Re-fight the Napoleonic Wars from Spain to Russia in this card driven game (CDG) by GMT Games. Plays up to 4-5 players per game. Please bring a copy of the game if you have one.

**The Price is Right (Box Game Edition)** – Fri 9 pm

After the GSPA Weekend kicks off with "The Price is Right", join host Travis Schario for a playing of the home game! It's the classic game of bidding and winning...but small enough for a main room table!

**The Price is Right - GSPA** – Fri 7 pm

GET SET GAMEX! IT'S TIME TO COME ON DOWN! Ineligible Productions is BACK for Gamex with a classic. "The Price is Right: Memory Lane" will feature all RETIRED Pricing Games from the illustrious history of the show. Stop in, put your name down, and play for fantastic "prizes"!

**The Princes of Florence** – Fri 9 pm

Kramer and Ulrich's classic Euro in which each of the players sponsor the greatest artists, poets and thinkers of their time. Who will be the most prestigious benefactor? We request that all new players please visit Euro Games 101 before signing up for this event.

**The Stars Are Right** – Sat 6 pm

When the stars are right, the Great Old Ones will return. If the stars aren't right, it's up to you to move them around! In The Stars Are Right, you take the role of a cultist, summoning Lovecraftian horrors from beyond time and space.

**THE TIME BOMB: An Ineligible Original** – Sun Noon

Ineligible Productions, presenters of the weekend's "Game Show Play Along" segments, are proud to bring to Gamex two original productions. The second is "THE TIME BOMB", hosted by Tim Connolly. "THE TIME BOMB" is an intense, pressure-packed, high-velocity quiz, where our contestant faces an invisible clock. Do you have what it takes to defuse..."THE TIME BOMB"?

**The Who? What? Where? Game** – Sat 10 pm

Bid for which question you want to answer highest bidder wins.

**Thunderstone Shard Quest** – Fri 6 pm

In this Epic Thunderstone variant, the players quest for the three shards of the Stone of Thunder.

**Tichu Prelims** – Sat 9 pm

**Tichu Finals** – Sun 9 pm

Tichu is 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.

**Ticket to Ride Card Game** – Sat 11 am

Players collect sets of illustrated Train cards, which are then used to complete Destination Tickets – routes between two cities depicted on each ticket. But before their Train cards can be used, players must face the risk of "train-robbing," where another player may force them to lose their hard-earned cards.

**Ticket to Ride Europe** – Sat 7 pm

TTR Europe no expansions. This was the first addition to the TTR family, adding the concept of Stations that reduce the impact of being locked out of a city. This is expected to be a multiple round event and the estimate is based upon 2 rounds.

**Ticket to Ride Europe 1912** – Sun 4 pm

TTR Europe using the 1912 expansion tickets and depots.

**Ticket to Ride Finals** – Mon 11 am

The choice of game will be determined by the conductor of the event in consultation with the participants. This game is open to those who have done the best among other Ticket to Ride games over the course of the weekend.

**Ticket to Ride Marklin** – Sun Noon

TTR Marklin. Passengers are introduced to this game.

**Ticket to Ride Nordic** – Sat Noon

TTR Nordic. This is a 3 player game in the TTR system. Well balanced for 2 players, and some special rules for those players that can't seem to get any wild cards. This is expected to be a multiple round event and the estimate is based upon 2 rounds.

**Ticket to Ride Series 201** – Sat 9 am

For those interested in entering any of the numerous Ticket to Ride tournaments which are part of this year's Puffing Billy Tournament. (NOT A PREREQUISITE.) This event is open to all but is specifically geared toward players who have a basic understanding of Ticket to Ride and want to learn the strategic differences between the original game and its cousins: TTR NORDIC, TTR EUROPE, and TTR MARKLIN

**Ticket to Ride Swiss** – Fri 5 pm, Sat 9 pm

Standard TTR Swiss. This is a 3 player variant that is also well balanced for 2. Wild cards are more limited in this variation, only being useful for tunnels, but fortunately there are many of them in this game! This is expected to be a multiple round event and the estimated time is based upon 2 rounds

**Ticket to Ride USA** – Fri 8 pm, Sat 4 pm

Standard TTR USA with no expansions. In this game you collect sets of colored railcar tickets to build segments so that you can accomplish delivery routes. This is expected to be a multiple round event and the estimated time is based upon 2 rounds

**Ticket to Ride USA 1910** – Sun 8 pm

Ticket to Ride USA using the 1910 expansion called 'Mega' with all the cards. More flexibility in the routes and less subject to the memorization of the route tickets.

**Tien Zi Que DEMO** – Sun 3 pm

Tien Zi Que is a fun, two-player version of Mahjong that plays quickly. Come learn it at the Board Game Library!

**Tigris and Euphrates** – Fri 10 pm

This is 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.

**Time's Up - Title Recall** – Sat 9 pm

Have your team guess the title (book, movie, play, painting, song, etc.) on the card by using words and actions in round one, one word and actions in round two, and only actions in round three. It's like Charades but your team will guess multiple characters in each 30 second burst. As famed etymologist, Vanessa Roske, said, "it's a fascinating opportunity to watch a language develop in under an hour."

**Time's Up!** – Fri 9 pm

Have your team guess the character on the card by using words and actions in round one, one word and actions in round two, and only actions in round three.

**Titan** – Sat 11 am, Demo Sat 10 am

**Transamerica** – Fri 10 pm, Sun 10 am

A simple popular game of building rails across the US. Quick, Light, and Fun. This is expected to be a multiple round event and the estimate is based upon 2 rounds.

**Transamerica Vexation** – Sun 10 pm

This will use the vexation expansion, where you can interfere with the other players using the track you build by playing up to 3 "Private" tracks only you can use.

**TransEuropa** – Sat 10 pm

A simple popular game of building rails across the all of Europe. Quick, Light, and Fun. This is expected to be a multiple round event and the estimate is based upon 2 rounds.

**Trollhalla DEMO** – Fri 8 pm

Learn the new Z-Man Game from Alf Seegert.

**Twilight Imperium** – Sat 10 pm

An epic board game where players will have blend tactical, economic, technological, and political strategies to win. Players are given a random race and each race has its own special abilities. The map is randomly generated by the players. Players will need to use their resources, military units, and political clout wisely to achieve victory.

**Twilight Imperium 3rd Ed.** – Sat 11 am

Epic board game of galactic conquest, politics, and trade. Shattered Empires expansion will be used.

**Twister** – Sun 1 pm**Twister Yoga** – Sat, Sun 10 am

Here's a new twist on a family favorite!

**Ubongo** – Sat 2 pm

Fast! Because all players are trying simultaneously to cover their Ubongo spaces with the appropriate tiles. Captivating! Because you don't want to stop and excitedly look forward to the next round. Simple! Because the rules for playing Ubongo are explained in only a few sentences. The player who has collected the most jewels of one color is the winner!

**Union Pacific** – Sat 10 am

This classic, long out of print train-themed stock game is a perennial favorite. This is an Alan Moon game from before he invented Ticket to Ride. Simple and Fast.

**Uno** – Fri 8 pm, Sat Noon, Sun 10 am, Mon 11 am

It's Uno. It's a fun game. Come play!

**Utopia** – Sun 6 pm**Vegas Showdown** – Mon Noon**War Game Boot Camp** - Fri 3 pm, Sat 10 am

The War Game Boot Camp offers people of all gaming interests the opportunity to try a war game. We have the games ready and will teach you how to play them and give raffle tickets for games for those that play. So whether you are an experienced War Gamer or never tried one stop by our information table from 3 pm to 10 pm on Friday or from 10 am to 6 pm on Saturday and talk to Gayle or Amara about how to get stated.

**War Game Boot Camp** – Sun 10 am

The War Game Boot Camp is offering something different on Sundays, we are calling it Grogard Sunday. We will have bigger war games set out, beginners are still welcome. There will be raffle tickets to win games for all who play. We will also demo easier games on request. Come by the information table and ask Gayle or Amara about Grogard Sunday and what games we have planed.

**Warzone A Game of Dynamic Strategy** – Sat Noon

Battleship on steroids

**Wasabi** – Mon Noon**Werewolf: I am not a vampire** – Sun Midnight

In this variant of Werewolf, play starts with one vampire and they may either kill or turn players so that the game has more built in threat. Weapons item variants might also be tested.

**Werewolf: Miller's Hollow** – Sat, Sun, Mon Midnight

By night, werewolves kill off villagers. By day, angry villagers kill off suspected werewolves. Werewolf requires observation, some deduction, and a lot of bald-faced lying. Who will prevail: the werewolves or the villagers? While a lot of fun to watch, Werewolf is even more fun to play.

**Werewolf: Ultimate** – Sat, Sun, Mon Midnight

Ultimate Werewolf has more special characters than Werewolf of Miller's Hollow. As such, the recommendation is that only experienced players join this version.

**Wheel of Fortune: Deluxe Edition** – Sat 4 pm

No cardboard spinner the wheel is the real deal!

**Who Would Win?** – Sat 8 pm

HOSTED BY THE GAME DESIGNER HIMSELF, Jeff Siadek. The hilarious party game of arguing about the most ridiculous stuff. Donald Trump vs. Batman at raising kids? Godzilla vs. Barbie at customer service? A million permutations and a million and one laughs. Of course there is no debate about the fact that this is the best debating game ever!

**Winner's Circle** – Mon 2 pm**Wits and Wagers** – Fri 6 pm

Not a trivia buff? It doesn't matter! Each player writes a guess to a question such as "In what year did the bikini swimsuit makes its first appearance?" or "How many feet wide is an NFL football field?" and places it face-up on the betting mat. Think you know the answer? Bet on your guess. Think you know who the experts are? Bet on their guess. Closest answer pays out!

**Wizard's Quest** – Sun 10 am**Word on the Street** – Sat 4 pm

On each turn, one team flips over a category card. Team members frantically brainstorm words that fit the category while the opposition tries to sidetrack them. The team must agree on a word and pull each letter of that word one lane closer to their side of the street, all before the time runs out.

**Words of Wisdom** – Fri 2 pm, Sat 3 pm, Sun 7 pm, Mon 1 pm

This soon-to-be-released game by Golden Seeds Games is not yet available in stores, but you can get an exclusive peek at Gamex! Words of Wisdom is a card-placement game where players race to get all their cards on the board, in order. It plays as a 2-player, a 10-player party game, and anything in between. The light Biblical theme is informative while requiring no Bible knowledge to play and win!

**World Conquerors** – Fri 5 pm

Players use armies and power to conquer territories with the help of the Conquerors deck featuring historical figures. Each conqueror has a unique power and goals that reflect their role in history. First player to conquer the world wins.

**World Cup Soccer** – Sat 9 pm

Replay the entire World Cup in less than 2 hours Manage a team all the way to the finals

**Yahtzee Free for All** – Fri 6 pm, Sun 4 pm

Yahtzee Free for All is a new twist on Yahtzee. Players try to roll dice to match cards that are face up on the board. If they match, they place their dice in their holder with their card in front of them. Each subsequent player can now try for any of the cards on the board, including the ones other players have taken, if they can beat their dice roll.

**Yggdrasil DEMO** – Sat 10 am

Try the new Z-Man cooperative game, Yggdrasil, about the Norse Gods.

**Yspahan** – Sun 1 pm

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

**ZENDO (Pyramid Game)** – Sat 6 pm

A game of reasoning and induction using the Looney Pyramids. The Master has a secret rule. Can you discover it to build a Koan before the other Zendo Students do?

**Zombie High School** – Sat 2 pm, 7 pm

High School students try to save other High School students from a Zombie invasion. But, take too many wounds and you become a zombie hellbent on eating the brains of your fellow students.

**Collectibles****Gateway Ballroom, California Prefunction****M:tG Single Elimination Booster Draft** – Fri 3 pm, Sat 11 am

GM: Sunmesa Events

Sanctioned single elimination drafts for 8 players. Format is Scars Block. 6 Boosters to 1st, 4 Boosters to 2nd, 1 for 3rd/4th

**Arcane Legions- May League** – Fri 5 pm, Sat 5 pm

GM: Victor Bugg

The year is 37 BCE. The Roman Empire, Egyptian Imperium, and Han Dynasty battle for control of a magically ravaged world using legions of men and monsters, warriors and sorceresses, undead and gods. Movement and combat is fast and deadly, using an abstracted movement system and a unique dice-off mechanic that will have you sending hundreds of figures to their death in under two hours!

**Ascension: Chronicle of the Godslayer** – Sat 5 pm, Sun 8 pm

GM: Heather Sinaukas

Ascension is a deck-building game where players spend Runes to acquire more powerful cards for their deck. It offers a dynamic play experience where players have to react and adjust their strategy accordingly.

**Call of Cthulhu LCG** – Sat 10 pm

GM: Nicholas Fascitelli

Everyone loves Cthulhu! Combine a wide variety of factions (Syndicate, Agency, Cthulhu, Miskatonic, etc.) to create a huge number of possible decks and compete for stories in this incredibly addicting game of Lovecraftian horror. Some decks of varying strategies will be available to borrow, but participants can (and are encouraged to!) bring their own.

**Clout** – Sat 1 pm

GM: Bobby Doran

Players compose stacks of 15 chips and up to 25 clout points. These stacks or armies (fantasy armies of Goblins, Dragons, Elves, etc.) are then played by being tossed in turns onto the playing field. Each chip has special abilities that allow it to affect other chips within its range. At the end of the game the player with the most clout points on the playing field wins the game.

**Corporate Espionage** – Sun 2 pm

GM: Amanda Abelow

Corporate Espionage- the game of corporate survival and conquest. Claw your way to the top of big business fun. Will you be the last CEO standing? All materials provided. Giveaways and prizes for everyone.

**Dragon Dice - demo** – Sat, Sun Noon

GM: Nicole Roberts, Robert Mammana

Come experience a friendly demo of a fast-rolling game now enjoying a grass roots 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. Capture 2 terrains for immediate win, or obliterate your opponent's dice. A game full of layered strategies and surprises!

**Dragon Dice- Build-Your-Own Army** – Sun Noon

GM: Clifford Broadway

Game demo before event! Players may bring any pre-constructed army of 36 health, 50% magic limit, standard tournament rules. Prizes: colored Dragon Masters: 4-health champions with special powers.

**Zooloretto** – Fri 6 pm

Each player uses small, large, wild, and exotic animals and their young to try to attract as many visitors as possible to their zoo. But be careful - the zoo must be carefully planned. A zoo of a family game in which less is sometimes more.

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

GM: Clifford Broadway

Game demo before event! 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. Prizes: Dragon Masters and a white Dragon Lord: 4-health champions with special powers.

**Game of Thrones LCG** – Sun 9 pm

GM: Nicholas Fascitelli

A Game of Thrones is a four player card game - the only card game where diplomacy and guile are as important to your success as your deck construction. Conflict takes place across three arenas: Military (Character loss), Intrigue (Card loss), and Power (VP). Pre-Constructed decks WILL be provided, but you are free (and encouraged!) to bring your own. Game mechanics will be demoed before play.

**Herodix "Battle Royale"** – Sat 2 pm

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

**Herodix "Royale Rumble"** – Sun 7 pm

Battle Royale. 400 pt. teams. Carded figures only, no feats or battlefield conditions. "Shock the turtle". Prizes.

**Highlander Southwest Regional 2 Headed Giant** – Sun Noon

GM: geoff colman

Bring 2 decks, 1 Male Character 1 Female and team up with a friend to fight for the Prize.

**Highlander Southwest Regional 2011** – Sat 10 am

GM: geoff colman

Southwestern Regionals 1ST Edition Constructed. Winner qualifies for 1 ED World Championship at Gen Con 2011.

**Highlander Southwestern Regional L&M** – Sat 2 pm

GM: geoff colman

Highlander TCG Southwestern Regional Lean and Mean 2 ED. Winner qualifies for 2011 World Championship at Gen Con.

**Highlander Southwest Regional 2 ED Constructed** – Sun 10 am

GM: geoff colman

Southwestern Regional Qualifier for Highlander TCG, 2 ED constructed, winner qualifies for 2011 World Championship at Gen Con.

## Middle Earth Photography

### Photography with an Artistic Flavor

Photography to me is a way of life, it captures a moment of emotion that's left not to be heard or spoke, but a way that can be felt and seen.

Ashley Charboneau

(562) 234-4076

Freelance photographer in Long Beach, CA

<http://www.middleearthphotography.com>

For appointments contact:

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**Highlander Southwest Regional 1 ED Lean & Mean** – Sun 2 pm

GM: geoff colman

1 ED Lean & Mean Southwestern Regional Championship. Winner qualifies for World Championship at Gen Con 2011.

**Kingdom Hearts "Bob & the Deadly Hallows"** – Sat 4 pm

Kingdom Hearts is a trading card game based on the video game Kingdom Hearts. In this game, you fight against the forces of evil and darkness. In order to do so, you call on allies from the worlds of Final Fantasy and Disney. With their help, you can overcome the hordes of "heartless", evil minions of darkness and despair. Standard tourney with swiss rounds. Prizes.

**M:tG 8 players for a box – constructed**

Fri 4 pm , Sat, Sun, Mon 10 am

GM: Sunmesa Events

Sanctioned single elimination constructed format for 8 players. Formats include Standard, Extended or any other as we have 8 players. Winner receives 36 packs.

**M:tG Commander (EDH) League** – Fri 2 pm, Sat, Sun, Mon 10 am

GM: Sunmesa Events

Elder Dragon Highlander format, Play any League Player. Both players receive random cards. Play all weekend long for just \$10. Play as much or as little as you enjoy. Non-sanctioned

**M:tG Featured Tournament Friday Sealed Deck** – Fri 7 pm

GM: Sunmesa Events

Sealed deck format. Each player gets 2 Scars of Mirrodin, 2 Mirrodin Besieged, & 2 New Phyrexia Boosters. They then build a 40 card deck and add as many lands as they wish (which we provide). Players play for 4 round. 1st place finisher receives factory sealed Darksteel Set. Bring your own boosters or we can provide you the needed product for \$20.

**M:tG Featured Tournament Mini Master** – Sun 1 pm

GM: Sunmesa Events

Players receive 1 Scars of Mirrodin booster and as much basic land cards as they choose. This event is single elimination. Winners get an additional booster pack. You may then rebuild your deck for that round. Winner receives a factory seal Champions of Kamagawa set.

**M:tG Featured Tournament Saturday Pauper Deck** – Sat 9 pm

GM: Sunmesa Events

Each player uses a deck built of all common cards. Number of rounds based on players. Not Single Elimination. Sunmesa will have a limited number of decks for players to borrow.

**M:tG Featured Tournament Swiss Booster Draft** – Sat 1 pm

GM: Sunmesa Events

Booster draft format each player gets 1 Scars of Mirrodin, 1 Mirrodin Besieged, & 1 New Phyrexia Boosters. You then draft the boosters to then build a 40 card deck. You add as many lands as you wish (which we provide). Four rounds. 1st place finisher receives factory sealed Darksteel Set. Bring your own boosters or we can provide the needed product for \$10.

**M:tG GameX League** – Fri 2 pm, Sat, Sun, Mon 10 am

GM: Sunmesa Events

Get a Random Intro Deck, Play any League Player. Both players receive random cards to add to their decks. Play all weekend long for just \$15. Play as much or as little as you like. Non-sanctioned. Prizes.

**M:tG Learn to Play-Magic: The Gathering** – Fri 3 pm, Sat, Sun 10 am. Mon 11 am

GM: Sunmesa Events

Players receive a free demo deck and learn to play Magic: The Gathering. Complete the demo and enter a 4 player "Learn to Play Event". Non-sanctioned

**M:tG Single Elimination Booster Draft** – Sun, Mon 11 am

GM: Sunmesa Events

Sanctioned single elimination drafts for 8 players. Format is Scars Block. 6 Boosters to 1st, 4 Boosters to 2nd, 1 3rd & 4th

**M:tG Theme Deck Tournament** – Fri 7 pm

GM: Sunmesa Events

Each player receives a random theme deck. Number of rounds based on players. Not Single Elimination.

**Meepile Madness** – Sat, Sun 3 pm

GM: Bobby Doran

Come join the Meepile fun. Meepile Madness includes various dexterity games- "Meepile", "Meepile Island", "Carc-in-hole", and others. Prizes include original meepile paintings and one-of-a-kind meepiles by the creator (who also did the con book cover).

**Naruto** – Sat 10 am

GM: Frank Perkins

Swiss format.

**Pirates "Bermuda Triangle"** – Mon 11 am

GM: Chuck Watson

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

**Pirates Pocketmodel "Pirate Latitudes"** – Sat 7 pm

GM: Fred Carmelia

50 pt. fleets.

**Pirates Pocketmodel "Bermuda Triangle"** – Fri 3 pm

GM: John Brown

Scenario. 40 pt. fleets. +3 pts. if all ships of the same faction.

**Pirates Pocketmodel "Davy Jones Locker"** – Fri 7 pm

GM: Melissa Weiss

Ahoy, Mateys! 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: whoever has the most treasure wins! As an added bonus, each ship gets either a free captain or a free helmsman.

**Pirates Sink-N-Keep** – Sun 6 pm

GM: Victor Bugg

Special Format. 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. Beginners welcome. 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.

**Resident Evil** – Fri, Sun 3 pm, Mon 1 pm

GM: Kelvin Smith, Bandai

You are in the capcom world of resident evil. Compete with friends to escape the mansion first, destroy as many infected as you can, or have a showdown to see who will come out on top. How you play is your decision, whether you live or escape is up to the infected.

**Star Wars Minis "Knights of the Old Republic"** – Sun 11 am

GM: Fred Carmelia

DCI sanctioned. 200 pt. forces.

**The Spoils** – Sat, Mon Noon

GM: Victor Bugg

A unique vision of a fantasy world gone terribly wrong. Sometimes comical, often bizarre, the dark whimsy and grisly humor of The Spoils is sure to delight and entertain. If you resurrected JRR Tolkien, HP Lovecraft and Lewis Carroll, and then forced them to write an epic together, it might come out something like The Spoils.



**V:TES "Gift of Sleep"** – Sun 5 pm

GM: Mike Courtois

Sanctioned Vampire: the Eternal Struggle. 2 rounds + final

**V:TES "Sleep Unseen"** – Sun 11 am

GM: Robert Goudie

Sanctioned Vampire: the Eternal Struggle. 2 rounds + final

**V:TES "Southwest Region Qualifier"** – Sat 5 pm

GM: Mike Courtois

Southwest Regional Qualifier for the North American Championships at Origins.

**V:TES "Truth of a Thousand Lies"** – Sat 11 am

GM: Robert Goudie

Sanctioned Vampire: the Eternal Struggle. 2 rounds + final

**Voltron** – Fri 2 pm, Mon 10 am

Come and battle for the fate of the galaxy in this exclusive event! Play as Voltron and defend the galaxy against all evil! Play as Lo-tron and battle to enslave the universe and defeat the forces of good!

## Computer and Video Games

### Redondo Room

**Bomberman LIVE Battlefest** - Sat 8 pm

**Dance Central - Doubles Tournament!** - Sun 6 pm

This Sunday: no crowbars, backstage romances, or power plays. No longer will the Strategicon Dance Central tournament resemble Black Swan or smell like Tanya Harding. No, you will find a partner, you will dance with that partner, and you will not try to kill or sabotage that partner until after your meteoric rise to the top. 2v2 Double Elimination tournament. Qualifiers: Medium. Finals: Hard.

**Dance Central - Singles Tournament!** - Sat 6 pm

The Kinect returns at this year's Gamex, and thus the Strategicon Gods shall reenact the plot of the musical "Cats," only with completely different music and choreography, and an Xbox 360, and no cats. 1v1 Single Elimination. Qualifier round may have random partners depending on attendance and will be on medium difficulty following rounds on hard.

**Dawn of War 2** - Sun 10 pm

**Halo #1: Reach FFA Slayer** - Sat 2 pm

**Halo #2: Reach Doubles** - Sat 6 pm

**Halo #3: Reach Grifball\*** - Sun 2 pm

Details to be determined at convention. Game mode may be changed at the start of the tournament, pending GM's decision.

**Mario Kart** - Sun Noon

**Marvel vs. Capcom 3** - Sun 4 pm

**Mortal Kombat** - Sun 10 pm

**Open Gaming - Video Games** - Sat, Sun, Mon 10 am

Come play your favorite game or try out some new ones. The Computer & Video Game Room is open for all ages from: 10am-10pm Saturday 10am-10pm Sunday 10am-1pm Monday

**Open Gaming - Video Games 18+** - Sat, Sun 10 pm

Come play your favorite game or try out some new ones... The Video Game Room is open for age 18+ from: 10pm-12am Saturday 10pm-12am Sunday.

**Rock Band Pre-Tourney Warm Up!** - Fri 6 pm

Come jam with the Band Friday night as we kick off another great Rock Band tournament at Gamex. Get your act together and come practice, check out the song list, and get your gear in order so that you can be ready for the main event Saturday Night! All ages and players welcome.

**Warhammer: Invasion** – Fri 1 pm, Sat 6 pm

Set in Games Workshop's Fantasy universe, Warhammer: Invasion the card game is a battle in which two players muster their forces, collect vast resources, venture out on perilous- but rewarding quests, build and develop their kingdom, and lead massive sieges against heavily fortified foes.

**Warlord Singles** – Sat 11 am

GM: Fred Carmelia

Warlord Singles 4e. Epic Standard format.

**World of Warcraft CCG** – Sat 1 pm

GM: Robert Woros

Swiss format. Tourney prizes as well as random prizes and giveaways.

**World of Warcraft CCG Demo** – Sat 10 am

GM: Robert Woros

Learn to play World of Warcraft trading card game.

**Yugioh!** – Sat, Sun 4 pm

GM: Kelvin Smith

Standard block- standard tournament rules.

**Rock Band Tournament!** - Sun 7 pm

**Rock Band Tournament! '80s night!** - Sat 4 pm

Come on, get your rock on! Rock Band tournament is back! We're looking for the best band we can find! Come rock our heart out and show us your true rock star potential!

**Starcraft 2** - Sun 6 pm

**Super Smash Bros Brawl** - Sat Noon



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## LARP

### Santa Maria, Santa Monica, Santa Rosa

**Hotel California** – Sun 8 pm – Cthulhu Live (Modern Era)

GM: d20 Girls Project

The ARKM Team—that's the Advanced Research and Knowledge Management Team—are looking for new recruits for their paranormal research endeavours. Founded in 1923 at Miskatonic University, the ARKM Team has slowly spread across the United States, researching, logging, and investigating many different so-called "haunted" places. It seems there has been an increase in the paranormal activities in Southern California—from The Queen Mary to the Sheraton Gateway Hotel. Recently, some guests complained of scratching noises, lowly whispered words that were unintelligible, and footsteps. Join your hosts, Deb & Kryssie, as they let you take the lead on this paranormal investigation. Those who are successful will have their chance to compete for a spot on the ARKM International team.

## Miniatures

### Century Prefunction, Gateway Prefunction, California Prefunction, San Clemente

**Ambush off the Coast!** – Sat 2 pm – Pirates!

GM: Hong Kong Cavaliers

An Elf and Human fleet is preparing to sail with a shipment of gold to protect when a dastardly alliance of Goblin and Undead ships attacks them as they prepare to sail! Rules are easy to learn in this fast-paced game of Pirate combat!

**Banzai!** – Sun 2 pm – Large Scale General Quarters

GM: Hong Kong Cavaliers

A scout plane has found the USS Enterprise task force. The attack is launched immediately! Players will play either IJN attack aircraft or USN ships as the Japanese try to sink the carriers. Rules are easy to learn, join in anytime.

**Battle of Bull Run** – Sat Noon – Command Combat: Civil War

GM: Jeff McArthur

A new miniatures system where players have to send color coded orders to their subordinates to move their pieces and achieve victory. The rules are dictated by the dynamic personalities of the generals. This battle will be a full set-up of the First Battle of Bull Run, commemorating its 150th anniversary this July, which is also when the game officially releases.

**Battle of the Coral Sea** – Fri 7 pm – Victory at Sea

GM: Harold Hildebrand

Battle of the Coral Sea using the Victory at Sea rules system. This is a beer and pretzel type game perfect as a warm up event for the first night of the convention. No experience necessary, you can learn in 15 minutes.

**BloodBowl** – Sun 9 am

GM: Scott Tiveron

Teams must be constructed using the most current version of the Living Rulebook. A player may also use the Slaan, Chaos Pact, and Underworld rosters if they wish. All Teams must have a Team Value of 1100k or less.

**Burgundy Forever! Hundred Years War HMGS** – Sat 2 pm –

Piquet: Band of Brothers

GM: David Maupin & Greg Kildare

The Duke of Burgundy and his English paymasters have again made an attempt to usurp the crown of France. Now the issue will be decided on the field of battle. The Piquet system works to replicate the same obstacles that medieval commanders historically had to overcome. This is a teaching game. All figures and terrain are provided.

**Houses of the Blooded** – Sat 8 pm – Houses of the Blooded / Blood and Tears

GM: Josh Roby

Xander Yvarai, notorious rake and celebrated lover, needs a wife. He's invited all the best sorts of ven to attend a party at his castle to audition potential spouses. Need a husband? Have an unmarried sister back home? Join the party and see what price you can earn selling off a hand in marriage.

**Old School Network presents Gangland** – Sun 10 am – OSN-World of Darkness

GM: Frank Perkins

All Sunday look out for nefarious characters looking to bring you into this game. Anarch vampires are low on numbers so they have decided to recruit gamers at a local convention. Also they have cool game to play including a great game of tag with real 9mm guns.

**Chevauchee, 28mm Hundred Years War HMGS** – Sat 9 am –

Piquet:: Band of Brothers

GM: David Maupin

Invading English free companies are rampaging across the French countryside. The French king has directed his constable to lead the local nobles and drive these masterless mercenaries from his lands. Command nervous commoners, arrogant knights, and heartless mercenaries. This is a teaching game. All figures and terrain are provided.

**Circus Maximus** – Sat 8 pm

GM: Hong Kong Cavaliers

Harken back to the days of the Roman Empire in this chariot racing event! Whip in hand, horses thundering before you, can you last 3 laps around the track? Come join us for the loudest game of the convention and have fun! Rules are easy to learn and everything is provided. Just bring your voice and your courage!

**Cruiser Clash!** – Fri 6 pm – Large Scale General Quarters

GM: Hong Kong Cavaliers

An IJN force catches a USN task force early 1942 in the South Sea. The USN commander must keep as many ships as he can intact and get them back to Pearl. This will be a game of fast moving cruisers and destroyers, with the IJN trying to destroy the task force and the USN trying to escape while causing as much damage as he can. Rules are easy to learn.

**Flashpoint Engagement!** – Sun 10 am – Firestorm Armada

GM: Hong Kong Cavaliers

A flashpoint engagement has brought all the major races into direct conflict! Come see the fleets! Play the game! Make your enemies feel the cold vacuum of space! All materials provided and no experience needed to play this space combat game.

**Flames of War National Qualifier** – Sat 9 am

GM: Francisco Vassallo

Flames of War at Gamex 2011 A 4-round tournament. This event will be a 2000 point mid war doubles tournament. Teams of 2. Each player is allowed to bring one 1000 point list. Team members can lend up to 100 points to the other

**Franco Prussian War 15mm** – Sat 6 pm – Field of Battle

GM: Jason Perez

The Battle of Mars-La-Tours. The French must hold the crossroads at Vionville to allow the Army to escape the Prussian encirclement.

**Friday Night Demo Tables** – Fri 6 pm – Multiple

GM: Hong Kong Cavaliers

Ever want to learn some of the new miniature games on the market? Take some time and stop by our tables! We will be demoing Malifaux: a diceless fantasy skirmish game, Uncharted Seas: a fantasy naval warfare game, Firestorm Armada: a space combat game, and last but certainly not least, the brand new RUSTED HEROES game, a fantasy skirmish game.

**Hunt for the Tome of Souls** – Sun 7 pm – Malifaux

GM: Hong Kong Cavaliers

Malifaux is a diceless miniatures skirmish game where crews do battle in a fantasy setting. This will be a 35 soulstone scrap with opposing crews fighting for a mystical Tome. Bring your own crew or use crews we will have available. All rules taught, beginners welcome!

**Malifaux demo** – Sat Noon

GM: Camy Tokashiki

Come by fast demo of the best diceless miniature system in the world. Rules can be explained and played within 5 minutes, so stop in and check out this exciting system in the Miniature area.

**Malifaux Tournament** – Sat 11 am

GM: Darren Shimasaki

Malifaux tournament 3 Rounds 35 soul stones 2 lists

**Monday Morning Demo Tables** – Mon 10 am – Multiple

GM: Hong Kong Cavaliers

See description under "Friday Night Demo Tables".

**Paint & Take** – Sat, Sun 10 am – Various

GM: Various

The Strategicon Paint and Take pavilion is a place to sit and take some time to learn from our great staff about painting of miniature figurines. A number of sponsors have provided paints and miniatures that are waiting for you to sit and paint them. All that is required are a few moments and your time. Stop by the Third floor, bring your own or try one of ours!

**Red Storm** – Sat 10 am – Pocket Armies

GM: Michael Tan

Pocket Armies combines the best of miniature gaming with the best of board gaming to create a fast-playing, rewardingly deep tactical battle system with museum-quality vehicle miniatures. Easy to learn for the casual gamer and difficult to master for the Grogard, pushing gorgeous tanks around the board has never been this much fun! Play a scenario and kick the tires on this exciting upcoming release from Conquistador Games!

**Rusty Are We?** – Sat Noon – Rusted Heroes

GM: Hong Kong Cavaliers

The Knights of the Rose continue their struggle for dominance against their rivals the Dragon Knights! Rusted Heroes is a medieval skirmish level game where the armies work as a team, each strategically able to assist others during the battle. All materials provided, so if you have been looking for a game you don't need a suitcase to carry your miniatures in, give us a try!

**Slaughter In Space 3** – Sat 9 am – Warhammer 40k Indy GT

GM: Scott Tiveron

This is an Indy Grand tournament. Presented by the Southern California Games Workshop League. 5 Games Over 2 Days. 2000 point list. No Forge World.

**The Prize!** – Mon 10 am – Pirates!

GM: Hong Kong Cavaliers

A large ship has been found drifting at sea. There be tales of a cursed treasure ship from years back that launched and was never heard from again. Can this be her? Rules are easy to learn in this fast-paced Pirate combat game!

**This Town Is Dead!** – Sat Noon – CQB (Close Quarter Battle)

GM: David Gonzalez and Natasha Lundgren

Survivors battle each other amidst the ruins of a small town overrun by the undead. A variety of factions to choose from including (but not limited to) police, warring gangs, civilians, and survivalists. Game will be played using a 28mm scale town with all miniatures and models provided!

**This Town Is Dead, TOO!** – Sun 1 pm – CQB

GM: David Gonzalez and Natasha Lundgren

Two wayward groups of survivors happen across a small farmhouse whose occupants may pose a greater threat to them than the zombie hordes! As the undead mass around them, will the need to cooperate trump the instinct to live? All minis and models will be provided. This is a fast paced rules set which is quick to learn and designed to be equally fun for players new to miniatures and veterans alike.

**Uncharted Seas Tournament** – Sat 10 am

GM: Hong Kong Cavaliers

3 Round, Round Robin format. The tournament will have pre-generated scenarios. Using the Fleet Composition System, bring a 750 point fleet of your choice.

**Warhammer 40k Apocalypse game** – Sat, Sun 10 am

GM: Touradj Mansouri

Up to 10,000pts per player, open to all comers. Using current Warhammer 40k and Apocalypse rules with slight modifications (which will be explained). Rule Number One: Have Fun!

**Warhammer 40k Apocalypse game** – Fri 5 pm

GM: Touradj Mansouri

Mega-Apocalypse Seminars. Come by and check out Apocalypse with your army or borrow some of ours. Open gaming will continue until midnight Friday, so join in.

**Warhammer Ancients Tournament** – Sun 10 am

GM: Harold Hildebrand

This event will be a 1000 pts Age of Arthur themed mini campaign. Figures will be provided, or you may bring your own 1000 point army from the Age of Arthur supplement (reasonable proxies are acceptable). The first round will be one on one skirmishes the second will pit allied teams against each other and the final round will determine who becomes the King of England. Beginners are welcome although some familiarity with WAB or WHFB is suggested.

**Warhammer Team Tournament** – Sat 9 am – Warhammer Fantasy 8th

GM: Scott Tiveron

1) All Army lists must come from current GW Army books. The only exceptions are Dogs of War & Chaos Dwarves, who use their respective GW approved PDF files. No expansion lists! 2) Rhinox Riders of any type are permitted for Ogre Kingdoms and Dogs of War armies only. No other Dogs of War allies are permitted. They are Monstrous Cavalry. 3) Special Characters are not permitted. 4) Army lists must be 1500 points per player.

**Warhammer Warbands** – Fri 6 pm – Warhammer Fantasy 8th

GM: Scott Tiveron

War bands Tourney 3 rounds. Point limit 750.

**Warmachine/Hordes Gamextacular!!!!** – Sun 10 am

GM: Francisco Vassallo

WM / Hordes 35 points steamroller event, or if not enough people come, MEGABATTLE!!!!

**WWII Squad Skirmish** – Sat Noon – Battleground

GM: Robert Boyens

US, German, British and Italian squads have been given missions accomplish your mission and stop others from completing theirs. 28mm infantry and armor clash in a western European town. Everything provided.

## Open Gaming Ballrooms D-F

We've set aside a third of the main 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!

## Roleplaying Second Floor

**02-01 Before the Dawn, Part 1, Bloodcove Disguise** – Fri 2 pm  
A Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1–2, 3–4, and 6–7). You are sent to Aspis Consortium-infested Bloodcove to gather supplies for a nearly doomed Pathfinder mission nearby. Disguised as ordinary merchants, you have little time to gather what you need and get out before the Consortium discovers and destroys you.

**02-04 Shadows Fall on Absolom** – Mon 2 pm  
A Pathfinder Society Scenario designed for 7th to 11th level characters (Tiers: 7–8 and 10–11). One of the Pathfinder Society's most beloved venture-captains, Drandle Dreng, is nearly killed in a failed assassination attempt on the grounds of the Grand Lodge itself. Your mission to catch the assassin is complicated when you learn he is the son of an influential Pathfinder. Can you catch the assassin before his blade strikes again while avoiding the outrage of your peers?

**02-06 Heresy of Man, Part I, The first Heresy** – Fri 2 pm  
A Pathfinder Society Scenario designed for 5th to 9th level characters. For more than 2 millennia, the nation of Rahadoum has lived under the Laws of Man that decreed "let no man be beholden to a god." While this has led to relative peace without religious strife, it has left the nation devoid of divine healing and magical methods to provide succor to those ravaged by disease or injury.

**02-07 Heresy of Man Part II: Where Dark Things Sleep** – Fri 8 pm  
By Greg A. Vaughan and Kevin Wright. A Pathfinder Society Scenario designed for 5th to 9th level characters (Tiers: 5–6 and 8–9). When a Pathfinder team in the godless nation of Rahadoum disappears, the Pathfinder Society sends the PCs to investigate. Deep beneath the sands of the small village of Wadi al-Hesr, a long imprisoned evil—responsible in part for the destruction of an ancient empire—now stirs and threatens the entire region with a deadly plague.

**02-09 The Heresy of Man, Part III, Beneath Forgotten Sands** – Sat 8 pm  
A Pathfinder Society Scenario designed for 5th to 9th level characters (Tiers: 5–6 and 8–9). Beneath the desolate deserts of godless Rahadoum, the Pathfinder Society races against time to beat the traitorous Shadow Lodge to an ancient Jistkan citadel. But their rivals aren't the only obstacle in the PCs' way: the long-lost ruins teem with terrible outsiders set on manipulation and destruction, including a self-proclaimed avatar of the div god Ahriman.

**02-10 Fury of the Fiend** – Sat 8 am  
A Pathfinder Society Scenario designed for 7th to 11th level characters (Tiers: 7–8 and 10–11). The Pathfinder Society once again sends a team of agents into the deadly ruins of Rachikan in western Chelixa. This time, however, the Pathfinders must infiltrate a Hellknight encampment to gain access to the lost city's lower levels. Can they work their way past the suspicious soldiers and survive the ancient terrors that lurk below?

**02-11 The Penumbral Accords** – Fri, Sat 8 pm  
By Owen K.C. Stephens. A Pathfinder Society Scenario designed for 1st to 5th level characters (Tiers: 1–2, 4–5). The daughters of Absalom's mysterious Blakros family have long been among the most pursued maidens in the Inner Sea. Now the family's matriarch approaches the Pathfinder Society to help her break a centuries-old pact with the denizens of the Plane of Shadow to save her twin daughters from a life of servitude at the hands of the Onyx Alliance.

**02-12 Below the Silver Tarn** – Mon 8 am  
A Pathfinder Society Scenario designed for 7th to 11th level characters (Tiers: 7–8 and 10–11). In the rural Menador Mountains of southern Nidal, the PCs find themselves in a fog-enshrouded mining town facing a terrible fate. Silver Tarn, on the banks of which the settlement of Stom's Claim stands, has grown a mind of its own.

**02-13 Throaty Mermaid** – Sun 8 am  
A Pathfinder Society Scenario designed for 1st to 5th level characters (Tiers: 1–2 and 4–5). While on a routine mission to escort a dignitary to the mysterious Mordant Spire aboard a disreputable smuggler's ship, the PCs find themselves embroiled in a murder mystery that could jeopardize the Pathfinder Society's relationship with the isolationist elves who call the citadel home.

**02-14 The Chasm of Screams** – Sun 8 am  
A Pathfinder Society Scenario designed for 7th to 11th level characters (Tiers: 7–8 and 10–11). When the Decemvirate sends the PCs on a mission into the desolate Mindspin Mountains to retrieve a much-needed alchemical reagent from a hermitic ex-Pathfinder known as the Phitones of Axioms, the players soon find themselves deep in the mythical howling caves commonly referred to as the Chasm of Screams.

**02-15 Shades of Ice, Part I Written in Blood** – Sat 8 am  
A Pathfinder Society Scenario designed for 1st to 5th level characters (Tiers: 1–2 and 4–5). When the Decemvirate sends the PCs to the Viking city of Trollheim in the frigid northern Lands of the Linnorm Kings to deliver a package to an allied scholar there, the Pathfinders soon find themselves unwelcome visitors.

**02-16 The Flesh Collector** – Sat 2 pm  
A Pathfinder Society Scenario designed for 7th to 11th level characters (Tiers: 7–8 and 10–11). A priceless manuscript has gone missing from the Pathfinder lodge in Almas, and the Pathfinder Society has traced its current whereabouts to a remote monastery off the coast of southwestern Nex.

**02-17 Shades of Ice, Part II, Exiles of Winter** – Sat 2 pm  
A Pathfinder Society Scenario designed for 1st to 5th level characters (Tiers: 1–2 and 4–5). Following the trail of the insidious Shadow Lodge from Trollheim to the icebound city of Whitethrone in the witch-ruled nation of Irrisen, the PCs must locate the hidden lodge of their contact's kidnapper.

**02-18 The Forbidden Furnace** – Sun 2 pm  
A Pathfinder Society Scenario designed for 7th to 11th level characters (Tiers: 7–8 and 10–11). When a Qadiran Pathfinder known for her knowledge of genie-kind fails to report back to the Katheer Lodge, the PCs are sent into the long-abandoned ruins of Koor, a former forge city high in the Zho Mountains.

**02-19 Shades of Ice, Part III, Keep of the Huskari King** – Sat 8 pm

A Pathfinder Society Scenario designed for 1st to 5th level characters (Tiers: 1-2 and 4-5). New PFS module release a week prior to the con. Keep of the Huskari King is part three of the three-part Shades of Ice campaign arc. It follows Pathfinder Society Scenario #2-15: Shades of Ice—Part I: Written in Blood and Pathfinder Society Scenario #2-17: Shades of Ice—Part II: Exiles of Winter.

**02-20 Wrath of the Accursed** – Sun 8 pm

A Pathfinder Society Scenario designed for 7th to 11th level characters (Tiers: 7-8 and 10-11). This scenario will be released the week prior to the con. Written by Matt Goodall. This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world.

**02-21 The Salsine Affair** – Sun 2 pm

A Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1-2, 3-4 and 6-7). Module to be released the week prior to the con. Written by Alex Greenshields.

**29 - Devil We Know Part I** – Mon 2 pm

A Pathfinder Society Scenario designed for 1st to 7th level characters (Tiers: 1-2, 3-4, and 6-7). When simultaneous kidnappings of Pathfinder and Aspis Consortium agents rock Cassomir's Imperial Naval Shipyards, the Society orders you to join forces with hated Aspis agents to solve the mystery. Can you work together with the enemies of the Society to uncover the source of the kidnappings, or will you perish in the shipyards of Cassomir?

**A Barrel of Monkeys** – Sun 2 pm – Feng Shui

GM: Hong Kong Cavaliers

The Eaters of the Lotus and the Jammers ... what are they up to?

**A Dungeon of Two Masters** – Sat 8 pm, Sun 2 pm – Fantasycraft

GM: Joe Kavanagh

Most dungeons want to keep people out (or kill them), some dungeons want to stop things from getting out (or kill them). This dungeon is doing both (and killing you). Can you survive a dungeon where the darkness is fighting back? A dungeon crawl adventure designed to teach the rules of Fantasycraft. Characters will be provided

**A Time For Heroes** – Fri 2 pm, 8 pm, Sat 2 pm – Fantasycraft

GM: Joe Kavanagh

The King is dead, long live the King. Tradition requires that as a member of the King's Guard you get buried with the King in three days time unless you can bring the killer to justice. Can the members of the King's Guard come together to find the King's killer? An adventure designed for players new to Fantasycraft. Rules will be taught and characters provided.

**ADAP2-1 Monument of Ancients Part 1 (lvl 11-14)** – Fri 2 pm, 7 pm

– Living Forgotten Realms - D&D 4e

GM: RPGA Staff

Panicked refugees are pouring into the port city of Phlan, fleeing from barbarian attacks in the Moonsea North. Something ominous and ancient drives the horse nomads to attack their neighbors. Poised to shatter the ancient monument keeping him from Faerun, a lost god from Toril's past sends an agent from the Elemental Chaos to herald his long-prophesized return...

**ADAP2-2 The Spiral Gate Part 1 (levels 14-17)** – Sat 9 am, 2 pm

– Living Forgotten Realms - D&D 4e

GM: RPGA Staff

All Faerun's fate is being shaped in Netheril. You can hide behind your belief that this is all about other lands, other people, other lives, but in the end, your lands and your people will be caught up in this struggle like all the rest. So decide now. Which side are you on? A two-round adapted adventure set in Hillsfar, in the Moonsea region (Adventure Level 16).

**Agents of F.A.T.E.: License to Kill** – Sun 9 am – FATE

GM: Mike Olson

Diamonds may be forever, but in the Cold War of the 1960s, world peace hangs by a thread - easy pickings for wealthy megalomaniacs, splinter groups, and shady multinational corporations. Who will protect the interests of the West against the forces of economic instability? Enter the F.A.T.E. Agency. Grab your Walther PPK, strap on your laser watch, and shake that martini. Time to be a super-spy.

**Big Bug Hunting** – Mon 9 am – Alpha Omega

GM: Ron Shaw

Big surprise ... another corporate R&D experiment has gotten out of hand and escaped containment... Again ... but the soft-handed geeky lab techs do not want to breathe unfiltered air nor get their hands dirty in the wilds of the wasteland. Therefore you have been contracted to recover/capture live specimens at \$12,000 per healthy capture

**Bloody London** – Sun 8 pm – Fiasco

GM: Denys Mordred

Fiasco is a game about ordinary people with powerful ambition and poor impulse control. There will be big dreams and flawed execution. It won't go well for you, to put it mildly, and in the end it will probably all go south in a glorious heap of jealousy, murder, and recrimination. We'll be using the Criminal London playset so if you're into British Gangster films, join in the fun.

**CampuJuaHearThat?** – Sat 2 pm – Fate

GM: Seth Halbeisen

Summer Camp! Fun! Sun! Water! Lots of Teenaged children! What could go wrong? So the camp is supposedly "Haunted." So the Counselors are a bit... creepy. Not to mention the cook!

But, Come on! \$ whole weeks of fun without a parent in sight!

Innocents/slasher styled game. Run by Dead Gamers Society

**Cities On Flame With Rock And Roll** – Mon 9 am – The Dresden Files Roleplaying Game

GM: Morgan Ellis

Life between the worlds two of Mortal and Faerie is never easy, Changelings dance on the razor's edge, neither one nor the other until they make their final choice. One group of Changelings has come together to form a band and now on the eve of their chance to sign with a major record label and the time to choose between worlds has finally come. A Dresden Files game of Changelings and Rock & Roll.

**CORE2-3 High Infidelity (lvl 14-17)** – Mon 9 am – Living

Forgotten Realms - D&D 4e

GM: RPGA Staff

The fabled earthmote stronghold Yaulazna has temporarily opened for commerce. When one of the legendary Five Companies' skyships comes into port, a treacherous plot begins to unfold. Will you have the grit and daring to save the day? A high-flying adventure set in the skies above Faerûn for characters level 14-17 that begins a Major Quest.

**CORE2-4 Lost on the Golden Way (levels 1-4)** – Fri 2pm, Sun 9 am, Mon 9 am

– Living Forgotten Realms - D&D 4e

GM: RPGA Staff

The Golden Way is one of the longest and most famous trade routes in Faerun. It stretches from the city of Telflamm on the Easting Reach all the way to Shou Lung in the exotic land of Kara-Tur. Many caravans stop at the fortified outpost of Uzbek, near the Lake of Mists. Uzbek has a reputation for safety and security – so why did all of your wagons disappear last night?



**CORM1-1 The Black Knight of Arabel (levels 1-4)** – Fri 7 pm, Sun 2 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

Your party is sent to investigate allegations of Netherese activity near the city of Arabel: A dark rider commanding legions of shadow. Can you turn back the tide before it's too late? An adventure set in Cormyr for characters levels 1-4.

**CORM1-2 Gangs of Wheloon (levels 4-7)** – Mon 9 am – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

A prison city, a spy, and 3,000 of the most dangerous criminals in Cormyr: Can you get in and out of Wheloon to rescue one of the Crown's most valuable agents? An adventure set in Cormyr for characters levels 4-7.

**CORM1-6 Curse of the Queen of Thorns (levels 11-14)** – Sun 8 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

Heralds of an ancient curse arise and lay waste to the glorious nation of Cormyr. Only the greatest of heroes can stop the Harbingers of the Queen of Thorns. An adventure set in Cormyr for characters levels 11-14.

**Corsairs of the Wounded Coast!** – Fri 2 pm, Mon 2 pm – Dragon Age

GM: Saylor Van Merlin

The life of a pirate in the dragon age is dangerous. Caught between armed merchant vessels, guard patrols from Kirkwall, and vicious sea monsters your crew is always on edge. The risks are high, but so are the rewards! The Waking Sea calls to your blood. Freedom, Adventure, and Riches await! A scurvy crew of 5th level pre-gens will be available.

**Cthulhutech** – Sat 9 am – Cthulhutech

GM: Michaelc Ma

Come learn to play Cthulhutech.

**D&D Team Challenge** – Sat 2 pm – D&D 4th Edition

GM: Hong Kong Cavaliers

2 Teams of 5 race each other through 3 encounters, gathering items and information that will help them in their final showdown against each other in the final room! Players build their teams from the available characters, beat each challenge and square off against each other to determine the winning team.

**DALE2-4 Illsydra (levels 11-14)** – Sun 2 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

Something in the forests of Deepingdale drives the elves from their ancestral home. A black tree spews out disease and spawns shadow creatures bent on taking over the woods. Will you be able to solve the problem in time? An adventure set in the Dalelands. This adventure is the final part of the Major Quest that began in DALE2-03 Swords from Plowshares.

**Day After Ragnarok - The Jack Parsons Project** – Fri 8 pm – Savage Worlds

GM: Andrew Linstrom

The scheming of an eccentric, occult rocket scientist sends your team of mercenaries into the perils of the Poisoned Lands beyond the safety of walled Pasadena. Submachine guns and sorcery! Conan the Barbarian in 1948 in a North America ravaged by the Norse apocalypse!

**Dead Gamers Society Membership Conclave** – Sat 6 pm

GM: Louis Garcia

A gathering for members of the Dead Gamers Society, get an update on future plans and events, share stories of your convention experience and share some food and drink.

**Dead Presidents - A Happy Jack's gameday game!** – Sat 9 am – Wild Talents

GM: Tyler King

Players take on the roles of a super team created to protect the country, and possibly the world, from a new threat.

**DRAG2-4 Into the Maelstrom (levels 7-10)** – Fri 2 pm, Sat 9 am, Mon 2 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

When adventurers have the opportunity to set right an ancient curse and help a tortured nymph find true love, nothing can stand in their way. Or can it? An adventure set in the Dragon Coast for characters levels 7-10. This adventure is the third and final part of the Treacherous Waters trilogy, which includes DRAG2-02 This Gathering Storm (H1) and DRAG2-03 Of Wild and Darkened Waters (H2).

**Dungeon Crawl Classics Role Playing Game** – Sat 2 pm – DCC RPG (3E-based)

GM: Joseph Goodman

This is an official playtest of the upcoming DCC RPG from Goodman Games! Return to the glory days of fantasy with the Dungeon Crawl Classics Role Playing Game. Adventure as 1974 intended you to, with modern rules grounded in the origins of sword & sorcery. Fast play, cryptic secrets, and a mysterious past await you! Pregens will be provided.

**Dungeon Patrol** – Sat 8 pm – Danger Patrol (Beta)

GM: Mike Olson

It is a dark time. Evil stalks the land like a giant, dark stalky-thing, and the deep places of the world are practically brimming with monsters and treasure. In other words, the world cries out for adventurers of every stripe – adventurers like you. Will you save the world or fatten your purse? Either way, answer the call in this dungeon fantasy take on Danger Patrol.

**EAST2-3 Nightmares (levels 11-14)** – Sun 9 am, Mon 2 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

Citizens of Hammergate are suffering sleepless nights, with visions of undead horrors invading their dreams. To one gnome, these nightmares have a special meaning. You must discover the secret of her visions or no one will ever sleep peacefully again. An adventure set in the East Rift for characters levels 11-14.

**EPIC3-1 The Glorious Hunt Round 1 (level 21)** – Sat 9 am, 2 pm, 7pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

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? A three-round adventure set in Arvandor for 21st level characters. This adventure is the premier of the Living Forgotten Realms epic campaign.

**EPIC3-2 Cracks in the Crimson Cage Round 1 (level 22)** – Sun 9 am, 2 pm, 8pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

The trail of a plot to assassinate a god and despoil his realm leads to Carceri, an astral prison that detains powerful abominations, disobedient angels, and horrors from beyond the known planes. Do you dare risk being trapped for eternity with beings feared even by the gods? A three-round adventure set in Carceri for 22nd level characters.

**Exalted-Ville** – Sat 2 pm – Smallville RPG

GM: Colin Jessup

A game of high action, martial arts, magic, drama and romance in which godlike Exalts struggle to determine the fate of Creation using the Smallville Cortex+ engine. All the fun of Exalted without the crunch or needing a bucket of 10 sided dice!



**Fallout - Fly Me To The Moon** – Sat 9 am – Savage Worlds

GM: Andrew Linstrom

Trouble catches up with your team of Vault Dwellers as they recover the piece of lost technology that can save their home—trouble in power armor. Check your ammo boys and girls! It's going to be hot one in the Wasteland tonight.

**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

**Gumball 5000** – Sat 9 am – Steve Jackson Toon

GM: Gary Mack

Once again it's time for the Gumball 5000!! The Legendary Race Where the winner takes home 1 million ToonBucks and a Year's supply of Gumballs! The Only Rules are ... there aren't any! Custom Modified cars are a must!

**GURPS Tournament Finals** – Sun 8 pm – GURPS

GM: James Freeman

By invitation only. Game scenario to be announced at time of game. Finalists will be posted at the RPG signup table by 7pm.

**Happy Jack's The Adventurers' Guild** – Sun 2 pm – Savage Worlds

GM: Jon Enge

1933 New York A team of specialists gathered from across the globe by a retired adventurer stumble upon a Martian Plot when they steal an Ancient Venutian artifact from the Smithsonian.

**Happy Jack's Space Nazis From Venus** – Fri 8 pm – Savage Worlds

GM: Gina Ricker & Megan McDonald (Happy Jack's Listeners)

The year is 1939. The World is at War. You are the best your governments have to offer: a crack team of soldiers and scientists, heroes and heroines on a top-secret mission that will take you beyond Earth, to the lush Jungles of Venus. Allied information specialists have reported increased Nazi activity on the Jungle Planet, but what are those crafty Nazis up to? Your mission is to find out.

**Happy Jacks – Navy SEAL Dungeon Crawl** – Sun 2 pm – GURPS 4th Edition

GM: Stu Venable, Happy Jacks Host

A Navy SEAL fireteam comes across an ancient temple in Vietnam. Will they enter the temple? Will they be transported to a stereotypical fantasy world? Will they enter a dangerous tomb to attempt to find their way home? I hope so.

**Happy Jacks RPG Pod Cast** – Sun 8 pm – Live Pod Cast

GM: Stu Venable

The Happy Jacks Crew will Record a pod cast. Everyone is welcomed.

**Hatchet City** – Fri 8 pm – Apocalypse World

GM: Colin Jessup

It is 50 years after the apocalypse, the hardhold Hatchet City is under siege by the rival warlord Ambergrease. What will you do to protect what is yours from those who would take it? And what weirdness has the world's psychic maelstrom unleashed upon your people?

**Hostage** – Fri 8 pm – Hostage

GM: jim pinto

A new RPG from designer jim pinto. Hostage allows four players to take on the roles of negotiators, hostage takers, and hostages all at the same time. Players will make demands, negotiate releases, and coordinate the final siege should everything else go awry. This game is in beta development and players will be involved in helping the direction of design.

**IMPI2-4 Goblins Strike Back (levels 17-20)** – Fri 7 pm, Mon 2 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

The death of Ekrilliek supposedly ended the threat of the goblins of Bricklext. Instead, it led to an opportunity for the demon Morthak to seize control of the goblins with promises of sweet revenge. Now, with the aid of Morthak and his powerful allies, the goblins are preparing to launch a decisive attack against the people of Impiltur. Will heroes stop the impending invasion?

**In the Pit** – Fri 8 pm – Cyberpunk 2020

GM: Hong Kong Cavaliers

New in the city, the night spot known as The Pit is the center of all that is happening, until people start to go missing....

**INTRO1-1 The Fire Within (levels 1-3)** – Fri 7 pm, Sun 9 am – Living Divine - D&D 4e

GM: RPGA Staff

Every so often, an immortal is born among us. Inevitably, they lead great armies, rule vast empires, and shape the world around them. The divine spark burns within you, and now is the time of your story. Or at least, it will be, if you can get out of this backwater village. A Campaign Introductory Adventure for character levels 1-3.

**INTRO1-2 A Help From My Little Friends (levels 1-3)** – Sat 9 am, Sun 2 pm – Living Divine - D&D 4e

GM: RPGA Staff

You have drawn the attention of the locals. With that attention comes both their worship and their problems. When the village's very survival is threatened, it is up to you to take care of them. But what do you do when their enemy isn't really the enemy? A Campaign Introductory Adventure for character levels 1-3.

**INTRO1-3 The Rarest Bloom (levels 1-3)** – Sat 2 pm, Sun 8 pm – Living Divine - D&D 4e

GM: RPGA Staff

Once more, your reputation as a god has brought the people to you in need. The wisest villager in Longhill has gone missing, and the others don't have anywhere else to turn. Can you help him out of a sticky situation, and finish his work for him? A Campaign Introductory Adventure for character levels 1-3.

**Iron GM (Judge Signup)** – Sun 2 pm – D&D 3.5 SRD

GM: Iron GM

Iron GM turns adventure roleplaying into a competitive sport. Game Masters are given three secret story elements on which to base adventures using the 3.5 System Reference Document (SRD). GMs shine when they create exciting, original adventures that give their players the game of their lives, regardless of the GM's level of experience. In the end, it's up to the players to decide who will be crowned the Iron Contender, and sent to Gen Con for a shot at the Iron GM title. GMs compete for a FREE trip to GenCon.

**Iron GM (Player Signup)** – Sun 2 pm – D&D 3.5 SRD

GM: Iron GM

Iron GM turns adventure roleplaying into a competitive sport. Game Masters are given three secret story elements on which to base adventures using the 3.5 System Reference Document (SRD). GMs shine when they create exciting, original adventures that give their players the game of their lives, regardless of the GM's level of experience. In the end, it's up to the players to decide who will be crowned the Iron Contender, and sent to Gen Con for a shot at the Iron GM title. Players participate for prizes.

**Iron Kingdoms - Big Trouble** – Fri 2 pm – Project Badass (Playtest)

GM: Andrew Linstrom

When the City of Ghosts is threatened by foreign saboteurs, it falls on you, hard-bitten adventurers, to set things right by powder, blood, and iron. Experience the Iron Kingdoms in a playtest of Project Badass, a fan-fueled conversion of the Warmachine and Hordes minis game for RPG play.

**It Runs Downhill** – Fri 8 pm – Tunnels and Trolls

GM: Gary Mack

The Wizard City of Morninghold, with its grand alabaster edifices is a splendor to behold from afar, but look deeper and you may see its dark, dank underbelly. The wizard's college is looking for hardy souls to brave the foul depths of the city sewers to assist a previously sent expedition in retrieving a project that has been "misplaced".

**Keeping the Faith** – Sat 9 am – Dogs in the Vineyard

GM: Ian ChristianScher

You are part of the order set aside for the preservation of the faith and the faithful, known as dogs. It is your job to root out sin and pass moral judgment in a western west that never was. You must protect the people from the ever present threat of sin and demons. As new dogs your faith and moral fortitude will be tested as never before. Can you keep the faith?

**Keeping the Keeper** – Sat 9 am – Dragon Age

GM: Ron Shaw

Dalish Clans are well accustomed to a nomadic life style. However your Keeper, your clan's leader, historian, and magic user has mysteriously become ill and is unable to move. To make matters worse there are whispers from your cousins in the nearby city that the Templars, the humans' mage hunters have been called on to capture or perhaps kill your Keeper.

**Kimi's Wild Talents Game** – Sun 2 pm – Wild Talents

GM: Kimi

When supers appear in colonial Massachusetts, history is made. This will be a very dangerous game for the players! Full of suspense and subtle actions. This is not your normal Super Hero combat game! It is an official Happy Jacks RPG Podcast game!

**La Ville Vulgaire** – Sat 2 pm – Sorcerer

GM: Jesse Burneko

This setup for Sorcerer is a swashbuckling film noir about sex and violence dressed up in lace and steel. Part Sin City, part The Three Musketeers, the characters are dashing scoundrels and daring damsels of the morally corrupt city of La Ville Vulgaire.

**LFR Open Play (any level)** – Fri, Sat 11 pm, Mon Midnight –

Living Forgotten Realms - D&D 4e

GM: RPGA Staff

Find a judge, pick an LFR or LD adventure and play into the night.

**London Shadows** – Sat 2 pm – Changeling: The Lost

GM: Sarah Cary

The thin veneer of Victorian society peels back to reveal a fairytale landscape steeped in danger and darkness. As members of the Society for the Continuing Defense of Great Britain, you are called upon to protect your fellow Englishmen from the ever-encroaching Arcadia. So come out and play, Little Lost One. The wilds are calling. Presented by the Dead Gamers' Society. Pre-gens provided.

**LURU1-4 Prey for the Night (levels 7-10)** – Fri 7 pm – Living

Forgotten Realms - D&D 4e

GM: RPGA Staff

The Eastern Glimmerwood is avoided by all but the most foolhardy with good reason. For here, in the lands of the People of the Black Blood, the civilized races are not the hunter here they are nothing but prey. An adventure set in Luruar for characters levels 7-10.

**LURU2-4 Need to Know (levels 4-7)** – Fri 7 pm, Sun 9 am – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

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 for characters levels 4-7. This adventure is the second and final part of the Forbidden Lore series, which began with LURU2-3 Forgotten Crypts, Hidden Dangers.

**Mass Effect - The Beginning of the End** – Sat, Sun 2 pm – Mass Effect Homebrew

GM: Ron Shaw

Home-made system to emulate the Mass Effect 2 game system Considering the enormous resources that the Illusive Man has into supporting Commander Shepard, he has a plan to up success for Shepard's team. You are The Expendables Cell, Illusive Man's hand-picked team to be first on scene, determine whether Shepard's team can survive If you live, they can, if not... Your assignment is Omega 4 relay

**Monoc Securities: Assault on Jotunheim** – Sat 9 am – The Dresden Files

GM: William Huggins

Monoc Securities is the worlds premier private security firm. Their special access to supernatural warriors like yourselves makes them uniquely qualified to service those needing protection from what goes bump in the night. A client, and the valkyrie assigned to him have been captured by the Jotun Magni. The accords and prophecy prevent a direct assault to recover them. Their rescue is up to you.

**Night Fears** – Sat 8 pm – Dresden Files RPG

GM: Denys Mordred

On a dare, a group of teenagers decides to spend the night in an old house that's said to be haunted. Yet these teens have supernatural abilities and powers that won't make them easy prey for anything that lurks there. What's at stake, however, is far more than the lives of a few teens. Play if you dare. Based on the case file by Rick Neal.

**No Escape** – Sun 9 am – World of Darkness: Slasher

GM: Steve Ramirez

Stranded on Alcatraz, a tour group finds itself being stalked by a killer who has mysterious ties to the prison... and to each of them. Try to survive this World of Darkness: Slasher game for up to 6 players. Sponsored by the Dead Gamers Society.

**No One Goes to Chateau Marmont** – Fri 8 pm – Soloman Kane

GM: Hong Kong Cavaliers

The estate sits on top of a hill overlooking the cliffs. The locals say that the family that lived there kept a monster and that monster took them all. A curious group of adventurers seek out this monster now that villagers are starting to disappear!

**Old School Presents: Who are you?** – Sat 9 am – OSN Old

World Of Darkness

GM: Frank Perkins

Your team is one of LA's finest crime scene investigation team. Your team gets called to irvine at midnight, talk about burn the midnight oil. Isn't irvine out of our jurisdiction. Armed with lots of coffee and the best equipment LA CSI has to offer. Which isn't anywhere near as good as that T.V Show stuff...Old School is an old world of darkness roleplaying network for all ages. (Characters provided)

**Out of the Coffin Season 1** – Sat Midnight, 8 pm, Sun 9 am – GURPS Horror

GM: James Freeman, Michale Shupe

A new ongoing campaign. The development of synthetic blood has brought vampires “Out of the Coffin”, but what other creatures still lurk in the shadows? Pregens provided. Part of the GURPS Tournament

**Play with the Author: DALE2-4 Illsyldra (lvl 11-14)** – Fri 7 pm, Sat 2 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

Something in the forests of Deepingdale drives the elves from their ancestral home. A black tree spews out disease and spawns shadow creatures bent on taking over the woods. Will you be able to solve the problem in time? An adventure set in the Dalelands for characters levels 11-14. This adventure is the second and final part of the Major Quest that began in DALE2-03 Swords from Plowshares (H2).

**PREQ3-1 Shrouded Visions (levels 1-10)** – Sat 2 pm, Sun 8 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

Lady Saharel of Spellgard provides answers to the questions of those deemed worthy ... but deemed worthy by whom? Answers beget more questions when pilgrims return from a restored Saharelgard with prophecies obtained after an offering to the new power in charge ... the church of Shar. A half-round (two-hour) adventure for characters of the Heroic tier (levels 1-10). This adventure takes place after the events described in ADAP1-2 through ADAP1-4 (Scepter Tower of Spellgard) and is also an optional prelude to ADCP3-2 From Dawn Till Dusk.

**QUES2-1 Stir Not the World's Doom (lvl 11-14)** – Sat 9 am, Mon 9 am – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

You've read a moldy tome, spoken to one marked by flame, and learned when the next Conflagration of Souls will be. Now, journey to fresh ruins foretold by legend: Darkturret. You must discover the key to your fate before someone else does! An adventure set in Returned Abeir for characters levels 11-14.

**Quest for the Singing...and Dancing Sword** – Sun 8 pm – Steve Jackson Toon

GM: Gary Mack

Join up and Quest with your fellow adventurers in the dungeon of the dragon For the Epic Sword of Singing and Dancing. Treasure and Glory and Comedy awaits!

**Relic Worlds** – Sat 8 pm – Savage Worlds

GM: Jeff McArthur

Ancient relics are scattered throughout the cosmos, left by long lost civilizations. Some are powerful items that can be used to their advantage. Others are more valuable than anyone could dream. Others could unlock the greatest mysteries of the galaxy.

**Repo Notice** – Sat 9 am – Hunter: The Vigil

GM: Sarah Cary

Black Level Clearance Required ATTENTION CHEIRON EMPLOYEE You have fallen 90 day(s) behind on your enhancement payment schedule. If payment is not received before the close of the business day, your enhancements will be repossessed. This is your final notice. Thank you for your cooperation. Sincerely, Cheiron Group Pregens available.

**ShadowFate!** – Sun 2 pm – Fate

GM: Seth Halbeisen

Cyberware! Guns! Magic! Dragons! All the good stuff, none of those pesky rules to get in the way. Come try a fast and furious version of the mix and match game we all know and love. Pre Gens only.

**Showdown At Camp Kaboom** – Sat 9 am, Sun 2 pm – The Dresden Files Roleplaying Game

GM: Morgan Ellis

The Vampire War rages on and you are the most recent recruits to graduate from the White Council's Warden Training Academy. More commonly known to some more irreverent Wizards as 'Camp Kaboom'. You've learned all the magic, knowledge, and combat training they could cram into your severely rushed Warden education. But now it's time for one last night on the town before graduation. A Dresden Files game of magic, blood, and betrayal.

**Smash and Grab** – Sun 2 pm – Tunnels and Trolls

GM: Gary Mack

Viva La Revolucion! The peasants of Morning hold are finally rising up against their wizard overlords. The guild master of the thieves guild has called you to loot a nobleman's house amidst the chaos! Take whatever you can!

**SPEC2-1 Blinking Eye of Fire (lvl 11-14)** – Sat 7 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

The second sun above Elturel blesses the land with never-ending light. But deep below lurks things determined to see night fall. An adventure set in Elturgard for characters levels 11-14.

**SPEC2-1 Dogs of War (lvl 4-7)** – Sat 7 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

The paladins of Elturgard cannot tolerate a threat from the gnolls of the Reaching Woods. Will heroes step forward to undertake a risky mission to foil the gnolls and their demon allies? An adventure set in Elturgard for characters levels 4-7.

**SPEC2-1 Scout's Honor (lvl 14-17)** – Sat 7 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

Amongst the towering trees of the Forest of Wyrms live countless serpents, dragons and other fell creatures that few dare brave. Only the strongest adventurers can best the dangers within and help the paladins of Elturgard achieve victory. An adventure set in Elturgard for characters levels 14-17.

**SPEC2-1 The Morninglord's Laughter (lvl 7-10)** – Sat 7 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

Three years ago the outpost of Fort Morninglord underwent a terrible catastrophe, and the leaders of Elturgard proclaimed that any who even approached the haunted place would be arrested. Now it appears that something locked inside the sealed fortress might be needed for an upcoming battle. An adventure set in Elturgard for characters levels 7-10.

**SPEC2-1 The Scourge of Scornubel (lvl 1-4)** – Sat 7 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

The paladins of Elturgard are at wits' end bandits are looting the trade city, Scornubel. With the depletion of much-needed resources, someone needs to flush the bandits out of their nests – and perhaps become local heroes in the process. An adventure set in Elturgard for characters levels 1-4.

**Special - Midnite Mauler** – Sun 8 pm, Mon 8 am  
Pathfinder Society Scenario 2-EX: The Midnight Mauler is a Pathfinder Society Scenario designed for 1st- to 7th-level characters (Tiers 1-2, 3-4, and 6-7). This scenario can only be run by a Paizo Venture Captain. There are limited slots.

**Starkhaven's Broken Circle** – Sun 9 am – Dragon Age

GM: Ron Shaw

Preceding the events of Kirkwall, the vacuum of power in Starkhaven caused the Circle of Magi there to crumble. Knight-Commander Merredith has dispatched your team of Templars and Templar affiliates to go to Starkhaven, assess the situation there, and to try to restore order to the Circle of Starkhaven.

**Supers With Six-Shooters - Dime Novel 1: The Earp Vendetta** – Sat

2 pm – MySystem Roleplaying - Play with the creator

GM: Benjamin Doggett

The year is 1882. Social outcasts known as metahumans have found freedom from persecution in the wild American west. Many look toward peace, but some embrace this as an opportunity to flex their power outside of the constraints of law. Theft, corruption, and dark-hearted murder are common. Whatever your motivation, be it vengeance, loyalty, or good ol' fashion money, the time has come to act.

**That Sinking Feeling** – Fri, Sun 8 pm – Cthulhu (modified)

GM: Armand Morton

Join an international team of investigators as they trace the origins of a horrific crime scene around the world. Starting with a murder in California, follow the trail as it leads to a larger crime and a conspiracy as old as it is malevolent. Please note that this game is for mature role players and is based on the dark, unseen places of Cthulhu. It is not inspired by Mythos related to Elder Signs, the Great Old Ones, etc. No one can save you but yourself, and that may not even be enough . . .

**The Blue Light Brigade** – Sat 8 pm – Cthulhu (modified)

GM: Armand Morton

Almost 40 years ago, at the height of the Cold War, missile launches were initiated from silos at Malstrom Air Force Base, Montana. Why did this happen and how? And how did the government keep it a secret all this time? Join with your fellow team of UFOlogists as you work to expose the truth - a truth perhaps none of you are ready or willing to accept....

**The Caves of Disillusion** – Sat 9 am – D&D 4e

GM: Stephanie Bryant

The Caves of Disillusion hold a powerful secret for those careful enough to overcome its protective traps and wards. Are you hardy (or foolhardy) enough to brave its depths? A 4th edition adventure for five 4th-level PCs. Bring your own (standard point-buy, with level appropriate gear), or use a pregenerated PC provided by the DM.

**The Dorm Room Shuffle** – Sat 2 pm – Paranoia

GM: Ian ChristianScher

Welcome to Alpha Complex, everybody's favorite post apocalyptic underground city. Alpha Complex is run by your friend the computer. Friend computer has recently changed your housing assignment to a partially constructed fusion reactor, isn't that fun! In Alpha Complex all bureaucratic mix-ups take no time at all to fix. There certainly will be no secret societies traitorously interfering.

**The Dreadful Secrets of Candlewick Manor** – Sun 2 pm –

Monsters & Other Childish Things

GM: Jesse Burneko

This is a tale of sorrow and woe. The Dreadful Secrets of Candlewick Manor sees doleful foundlings with murky pasts in a great, dreary orphanage filled with dangerous truths. Players together face the monstrous dangers of their new home and uncover their own forgotten secrets. Can you learn the truth of your own sad history?

**The Endless Night** – Fri 2 pm – Vampire the Requiem & The Infinite Macabre

GM: Louis Garcia

Vampire the Requiem meets space opera. Hundreds of years in the future, vampires and their clans spread across the vastness of space, ruling armadas and planets and continuing the Danse Macabre as they have for millennia. Yet, secrets from Earth of old await in the depths of space, promising to change everything, forever. Presented by the Dead Gamers Society featuring rules from Infinite Macabre.

**The Fool's Road** – Sun 2 pm – Call of Cthulhu

GM: Wes Otis

At the end of a long road in the middle of Kansas stands a decaying mansion. The closes town is Tellep, which is 5 miles away. The people of Tellep are an odd sort. They don't much like visitors, but your bus is different. You've all been told your here to attend the funeral of a friend and that you might inherit the mansion at the end of the road.

**The Forge of Gormn** – Sat Midnight – Tunnels and Trolls

GM: Gary Mack

You and your dwarven siblings have been tasked by your dying grandfather to bring back a legendary artifact that your family once owned. Do you dare enter the goblin filled ruins of your ancestors to retrieve it?

**The Last Resort** – Fri 8 pm – Dread

GM: Jesse Burneko

Five strangers are passing through a seaside hotel where they will be haunted by the scariest thing of all – their own pasts. Dread is a unique horror game that uses a Jenga tower to heighten the suspense. The rules are simple: to accomplish an action pull from the tower, but if it falls it's The End for your character.

**The Nemesis Project** – Sat 2 pm – Doctor Who: Adventures in Time and Space

GM: Denys Mordred

Imagine you could go anywhere. This world or countless others in any time. Where or whenever it is, rest assured it'll be dangerous. The universe is a hostile place, full of enemies both strange and wondrous. There will be fear, heartbreak and excitement, but above all, it'll be the trip of a lifetime.

**The Orcs Attack** – Sat 2 pm – GURPS Banestorm

GM: Wes Otis

Humans start small village on our lands. We no bother them though as long as they no bother us, but then they attacked our home and stole our potatoes. Humans killed my family and friends while I and other warriors were on a hunt. Now we shall drive them from our lands. Humans will pay for their aggression.

**The Search for Pecos Pete's Treasure** – Sat 8 pm – Steve Jackson Toon

GM: Gary Mack

Pecos Pete, a grumpy old prospector who lives out in the desert has come into town bragging about a fortune in gold he has found. Now everyone from bandits to townfolk are out combing the desert searching for riches. Unless ... you get to it first.

**The Tower of the Eye Tyrant** – Sun 8 pm – Dungeon World

GM: Colin Jessup

Perilous fantasy adventure inspired by classic Dungeons and Dragons using the indie game mechanics of Apocalypse World. Kill monsters, loot tombs and be a big ole hero.



**The Treasure of St. Thomas** – Fri, Sun 8 pm – Dread

GM: Scott Anderson

In 1938 the town of St. Thomas, NV was flooded by the creation of Lake Mead. It has not been seen in decades. A story related by your grandfather tells of treasures hidden in the wells and catacombs built by the original settlers. You've gathered a group of your friends to explore the ruins but the founders of St. Thomas hid more than just their wealth down there....

**The Vicious Crucible of Verdgris Valley** – Fri 2 pm – Vicious Crucible (playtest)

GM: Joshua Roby

The fort in Verdgris Valley overlooks a fertile valley won in conquest from the Pashtun hordes a generation ago. Events are quickly unfolding, however, that will turn this sleepy community upside-down and put six characters through a vicious crucible of fast-paced danger, eldritch sorcery, and terrible revelations.

**The World of Funk Darkness** – Sun 2 pm – White Wolf Storytelling with Dudes of Legend

GM: michael cantin

Sometimes you need a break from dark alternate reality. Sometimes you just need to don a trenchcoat or afro and take out an army of vampire strippers while listening to funky music. Yeah-thios is THAT game. The Dead Gamers Society presents a World of Darkness game using the Dudes of Legends rule set.

**Time Renegades "Dying Earth"** – Sat Midnight – Time Renegades RPG

GM: Victor Bugg

Time Renegades RPG puts you in the pilot's seat and your imagination into hyper-drive. Time Renegades captures the best elements of many established games and adds an insane twist unlike any other. Bring your character to life and jump through time to complete missions in a way that is exhilarating and gratuitously violent. Forge a character today to play a role in this epic adventure!

**To The Flame** – Fri 8 pm – Promethean the Created

GM: Louis Garcia

Something disturbs the slumber of a quiet, rural town. 60 years ago, this monster scarred the town in a terrible inferno. Now nearly rebuilt, the sightings have returned. The monster, known locally as Moth, was considered nothing more than a boogeyman to scare children. But those older folk know better. Presented by the Dead Gamers Society.

**Treachery in the Court of the Night Dragon** – Sat 9 am – White Wolf Storytelling

GM: michael cantin

Feudal Japan-by day the Daimyo and Samurai wage war in silken courts and bloody battle. By night the Undying Ancestors do the same in the shadows. The Daimyo Oni Harakuri has called his servants to him, suspicious of treachery. Better to keep your enemies close. Welcome to the Court of the Night Dragon. A Vampire: The Requiem game for 6 honorable players brought to you by the Dead Gamers Society

**TYMA2-4 Stand Against the Darkness (levels 7-10)** – Sat 2 pm, Sun 9 am – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

With raids continuing upon the outlying farms of Ruinspoke, Lord Tuanek requests that you come and put a stop to it permanently. Will you assist Ruinspoke to stand against the rising darkness? An adventure set in Tymanther for characters levels 7-10. The conclusion of the Rise of Darkness major quest started in TYMA2-1 or TYMA2-2.

**WATE2-4 Stage Misdirection (levels 1-4)** – Sat 9 am, Mon 2 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

The performing arts have always been popular in Waterdeep, but the competition for best actor has become cutthroat. Can you make sense of all the drama and find the true plot? An adventure set in Waterdeep for characters levels 1-4.

**We're Alive Season 3** – Fri 8 pm, Sat 9 am, Mon Midnight – GURPS Horror

GM: James Freeman, Michale Shupe

Player's choice as to which group will be played, Oregon or California. Pregens available. Part of the GURPS Tournament.

**What Have We Done?** – Sat 8 pm – Monogatari: Saga of the Samurai

GM: jim pinto

Monogatari is a new roleplaying game from designer jim pinto. In monogatari, players take on the roles of five samurai reeling from the guilt of murdering their master. As the drama unfolds, who will bury the shame of the past and who will be forced to commit seppuku. This game is in beta development and players will be involved in helping the direction of design.

**Where Am I?** – Sun 8 pm – Dying Memories

GM: jim pinto

Dying Memories is a new RPG from designer jim pinto. In Dying Memories, players take on the role of crewman in cryogenic sleep aboard a spaceship. Devoid of memories, they must piece together the fractured pieces of their past and awaken before the ship crashes into the planet below. This game is in beta development and players will be involved in helping the direction of design.

**Who? What? Where? When? Why?... and How?** – Sun 2 pm – MySystem Roleplaying - Play with the creator

GM: Benjamin Doggett

You find yourself in a room full of strangers. You do not know who you are, what you can do, where or when you are, or why you are here. Most importantly though, is how you find the answers to these questions. The answers are out there, but first you must get out. - MySystem is a new role-playing system designed for quick, simple, yet widely customizable character creation.

**Your Clearance Isn't High Enough to Know the Title of This Event - A Happy Jack's Game!** – Sat 2 pm – Paranoia

GM: Tyler King

Greetings, Citizen! It's time to track down some traitorous mutant scum! Loyal Troubleshooters will be rewarded with Security Promotions, everyone else will be shot! Have a nice daycycle!

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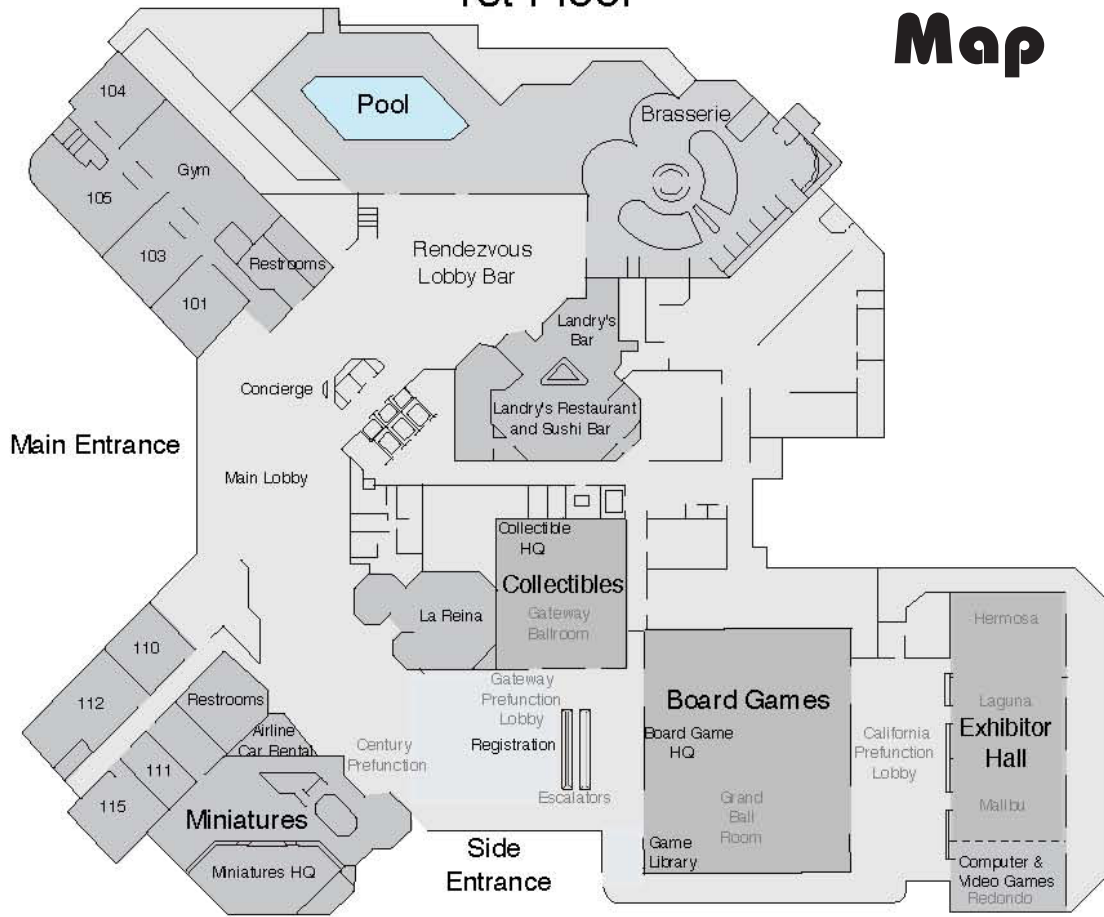
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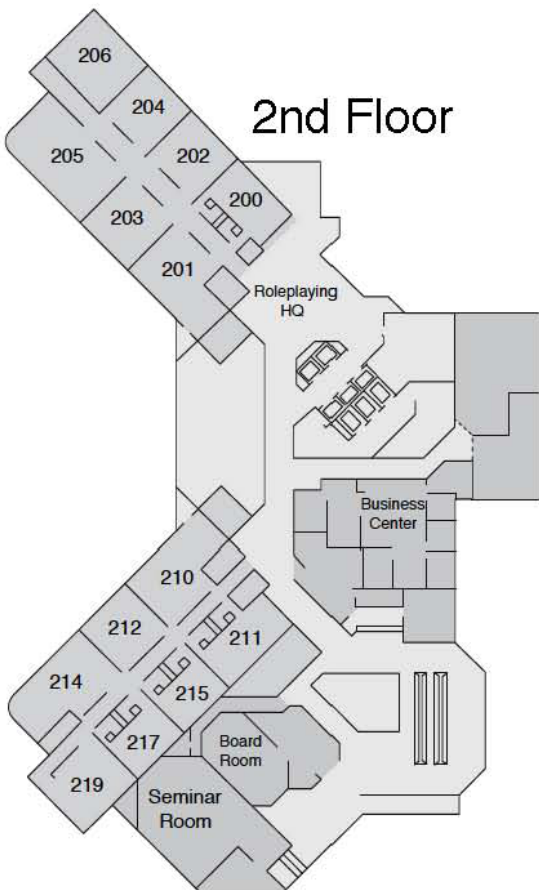


# GameX 2011 Map

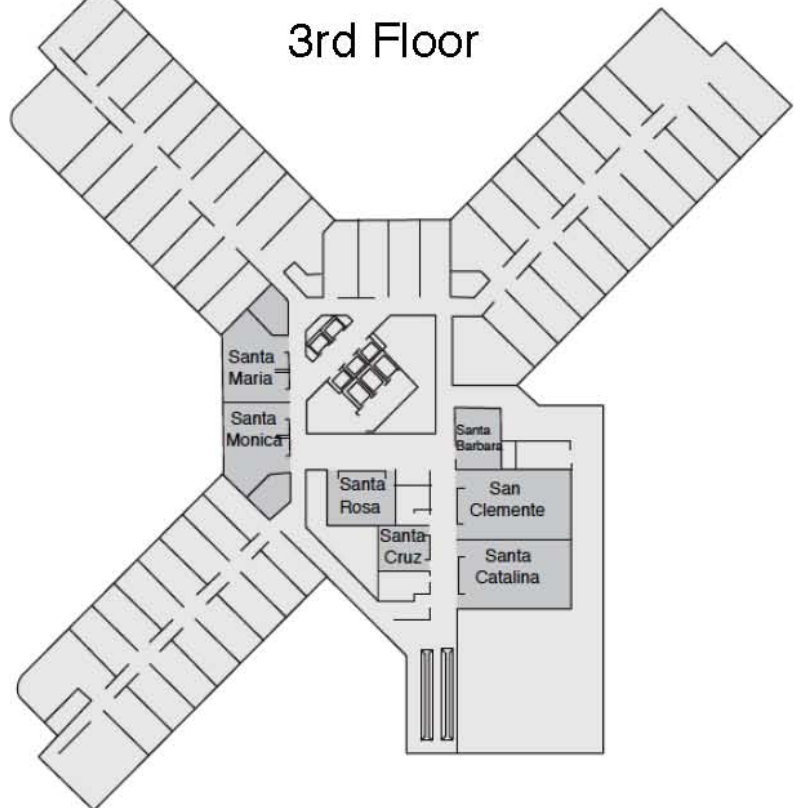
## 1st Floor



## 2nd Floor



## 3rd Floor



## 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 Exhibitor Hall. 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:

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Columbia Games	Reaper Miniatures
Conquest Miniatures	Rio Grande Games
Crusade and Conquer	RPGA, AD&D Events
Cryptozoic	Samurai Games
Days of Wonder	Steve Jackson Games
Duncan Toys	Stonehouse Miniatures
Extreme Fight Games	Stronghold Games
Fantasy Flight Games	Tasty Minstrel Games
FRED Distribution/Eagle Games	Time Well Spent Games
Games Workshop	Upper Deck
Gamewright Games	Valley Games
GMT Games	Wattsalpoag Games
Gozer Games	Well Expeditions
Impact Miniatures	Wizards of the Coast
Looney Labs	Wizkids
	Z-Man Games

### Shopping

#### Exhibitor Hall

The Exhibitor Hall is located past the board gaming area in the Hermosa, Laguna, and Malibu rooms, next to the video game room (in Redondo room).

Hours:

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 Exhibitor Hall, at the Game Auction, or through a paid Flea Market table) will be expelled without a refund.

Gamex welcomes the following exhibitors:

- Manufacturers
- \* Art of War Terrain
  - \* Blue Panther
  - \* Bobby Doran
  - \* Conquest Miniatures
  - \* Decision Games
  - \* Eagle/Griffon Games
  - \* Fantization Miniatures
  - \* Fat Messiah Games
  - \* Flying Buffalo
  - \* GMT Games

- \* GPA Showcase & Gorilla Games
- \* Laughing Moon
- \* RBM Studios
- \* Three Sages Games
- \* Wadey Graphics
- \* Yanagita Designs

#### Retailers

- \* Dapper Devil
- \* Game Ogre
- \* GMI Games
- \* Last Grenadier
- \* Legendary Lotus
- \* Mr Dandy
- \* Seth's Games and Anime
- \* 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 Exhibitor Hall 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](mailto:stratcon_conman@strategicon.net) for more details. We got some great stuff last time and are working on plans to use it. Thank you.



Convention Shirts available  
in the Exhibitor Hall for \$20.  
All sizes from S to 4XL.  
Both Men's and Women's shirts.



*Bobby Doran 2011*



## 2011 Orcon Winners

Board Game	1st Place	2nd Place	3rd Place
1835	Todd Vanderpluym	Bill Gallagher	Joe Gray
1856	Todd Vanderpluym	Peter Van Ettinger	Jonathan Flagg
1861	Jonathan Flagg	Todd Van der Pluym	Chuck Bass
1870	Peter VanEttinger	Todd Van der Pluym	Chuck Bass
18xx (classic)	Peter VanEttinger	Todd Van der Pluym	Jevon Heath
18xx (short)	Todd Vanderpluym	Jonathan Flagg	Bob Civermore
1960: The Making of the President	Roderick Lee	Patrick Wyrick	
7 Wonders	Stephanie Kelleher	Shane Sauby	Paul Ang
Abducted By Aliens	Malaclypse	Potato Pie	
Acquire - David Woolcott Memorial	Robert Larson	Jonner Purinton	Eric Verheiden
Ad Astra	Kirk Uduardi	Chris Buskirk	J. C. Kern
Ad Astra - Ad Astra	Shawn Ransom	Amanda Clift	Alexander Elstein
Advanced Civilization	Jeff Lake	Ben Cosman	JC Kern
Age of Empires III	Paul Ang	John Spence	Ron Roland
Agricola: Final Round	David Hu	Trey Alsup	Kyle Green
Amun Re	David Zenh	Jim Cavanaugh	Brian Peters
Ascension: Chronicle of the Godslayer	Josh Singer	Seth Jaffee	Chuck Watson
Axis & Allies	Chas McHaffie	Jay Spowart	
Bang!	Sean De Moura	F Lane	Jaime Deyer
Battle Cry	Rick Lepore	Eric Downing	Ben Poteet
Battlestar Galactica	Human Team		
Battlestar Galactica	Cylon Team		
BattleTech – Death By Maumbo!?!	Stuart Anderson	Robert Fulton	G. K.Chesterton
Blokus s	Tracy Ashizawa	Darrell Stark	Eric Fletcher
Blue Moon City	Bruce Schlickbernd	G. Builta	Darrell Stark
Bohnanza	Scott Samarel	J R	Tony Brown
Bruno's Challenge Tourn Awards	Amanda Clift	Taralyn Frasqueri-Maeri	John Perry
Buffy the Vampire Slayer	Frank Perkins	Andrea Phillips	Allan Gonzalez
Burn in Hell - At the Witching Hour!	Emilio J Segura	Jarek Smith	Alex Valpiuca
Cargo Noir DEMO	Shane Sauby	Daniel McDairmant	Todd Hatfield
Cargo Noir DEMO	Jasmine Baptist	Guy Builta	Muriel Bass
Cargo Noir DEMO	Jeremy Hale	Dan Rubenfield	Rick Lepore
Cartagena	Tim Dailey	Keith Brush	Jaye R
Cash & Guns Live	Purple Group & that guy	DOA	Domination
Castle Ravenloft	Sudro Brown, John Perry, Alex Arjad, Andrew Doggett		
Caylus	Dan Crouch	Winton Lemoine, Eric Boehm	
Chicken Cha Cha Cha	Greyson Baptist	Cambria Baptist	Kaela Sarsoza
Chrononauts	Darnell Colman, Murial Bass	Kimberly Terrill, Alex Murphy	
Citadels	Zachary Pitts	Ben Roby	Kathleen Barth
Citadels	Amanda Clift, Sallan Griffin	Keith Brush, John Perry	Darryl Frame, Leland Pike
Citadels - Citadels	Brady Lang	Ben Jones	Sallan Griffin, Joe Eder
Colosseum	David Mines	Jon Cassie	Cameron Patterson
Cosmic Encounter	Richard Potthoff	John Spence	
Cribbage	Schell Morton	Sallen Griffin	
Cutthroat Caverns	Ethan Steward	Mason Stewart	Brian Terrill
Dancing Eggs	Laura Fitzgerald, Melvin Fitzgerald	Cambria Baptist, Greyson Baptist, Kaela Sarsoza	
Dice Town	Heather Hughes	Ian DeMoura	Robert Neff
Diplomacy for Beginners	Nick Adams-Cohen	Matt Elstein	Lina Takase
Dominion	Jeff Becker	G Builta	Joshua Morse
Dominion - MEGA MONDAY	David Hu	John Perry	William Beyerman
Dragon's Gold	Eric Downing	Mike Sarsoza	Rick Baptist
Dream Factory	Stephanie Kelleher	Tracy Ashizawa	Darrell Stark
Dungeon Lords	Eric Boehm	Ben Leach	Avery Callenback

Dweebies	Kaela Sarsoza	Tyler Weipert	
Earth Reborn	Frank Bustamante	Christen Price	Collin Smith
Eco Fluxx	Jeannette Albright	Shaun Healy	John Perry
Empire Builder	Paul Bonday	Bill Beyerman	Tim Daley
Empire Builder International	Eric Verheiden	Paul Bonday	Jeff Schwartz
Endeavor	Ryan Gan	Trey Julander	Darrell Stark
Euro Games 101: Le Havre	Jeremy Clift	Matt Schoonmaker Geats	Anna Burgess
Euro Games 101: Ra	Chris Venuti	TL Evasqueri	Gary Okuma
Eurorails	Paul Bonday	Eric Verheiden	James Thomas
Federation Commander	Rick Preston	Russell Dobbins	Eric Phillips
Federation Commander	Eric Phillips	Jim Cavanaugh	
Felix - the Cat in the Sack	Jaye R	Adrian Hodge	Michael Sarsoza
Fist of Dragon Stones	John Cuneo		
For Sale	David Larson	Ivan DeMoura	Winton Lemoine
Formula Motor Racing	Lana Berman	Vanessa Roske	Jared Patterson
Frag	James E Skelcher	Russell Dobbins	John Stephenson
Frag	Anna Peay	Terlan Peay	Nathan DeMoura
Frag	Allan Gonzalez	Chris Moody	Mike Han
Fresco	Bruce Ballard	Stephanie Sarsoza	Francis Bradford
Galaxy Trucker	Robert Neff	David Zevin	Kirk Udvardi
Game Show Play Along	Sara Boswell, Ashley Boswell, Keith Brush	Stephanie Kelleher, Jason Bennett, Edward Roske	Elisa Vomocil, Lana Berman, Brady Lang
Game Show Play Along	Brian Yu	Stephanie Kelleher	
Game Show Play Along	Stephanie Kelleher	Robert Larson	Ashley Boswell
Game Show Play Along	Jeff Becker	Ramon Vinluam	Stephanie Kelleher, Elisa Vomocil
Game Show Play Along: Press Your Luck	Mary Taylor	Nancy Nesbitt	Amber Lodge, Sarah Taylor
Glory to Rome	Stephen Stewart	Brian Peters	Andrew Leigh
Goa	David Zevin	Kyle Greenwood	Jeff Becker
Great Wall of China	Darrell Stark	Mike Sarsoza	
GreedQuest	Martin Padilla	Kyle Lucas	Jim L
Guillotine	Jeff Becker	Shelly Longoria	Tracy Ashizawa
Hanging Gardens	David Zevin	Robert Neff	Mike Patterson
Hansa Teutonica	David Zevin	Robert Neff	Daniel Eppolito
Hansa Teutonica	David Zevin	Robert Neff	Daniel Eppolito
Hearts #1	Dan O'Farrell	Brian Peters	Bruce Ballard
Hearts #2	Andrew Cohen	Kelsey Gaines	Dan O'Farrell
Hearts #3	Jonner Purinton	Tarynne Fraigan	Katie Gonzalez
Hey! That's my Fish!	Laura Fitzgerald	Melvin Fitzgerald, Greyson	Kaela Carsoza, Cambria
Hokkaido	Kyle Edwards		
Incan Gold	Bruno Faidutti	Emilio Sogura	Eric Downing
Incan Gold / Diamant	Muriel Bass	Eric Downing	Heather Hughes
Ingenious Challenges: Cards	Ashley Boswell	Sarah Boswell	Tracy Ashizawa
Ingenious Challenges: Dice	Eric Downing	Stephanie Sarsoza	Michael Sarsoza
Ingenious Challenges: Tiles	Vanessa Roske	Taylor Peay	Edward Roske
Ingenious s	Chris Johnson	Stephen Stewart	Darrell Stark
Innovation	Daniel Eppolito	Benjamin Leach	Kyle Edwards
Iron Dragon	Eric Verheiden	Peter Van Ettinger	Paul Bonday
Isla Dorada	Tarlyn Frasier-Moleri	John Perry	Clint Corley
Kings & Things	Eric Foster	John Spence	Eric Gerber
Kingsburg	Bruce Schlickbernd	Allan Herem	Richard Potthoff
Le Havre - finals	Danny Crouch	William Beyerman	Jim Herrington
Leaping Lemmings	Christopher Moody	Jon York	Mike Kelly
Lexio	Ronald Fraigan	Jeannette Albright	Stephanie Sarsoza
Lifeboat - Lifeboat 3rd Edition	Brian Simmington	Alex Arjad	
Lords of Vegas	Ben Mack	Mason Stewart	Stephen Steward
Lunar Rails/Martian Rails	Eric Verheiden	Tim Oates	Paul Bonday

Macao	Eric Downing	Mariaeke Hensel	Brad Parker
Medici	Elisa Vomocil	John Stephenson	Stanton Peay
Merchants and Marauders DEMO	John Spencer	G. Jay Christensen	Mike Randle
Merchants of Venus	J.C. Kern	James Thomas	Bradley Hendricks
Modern Art	Nancy Nesbitt	Brian Cuikla	Manual Bass
Monopoly Deal #1	Vanessa Roske	Jaye R JR	Bob LaMarre
Monopoly Deal #2	Nick Chavez	Lisa Adams	Erin Chavez
Munchkin Cthulhu	Potato Pie	Malaclypse	Kris F
Munchkin Cthulhu	Erin Chavez	Nick Chavez	Heather Sinauskas
Munchkin Quest	Brian Cwikla	Taylor Peay	
Munchkin Quest	Shawn Ransom	Joseph Kim	Amanda Clifft
Municipium	Michael Randle	Allan Gonzalez	Andrew Doggett
Mystery Express	Mike Patterson	Kevin Clifft	Cameron Patterson
Mystery of the Abbey	Amanda Clift	Kevin Clifft	Jeremy Clift
Nexus Ops	Brad Parker	Eric Downing	Darrell Stark
Orbit Rocket race 5000	Bruno Faidutti	Nicholas Butler	Jeremy Hale
Orbit Rocket race 5000	Jasmine Baptist	Sarah Mosely	Ronald Bermudes
Pandemic	Victor Ippolito, Belle Ippolito		
Party Game Challenge: Time's Up! #3	John Heath, Jeannette Albright, Jeremy Hale	Cynthia Gan, Dearl Albright, Robert McCall	Ryan Gan, Heather Hughes, Nancy Nesbitt
Party Game Challenge: Trivial Pursuit Bet You Know It	Jeff Becker	Rick Lepore	Edward Roske
Party Game Challenge: Liar's Dice	Terran Peay	Anna Peay	Brady Lang
Party Game Challenge: Time's Up! #1	Roderick Lee, Eric Fletcher, Ben Ziek, Stanton Peay	Travis Schario, Matt Martin, Adam Nedeff	Susan Peay, Jared Patterson, Sam Peay
Party Games Challenge: Apples to Apples	Jevon Heath	Patricia Gold	Bill Gallagher
Party Games Challenge: Dixit	E. Roske, D. Stark, R. Neff	Vanessa Roske, JR	Lana Berman
Party Games Challenge: Trivial Pursuit Bet You Know It	Edward Roske	Walter Wichowski	Brian Symington
Party Games Challenge: Word on the Street	Vanessa Roske, Ben Ziek, Michael Rooney, Aidan Rooney, Sam Thompson	Renee Hammer, Walter Wichowski, Ed Quiroz, Nathaniel Thompson	
Party Games Challenge: Ca\$h & Guns Live	Mr Forts	Enemy or the Cinanenami	Aqua Team Hunger Force
Party Games Challenge: Ca\$h & Guns Live	Vanessa Roske, Taylor Peay, Mitch Cipriano	Eli Morton, Andreas Schwarz, Travis Albright	Connor Terrill, Reilly Hughes, Adam Taylor
Party Games Challenge: Pow Wow	Vanssa Roske	Kyle Lucas	Lana Berman
Pez	Sarah Boswell	Ashley Boswell	Scott Dunnington
Phase 10 #1	Krysta Fryer	Jaye R JR	Mary Taylor
Phase 10 #2	Robert Larson	Elizabeth Kearney	
Pictureka: Flipper game	Melvin Fitzgerald, Laura Fitzgerald	Mark Sandey	Leah Peay
Pirate Fluxx - Fluxx	John Cruz	Shawn Brassard	John Grisset
Pit	Anna Peay	Edward Roske	Eduardo Quiroz
Play with Bruno Faidutti	Mike Sarsoza	Stephanie Sarsoza	Collin Smith
Play with Bruno Faidutti	Russell Berman	Eric Boyd	Kimberly Terrill
Play with Bruno Faidutti	Brody Lang		
Poker 5-card Draw	Katie Gonzalez	Ron Fraigun	Trayne Fraigun
Poker 7-card Stud	Ron Fraigun	Gerald Delker	Tim Maag
Poker No Limit Texas Holdem	Ron Fraigun	Gerald Delker	Walter Wichowski
Power Grid	Shane Sauby	David Hu	Chris Johnson
Power Grid: Factory Manager	Stanton Peay	Shane Sauby	Chad Smith
Puerto Rico - Puerto Rico	David Hu	Nat Chesy	Crystal Kaba
Puzzle Strike	Stephanie Sarsoza	Brandon Ferrer	Dean Taylor
Qwirkle s	Nick Chavez	Troy Zimmermann	Erin Chavez
Qwirkle s	Mary Taylor	Taylor Peay	Leah Peay
Ra	Andreas Pluchar	Scott Samarael	Winton Lemoine
Race for the Galaxy	Eric Fletcher	Benjamin Leach	Jeff Becker
Race for the Galaxy: 2-player	Chris Johnson	Elisa Vomocil	Daniel Eppolito
Rat a Tat Cat	Kaela Sarsoza	Cambria Baptist	Melvin Fitzgerald

Rattus	Connor Ryken	Alasdair Burton	Brian Murray
Revolution!	Eric Downing	G Builta	Ed Murphy
Revolution!	Guy Yamato	Jeremy Hale	Chia-hui Cheng
Revolution! - Revolution!	Terran Peay	David Mines	Anna Peay
Ring-O Flamingo	Mark Sandey	Kaela Sarsoza	
Robo Rally	James Thomas	Brad Hendricks	Dean Taylor
Roll Through the Ages	Eric Downing	Jarred Patterson	Esther Udvardi
Rune Wars	Steve Hatt	Joseph Kim	
Saint Petersburg	Bruce Schlickbernd	Cheryl Aday	Robert Livermore
San Juan	Alasdair Burton	Bryan Symmington	Pearl Albright
Scotland Yard	Kyle Edwards	Jason Bennett	Nathan DeMoura
Scripts and Scribes	Chris Johnson	Eric Downing	Jevon Heath
Settlers of Catan	Ben Mack	Ben Jones	Jessica Callenbach
Sharp Shooters	Jaye R		
Shogun	Andrew Leigh	Ryan Pritchard	
Sid Meier's Civilization The Board Game	Ethan Stewart	Todd Hatfield	
Small World	Michael Massoudi	Jamie Dyer	Chris Moody
Space Hulk: Death Angel	Emilio J Segura	Chris Hoods	Steve Isaak
Space Hulk: Death Angel	Dan Rubengold	James Thomas	
Spades #1	Anna Peay, Dan O'Farrell	Tarynn Fraigun, Kelsey Gaines	
Spades #2 (cutthroat)	Dan O'Farrell	Kelsey Gaines	Andrew Cohen
Spades #3	Dan O'Farrell	Tim Towery	
Stone Age	Bruce Schlickbernd	Jeff Becker	
Sumo Ham Slam	Sam Thompson	Cambria Baptist	
Super Price is Right	Renee Rose-Perry	Stephanie Kelleher	Leah Peay
Tales of the Arabian Nights	Jaffet Chacon	Dean Taylor	
Tales of the Arabian Nights	Jon Cassie	Caleb Weidert	Jim Herrington
Talisman	Scott Tiveron	Connor Ryken	Alasdair Burton
The Princes of Florence	Shannon Beets	Bruce Schlickbernd	Eric Boehn
Through the Ages	David Hu	Avery Callenbach	Jessica Callenbach
Through the Desert	G. Builta	Michael Parra	Tracy Ashizawa
Thunderstone	G. Builta	Eric Downing	Daryl Frame
Tichu Finals	Cameron Patterson, Steve Isaak	Kevin Kurdiger, David Miller	
Ticket to Ride	Shawn Ransom	Jaye R JR	Jim Wilson
Ticket to Ride: Europe	Robert McCall	Dearl Albright	Jaye R
Tigris and Euphrates	Darrell Stark	Roderick Lee	
Tikal II	David Zevin	Bruce Schlickbernd	David Mines
Titan	Alasdair Burton	Richard Potthoff	James Skelcher
Titans of Industry	Seth Jaffee	Russell Berman	Benji Hamilton
Tobago	Marc Gilutin	Chris Green	Brian Cwikla
Transamerica	Brian Symington	Bob West	Kathleen Barth
Twight Imperium III	Jon Wagner	Richard Heller	Matt Smith
Twilight Imperium, 3rd Ed, Shattered Suns	Treg Julander	Bradley Hendricks	Allan Heren
Twilight Struggle	Eric Fletcher	Darrell Stark	
Twister	Jeremy Hale	Ben Rae	Sam Peay
Union Pacific	Robert Larson	Ramon Vinluam	Jonathan Mabe
Uno #1	Sierra West	Leah Peay	Chris Robinson
Uno #2	Bob LaMarre	Joshua Griset	Krysta Fryer
Uno #3	Jaye R JR	Bob LaMarre	Rob Charboneau
Vegas Showdown	Stanton Peay	Susan Peay	Roderick Lee
Vikings	Eric Downing	David Zevin	Jon Cassie
Warzone	Julio/Scott	Leo/Josh	
Werewolf #1	Robert Combs	Chia-Hui Cheng	John Cheng
Werewolf #2	Robert Combs	Alex Stukalov	Andreas Schwarz
Werewolf #4	Ben Poteet	Jarred Morton	Walter Wichowski
Who Would Win? - Who Would Win?	Chris Green	Anna Peay	
Wizard's Quest	Eric Downing	Susan Peay	John Spence



World Cup Soccer	Tim Porter	Rick Lepore	Robert Neff
Yahtzee Free for All	Edward Roske	Bob LaMarre	Charlie White
Zooloretto	Jeff Becker	Bryan Symmington	Rachael Mead
Costume Contest	Kathleen Barth	Chris Griggs	Vlad M
<b>Video</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Black Ops FFA	Aaron Kellogg	Caleb Kellogg	
Black Ops Fireteams	Caleb Kellog, Aaron Kellog	David Larson, Shawn Brassard	
Bomberman	Todd Schlickbernd	Kally Mai	David Larson
Dance Central	Mats Ecklund	Sam Udvardi	Lisa Adams
Halo #1	Colby Tibbet	Kelly Mai	Christopher Robinson
Halo #2 (Teams)	Colby Tibbet, Michael Massareli	Todd Schlickbernd, Kelli Mai	Kelley Hughes, Dave Gonzalez
Halo #3	Todd Schlickbernd, Kelly Mai, Doug Keenon, V. Fryer	Reilly Hughes, Bevex S, Corey, David	
Mario Kart	Bailey Saathoff	Matt Caneo	Corey Gonzalez
Marvel vs. Capcom 3	Kyle Fujita	Todd Schlickbernd	Ariel Levi
Starcraft 2	Michael Leung	Luke Hardman	Christopher Robinson
Super Smash Bros Brawl	Todd Schlickbernd	Shawn Brassard	Mats Ecklund
<b>Collectible</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Arcane Legions	Jon Brown	David Murphy	Paul Smith
Heroclix "Battle Royale"	Chris Cummings		
Corporate Espionage	Jeremy Hale	Jason Todd	Amanda Ablove
Heroclix "Royale Rumble"	Tyler Lowe		
Heroscape	Kaylee Thuman	Chase Thuman	Charlotte Doran
Kingdom Hearts "The Vince Network"	Bob LeMarre	Vince Fryer	Joep Hensel
Magic: the Gathering Championships	Guillermo Mercado	Jaime Estrada	Phillip Chute
Meepile Madness	Charlotte Doran	Nick Cjavez	Melissa Weiss
Naruto Chunin Charity Event	Bryan Samuel	Andy Rosalles	Juan Romero
Pirates Pocketmodel "Cutthroat Island"	Lloyd Adams	Heather Sinauskas	Fred Carmelia
Pirates Pocketmodel "Gilligan's Island"	Chuck Watson	Brandon Weiss	Lloyd Adams
Pirates Pocketmodel "Sea of Destruction"	Melissa Weiss	Heather Sinauskas	Brandon Weiss
Pirates sink-n-keep	Chuck Watson, Lloyd Adams, Fred Carmelia, Brandon Weiss	Heather Sinauskas, John Brown, Melissa Weiss	
Pokemon #1	Ciaran Hensel	Joep Hensel	Se3an Solrol
Pokemon #2	Tyler Weipert	Joep Hensel	Sokol Sean
Star wars minis "Destiny of the Force"	Mel Campbell	Kyle Trujillo	Connor Mowatt
Vampire: the Eternal Struggle "Peace Treaty"	Cameron Goudie	Jeff Lake	Robert Scythe
Vampire: the Eternal Struggle "Anarchist Uprising"	Mike Courtois	Mike Zajac	Jeff Poole
Vampire: the Eternal Struggle "Legacy of Pander"	Cameron Coudie	Michael Summers	Mike Courtois
Vampire: the Eternal Struggle "Regaining the Upper Hand"	Aaron Clark	Cory Ryken	Shane Taylor
Warlord "Singles"	Rami Silverman	Lloyd Adams	Heather Sinauskas
World of Warcraft CCG Tournament	Pablo Shin	Shane Essary	Thomas Farr
Yugioh! #1	Adam Taylor	Robert Charboneau	David Murphy
Yugioh! #2	Asam Taylor	Matt Cunea	John Cunea
<b>Miniatures</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Mali Faux Tournament	Gerg Mazourek	Jennifer Bagosy	Chris Mazourek
Warhammer Ancient Battles	Tony Rodgers	Adam Hammer	Pat Kowlinger
Warmachine/Hordes	Grant Collier	William Fretze	Nathan Breen
Warmachine/Hordes	John Liao	Arash Shahi	Grant Collier
<b>Painting Contest</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
Best of Show	Caleb Kellogg		
Fantasy Large	Jason Nichols	Chris Mazourek	
Fantasy Single	Caleb Kellogg	Katie Gonzalez	Brian Reid
Fantasy Unit	Robert Nakamura	Jason Nichols	Tim Kennon
Historical Large	Tim Keennon	Brian Reid	
Historical Single	Chris Mazourek		

Historical Unit	Robert Nakamura	Tim Keenan	Frank Vassallo
Open	Steve Petry	Brian Reid	
Sci Fi Large	Jason Nichols	Caleb Kellogg	Frank Vassallo
Sci Fi Single	Robert Nakamura	Caleb Kellogg	Frank Vassallo
Sci Fi Unit	Jason Nichols	Robert Nakamura	Brian Reid
Strategikids	Tyler Weipert	Connor Vassallo	Evan Raley
Fan Favorite	Robert Nakamura		
<b>RPG</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
RPG Slot 1	Jeff Perderson	Ben Lakner	Nic Neidenbach
RPG Slot 2	Tom Cummings	Sam Carter	Simon Break
RPG Slot 3	Michael Anderson	Nicholas Halsey	Jim Cavanaugh
RPG Slot 4	Casey Conner	Chris Paul	Brandon Davey
RPG Slot 5	Sayler Van Merlin	Mark Shocklee	Morgan Ellis
RPG Slot 6	Laura Bishop	Eric Boyd	Nicholas Halsef
Happy Jack's Podcast	Josh LeFebvre	Maire Rourke	
<b>RPGA</b>	<b>1st Place</b>	<b>2nd Place</b>	<b>3rd Place</b>
RPGA Slot 1	David Argali	Ben Adams	Norman Thallheiner
RPGA Slot 2	Ariel Tan	Todd Chard	Ryan Cannon
RPGA Slot 3	Daniel Cork	Jason Davis	Mike Rizzo
RPGA Slot 4	Jocelyn Eisenhour	Jeremy Evans	Jim Heitman
RPGA Slot 5	Ananya Tan	Len Knowles	Rob Lafimer
RPGA Slot 6	Forrest McDonald	Paul Moore	Gabe Resneck
RPGA Slot 7	Ilya Rakhlin	Chris Wolf	James Zzek

## About the cover artist

Featured Artist Bobby Doran was born in Los Angeles, CA and grew up on the mean streets of Studio City, CA. One of six children raised next to the offspring of Hollywood's movers and shakers. A weed growing wild among the silk roses, Bobby survived (luckily) the "Sex, Drugs, and Rock and Roll" atmosphere of his tumultuous youth and is now married with 2 daughters and living in Simi Valley, CA.



Bobby is a prolific artist who has experimented with just about every form of artistic expression. "My need to create is a constant. If I'm not busy creating, then I'm thinking about something I want to create. Unfortunately this process is often interrupted by necessities like eating, sleeping, and making a living. I don't categorize my work, nor do I think it can be. It is what it is. The process of art helps to satiate this overwhelmingly uncontrollable need deep in my soul. I feel I

was placed in this crazy world to create something... noticeable." His work has shown his work in both group and solo shows all across California. His paintings can be found in corporate and private collections in cities such as New York, Denver, San Francisco, and all over the Los Angeles area. Bobby's Graphic art and product design work has allowed him to create original artwork for many notable companies, such as Walt Disney, Lucas Films and Warner Bros.

Bobby is currently obsessed with board games, board game artwork and board game design. You can find a few of his game designs on Boardgamegeek.com and he is always looking for new projects to get involved in. Feel free to contact him if you have a creative need. And I'm sure he would love it if you went to his Facebook page "Bobby Doran Art and Design" and clicked the "Like" button.

For Gamex 2011, Bobby created the artwork for the convention book cover, badges, website, and t-shirts. Check him out in the Exhibitor's Room on Saturday and Sunday.

## In Memoriam

Burt Hunt  
David "Norm" Morris  
Alex Webster

Thank you gentlemen for all your work to enhance our community. We are a richer having known you. All of you will be missed.



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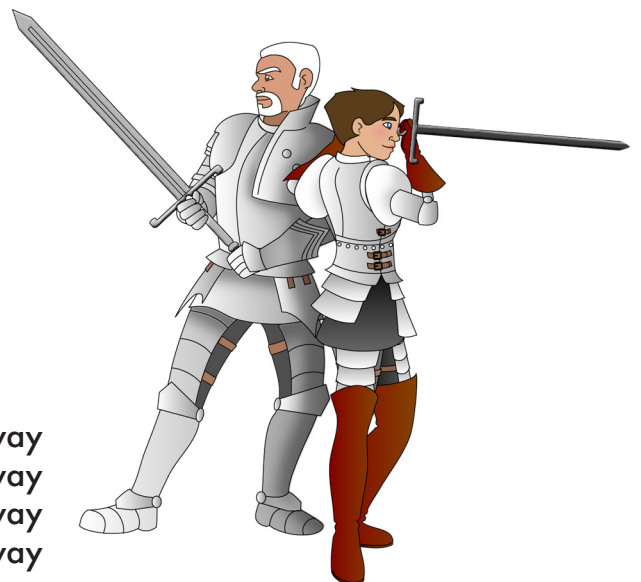
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## **STRATEGICON SCHEDULE**

<b>Convention</b>	<b>Dates</b>	<b>Location</b>
Gateway 2011	Sep 2-5	Sheraton Gateway
Orcon 2012	Feb 17-20	Sheraton Gateway
Gamex 2012	May 25-28	Sheraton Gateway
Gateway 2012	Aug 31-Sep 3	Sheraton Gateway