



STRATEGICON presents

GameX 2010



Guests of Honor Victory Point Games

**Memorial Day Weekend
May 28th to 31st, 2010
at the Sheraton Gateway Hotel**

have Analysis Paralysis?

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Award Winning Attorney



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Orcon 2010

3rd Place
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Living Trusts, Wills, Powers of Attorney
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Family Law
Pre-Nuptial Agreements
Dissolutions of Domestic Partnerships
& Marriages

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Welcome

Strategicon welcomes you to Gamex 2010. 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.

Feel free to mingle and ask questions. Gamers, like everyone else, love to talk about their hobby!

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.

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 Help Desk located in the Registration area.

Convention Manager	Eric M. Aldrich I
Convention Operations	Chris Carlson
Events	Tim Keennon
Exhibitor Hall	Steven Ong and RJ Held
Registration	Tracy Fryer and Tiffany LaMarre
Advisor & Special Projects	John Paiva
Board Games	Eric Burgess, Gayle Charboneau, Neil Figuracion and Karl Kreder
Industry Liaison and Collectibles	Victor Bugg
Computer and Video Games	Jason DuVall
Live Action Role Playing	Ryan McMullan
Miniatures	Robyn L. Nixon
Role-Playing Games	Michael Fryer, Mickey Tan and Bob LaMarre
Auctioneer	Alfonzo Smith
Webmaster	Tanya Aldrich
Marketing	Eric Downing and Robert Lionheart
Seminars and Movie Room	Joseph Eder
Lots of Stuff	Mark Hyman, Eric Nyquist and Michael Russell
Front Cover Art	Rachel Wood
Interior and Gateway Art	Scott Parsons

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.

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 2010 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 Adventure 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!

STRATEGICON SCHEDULE

Convention	Dates	Location
Gateway 2010	Sep 3-6	Radisson
Orcon 2011	Feb 18-21	Sheraton Gateway
Gamex 2011	May 27-30	Sheraton Gateway
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

GameX 2010 Welcomes Victory Point Games

Most great game ideas begin with an impassioned gamer thinking about a game and saying, "Wouldn't it be cool if...?" That's how the best game ideas occur – not from bottom-line watching bean counters, not from Sales or Marketing, not through scientific research – it is gamer passion that creates the best games.

Enter Victory Point Games, the latest brainchild of Strategicon cofounder Alan Emrich. Alan's accomplishments and contributions to the hobby are numerous – too many to enumerate here, but his more notable designs include Modern Naval Battles and Totaler Krieg! Alan has been in the gaming business for over 30 years.



Among Alan's co-conspirators at VPG is designer Chris Taylor

Chris Taylor has been a professional computer and video game designer for over 20 years. He was one of the Lead Designers on the original Fallout computer RPG, designed Starfleet Command (an adaptation of Star Fleet Battles), and the award-winning Stonekeep. He produced several licensed Lord of the Rings titles for Vivendi Interactive.

Recently, he has had several boardgames published by Victory Point Games, including Loot and Scoot, Nemo's War, and Forlorn: Hope. He is currently working at Interplay on Project: V13, a post-apocalyptic massively-multiplayer game.

Strategicon is honored to have both Alan and Chris joining us for a weekend where they will show us their latest strokes of genius.



Speaking of Alan and all he's done ...

Strategicon welcomes back the ...

Rocky Horror Picture Show !

The Rocky Horror Picture Show returns to Strategicon... presented by the Wild & Untamed Things. Saturday night/ Sunday morning at Midnight

Annual Awards

Once again Strategicon presents its annual awards for boardgaming excellence over the course of the year. Strategicon will track people's final positions in each tournament according to the following 8 game categories:

- Euro Games
- Strategy Games
- Party Games
- Social Games
- Rail Games
- War Games
- Family Games
- Card Games

For 2010 we will be adding Collectible games and Miniatures Games. Also, we will be including in our tallies games played at NeonCon in Las Vegas in November 2010.

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 years Orcon (Presidents' Day weekend) Convention.

For 2009 the winners are:

- Jack Butler: Darrell Stark
- Card Games: Dan O'Farrell
- Euro Games: Bruce Schlickbernd
- Family Games: Nathaniel Taylor
- Party Games: Darrell Stark
- Rail Games: Todd Vanderpluym
- Social Games: Chris Johnson
- Strategy Games: Eric Downing
- War Games: Dale Conklin

Strategicon Congratulates these fine gamers!

Master Schedule of Events

* = Play with the creator

Departments: Board = Board Games, Coll = Collectibles, LARP = LARPs, Mini = Miniatures, Comp = Computers, RPG = RPGs, Sem = Seminars

Start Time **System** Title or Type

Dept.

Fri, May 28th

Start Time	System Title or Type	Dept.
Noon	Munchkin- Grab bag Sponsored	Board
	High Society Sponsored	Board
	PK Cards	Coll
1 pm	Skyline 3000 DEMO Demo	Board
	Turn the Tide Sponsored	Board
2 pm	Hacker Event	Board
	Looting London Sponsored	Board
	Party Games Session Event	Board
	1856 Small	Board
	Ticket to Ride: Europe Tournament	Board
	Kingdom Hearts	Coll
	D6 Star Wars Barroom Blitzed - 1	RPG
	Diaspora Echoes	RPG
	Dragon Age Rebuilding House Ortan -1	RPG
	Dungeons and Dragons - Fourth Edition A Curious Development	RPG
	Fuzion Ominous Portents	RPG
	Inspectres! A Very Special Episode of Inspectres!	RPG
	D&D 4e AGLA2-1 the Undumor Connection (lvl 7-10)	RPG
	D&D 4e AKAN1-7 Faint Hope (lvl 1-4)	RPG
	D&D 4e BALD1-6 Brothers in Arms (lvl 4-7)	RPG
	D&D 4e BALD1-6 Brothers in Arms (lvl 4-7)	RPG
	D&D 4e CORE1-15 Where Dragons Die (lvl 11-14)	RPG
	D&D 4e DRAG2-1 Discomfort (lvl 11-14)	RPG
	Marvel Superheroes Adventure Game (SAGA) Pick Yourself Up, Dust Yourself Off	RPG
	Savage Worlds Savage Tankards!	RPG
	Smallville RPG / CortexK Teapot	RPG
3 pm	Chaos DEMO Event	Board
	Chez Greek Event	Board
	Ninja Burger Event	Board
	For Sale Sponsored	Board
	Here I Stand	Board

Start Time	System Title or Type	Dept.
Fri, May 28th		
	Xtra Heart *	Coll
	Ex Illis Demo *	Mini
4 pm	Formula Motor Racing Small	Board
	Escape Sponsored	Board
	British Rails Small	Board
	Monsterpocalypse	Coll
5 pm	Guillotine Small	Board
	Knightmare Chess Event	Board
	Double or Nothing Sponsored	Board
	Mystery Express DEMO Event	Board
	Maria Tournament	Board
	Axis & Allies Naval Miniatures	Coll
6 pm	Fairy Tale Small	Board
	Fantasy Chess Demonstrations Event	Board
	Cities and Knights of Catan Tournament	Board
	Easy Come, Easy Go Event	Board
	Magic: The Gathering- Booster Draft	Coll
7 pm	Hearts Tournament	Board
	Incan Gold Small	Board
	Uno Tournament	Board
	Age of Empires III Tournament	Board
	Amun Re Small	Board
	Court of the Medici DEMO Event	Board
	Cruiser Clash	Mini
	D&D 4e AGLA1-7 Twilight Ambition (lvl 7-10)	RPG
	D&D 4e AKAN2-1 Set Adrift (lvl 11-14)	RPG
	D&D 4e BALD1-4 Silent Streets and Vanished Souls (lvl 1-4)	RPG
	D&D 4e CORE1-17 Finding Harmony (lvl 4-7)	RPG
	Pathfinder RPG PSS-29 The Devil We Know Part 1: Shipyard Rats (lvl 1-7)	RPG
8 pm	Carson City DEMO Demo	Board
	Express Event	Board
	Lunar Rails Small	Board
	Short Players Choice 18XX event Small	Board
	Ticket to Ride #1 Big	Board
	Pirates Pocketmodel: Friday Nite Brawl	Coll

Start Time	System Title or Type	Dept.
Fri, May 28th		
	Call of Cthulhu Digging the Pit Deeper	LARP
	Alpha Omega Alpha Omega Demo - Guard Duty	RPG
	Call of Cthulhu Tom Cummings Call of Cthulhu	RPG
	D6 Star Wars Twelve Blitzed Jawas - 2	RPG
	Dragon Age Witch Hunt - 1	RPG
	Dresden Files RPG Major Problem, Minor Talents	RPG
	Gurps Cops The Black Dahlia Murders	RPG
	Leftovers Leftovers: Those Wonderful Toys	RPG
	Savage Worlds Savage Tankards!	RPG
	Tunnels & Trolls Akalabeth: Rise of the King	RPG
	Flea Market	Sem
9 pm	Phase 10 Event	Board
	Poker - Five Card Draw Tournament	Board
	Princes of Florence Tournament	Board
10 pm	Ca\$h and Guns Live Event	Board
	Drakon Event	Board
	Manila Small	Board
	TransAmerica #1 Tournament	Board
11 pm	Burn in Hell - At the Witching Hour! Event	Board
	Spades Tournament	Board
	Cosmic Encounter Event	Board

* = Play with the creator

Departments: Board = Board Games, Coll = Collectibles, LARP = LARPs, Mini = Miniatures,
Comp = Computers, RPG = RPGs, Sem = Seminars

Start Time	System Title or Type	Dept.
Sat, May 29th		
Midnight	Burn in Hell - At the Witching Hour! Event	Board
	Pit Small	Board
	Werewolf #1 Event	Board
8 am	Memoir '44 Tigers in the Snow Overlord Small	Board
9 am	Lord of the Fries! Event	Board
	Ninja Burger Sponsored	Board
	Advanced Civilization Tournament	Board
	Hokkaido Event	Board
	Axis and Allies preliminaries Event	Board

Start Time	System Title or Type	Dept.	
Sat, May 29th	State of Siege solo competition Special	Board	
	Warhammer 40k RTT	Mini	
	D6 Star Wars Twelve Blitzed Jawas - 1	RPG	
	Dogs in the Vineyard The Blue Moon Branch	RPG	
	Dragon Age Rebuilding House Ortan- 2	RPG	
	Dungeons and Dragons 4e Learn to play D&D 4e	RPG	
	GURPS Space AVATAR	RPG	
	In A Wicked Age... In A Wicked Age...	RPG	
	D&D 4e AGLA2-1 the Undumor Connection (lvl 7-10)	RPG	
	D&D 4e AKAN1-7 Faint Hope (lvl 1-4)	RPG	
	D&D 4e CORM2-2 Pain (lvl 11-14)	RPG	
	D&D 4e TYMA1-4 Death Before Dishonor (lvl 4-7)	RPG	
	D&D 4e TYMA1-6 Troubled Roads (lvl 11-14)	RPG	
	Marvel Superheroes Adventure Game (SAGA) Of All the Bird-Brained Schemes...	RPG	
	Pathfinder RPG PSS-30 The Devil We Know: Cassomir's Locker Part 2 (lvl 1-7)	RPG	
	Pathfinder RPG PSS-40 Hall of Drunken Heroes (lvl 7-11)	RPG	
	Starchildren: The Velvet Generation Ready to Rock?	RPG	
	White Wolf Storytelling System World of Darkness: Cold Front: Bastogne	RPG	
	10 am	Blokus Tournament	Board
		Hearts Tournament	Board
		Munchkin - Grab Bag Sponsored	Board
		Spank Sponsored	Board
		Stock Car Racing Card Game Event	Board
Uno Event		Board	
Dungeon Lords DEMO Demo		Board	
Power Grid Big		Board	
1861 Rails of Russia Event		Board	
Australian Rails Small		Board	
Revolution! Event		Board	
Titan DEMO Demo		Board	
Triarchy Event		Board	
The War Game: WORLD WAR II Event		Board	
Wargame Bootcamp Saturday Event		Board	

Start Time	System Title or Type	Dept.
Sat, May 29th		
	Magic: The Gathering- Legacy	Coll
	Warstone demo *	Coll
	Yugioh	Coll
	Anima Demos	Mini
	Ex Illis Demo *	Mini
	Paint and Take	Mini
	Warmachine/Hordes Mk II	Mini
	"55 Days in Peking", Seige of the Foreign Legations China 1900	Mini
	Uncharted Seas Tournament	Mini
	Malifaux Demos	Mini
	battletech	Mini
	Xbox 360 Castle Crashers Arena Tournament	Comp
	Xbox 360 Guitar Hero Solo Strut	Comp
	Xbox 360 Zombie Apocalypse	Comp
	Xbox 360/PS2 & 3/Wii/PC Open Gaming	Comp
11 am	Lord of the Fries Sponsored	Board
	Steve Jackson Games Potpourri Event	Board
	Uno Tournament	Board
	Middle Earth Quest Event	Board
	Saint Petersburg Small	Board
	Word on the Street: Junior Edition DEMO Demo	Board
	Mystery Express DEMO Demo	Board
	Tako Judo Event	Board
	Titan Tournament	Board
	Twilight Imperium - 3rd ed. Shattered Suns Exp. Tournament	Board
	Pokemon	Coll
	V:TES Constructed Tournament	Coll
	Warlord: Gamex Championship	Coll
	raid on quiet creek	Mini
	Flea Market	Sem
	Wargaming Afghanistan	Sem
Noon	Burn in Hell - At the Witching Hour! Event	Board
	Munchkin - Grab Bag Sponsored	Board
	Central Pacific Event	Board

Start Time	System Title or Type	Dept.
Sat, May 29th	Settlers of Catan World Championship Pre-Qualifier Rounds 1 and 2 Special	Board
	Union Pacific Tournament	Board
	A Game of Thrones Event	Board
	Arkham Horror Event	Board
	Shadows Over Camelot Event	Board
	Sturm Europa! DEMO Demo	Board
	Kingdom Hearts #2	Coll
	Elephant Hunt	Mini
	Space Hulk	Mini
	Wii Super Smash Bros. Brawl	Comp
	Xbox 360 Geometry Wars	Comp
1 pm	Zendo Event	Board
	Albion Event	Board
	Mission: Red Planet Small	Board
	Forbidden Island DEMO Demo	Board
	Party Games Session Event	Board
	Formula D Tournament	Board
	World Cup Soccer Event	Board
	Warstone \$50,000 Tourney Series *	Coll
2 pm	Hacker Event	Board
	Tile Chess Sponsored	Board
	Traders of Genoa Tournament	Board
	Iron Dragon Small	Board
	Steam Tournament	Board
	Ticket to Ride: Marklin Small	Board
	Battletech - Death by Maumbo Event	Board
	Kingmaker Event	Board
	Wargame Bootcamp Saturday PM Event	Board
	Dying Kingdoms Dying Kingdoms - Table Top	LARP
	Xbox 360 Halo Tournament #1 (Halo Classic)	Comp
	3:16 Carnage Amongst The Stars Delta Company	RPG
	Alpha Omega by Mindstorm Labs Alpha Omega Demo - Guard Duty	RPG
	Buffy the Vampire Slayer RPG The Caretaker	RPG
Classic Traveller Die Hard the Hunter	RPG	
D6 Star Wars Barroom Blitzed - 1	RPG	

Start Time	System Title or Type	Dept.
Sat, May 29th		
	Dresden Files RPG The Doom of Damocles	RPG
	GURPS WW2 The Inglorious Bastards.	RPG
	Hero System, 5e Avengers Assemble: Consequence	RPG
	Lacuna Part I: Lacuna Part I: The Creation of the Mystery and the Girl from Blue City	RPG
	D&D 4e DALE2-2 Agony (lvl 14-17)	RPG
	D&D 4e SPEC2-1 Dogs of War (lvl 4-7)	RPG
	D&D 4e SPEC2-1 The Morninglord's Laughter (lvl 7-10)	RPG
	D&D 4e SPEC2-1 The Scourge of Scornubel (lvl 1-4)	RPG
	D&D 4e WATE2-2 Closing the Deal (lvl 11-14)	RPG
	Pathfinder RPG PSS #42: Echoes of the Everwar—Part II: The Watcher of Ages (lvl 7-11)	RPG
	Pathfinder RPG PSS #42: Echoes of the Everwar—Part II: The Watcher of Ages (lvl 7-11)	RPG
	Pathfinder RPG PSS-41 The Devil We Know: Crypt of Fools (lvl 1-7)	RPG
	Savage Worlds Tom Cummings Savage Worlds	RPG
	Time and Temp Time and Temp	RPG
	Unknown Armies RPG Unknown Armies: Jail Break	RPG
	White Wolf Storytelling System Vampire: Requiem for Rome: The Deathless City	RPG
	Pacific Battles	Sem
3 pm	Lost Cities Small	Board
	Phase 10 Event	Board
	Carson City DEMO Event	Board
	Clay-o-rama Event	Board
	Wits and Wagers: Family Edition DEMO Demo	Board
	Betrayal at the House on the Hill Event	Board
	Magic: the Gathering- Deck Buildin Workshop	Coll
	Naruto Genin	Coll
	Star Wars Minis "Lunatic Fringe"	Coll
4 pm	Arkadia Small	Board
	Nanuk Sponsored	Board
	Ticket to Ride: Nordic Countries Tournament	Board
	Battlestations - Bot Wars Event	Board
	Axis & Allies Collectable miniatures	Coll
	Kingdom Hearts "Vince & Silent Bob"	Coll

Start Time	System Title or Type	Dept.
Sat, May 29th		
	Magic: The Gathering- Sealed Deck	Coll
	Uncharted Seas Demo	Mini
	Wii Mario Kart *	Comp
5 pm	Dominion - all expansion tournament Big	Board
	Pez: the Card Game Event	Board
	Agricola - preliminary round Special	Board
	Fruit Fair Event	Board
	Chicago Express Tournament	Board
	Friedrich Tournament	Board
	Heroscape "Summer Slam"	Coll
	V:TES Southwest Region Qualifier	Coll
	Xtra Heart #2 *	Coll
	About Your Neighbor, Victory Point Games	Sem
6 pm	Munchkin Bites Event	Board
	Macao Tournament	Board
	1835 Small	Board
	China Rails Tournament	Board
	Rail Baron Small	Board
	Formula De - mini Event	Board
	Railroads of England and Wales Small	Board
	Collectables Trading Post	Coll
	Battle of Brandywine	Mini
	Xbox 360 Halo Tournament #2 (Halo 3 Deathmatch)	Comp
7 pm	Descent Journeys in the Dark Event	Board
	Greed Quest Sponsored	Board
	Endeavor Tournament	Board
	Ra Big	Board
	Battlestar Galactica Event	Board
	A Game of Thrones LCG	Coll
	Pirates Pocketmodel "Hurricane Heather"	Coll
	Queen's Blade	Coll
	1944 Clash of the Titans	Mini
	D&D 4e MYRE1-1 The Fair Beneath: An Underdark Adventure(lvl 1-4)	RPG
	D&D 4e MYRE1-2 The Fair Beneath: An Underdark Adventure(lvl 4-7)	RPG
	D&D 4e MYRE1-3 The Fair Beneath: An Underdark Adventure (lvl 7-10)	RPG

Start Time	System Title or Type	Dept.
Sat, May 29th		
	D&D 4e MYRE1-4 The Fair Beneath: An Underdark Adventure (lvl 11-14)	RPG
	D&D 4e MYRE2-1 The Fair Beneath: An Underdark Adventure(lvl 14-17)	RPG
	D&D 4e PSS-44: Echoes of the Everwar-Pt. 3: Terror at Whistledown (lvl 7-11)	RPG
	Pathfinder RPG PSS #48: The Devil We Know—Pt. 4: Rules of the Swift (lvl 1-7)	RPG
8 pm	Glory to Rome Tournament	Board
	Lifeboat Event	Board
	Tulipmania 1637 Small	Board
	Starfarers of Catan Tournament	Board
	Empire Builder Small	Board
	Turf Master Small	Board
	March Madness Event	Board
	Ticket to Ride 1912 Tournament	Board
	Meepiles *	Coll
	Monsterpocalypse #2	Coll
	White Wolf Long Live The King	LARP
	Xbox 360 Super Street Fighter 4	Comp
	Alpha Omega Alpha Omega Intro - The World is Shaking	RPG
	Call of Cthulhu Tom Cummings Call of Cthulhu	RPG
	Cthulhu Modified (Homebrew) All that Meets the Eye	RPG
	D6 Star Wars The Penitents - 1	RPG
	Dogs In The Vineyard White River Crossing	RPG
	Dragon Age Witch Hunt - 2	RPG
	GURPS Cyberpunk Cyberpunk 2020	RPG
	Hero System, 5e Marvel Slugfest	RPG
	ICONS The Sidereal Scheme of Doctor Zodiac!	RPG
	Tunnels & Trolls Akalabeth: Rise of the King	RPG
	Warhammer Fantasy Roleplay (3rd Edition) Warrens of the Rat King	RPG
9 pm	Chez Dork Sponsored	Board
	Tichu preliminaries Event	Board
	Automobile Tournament	Board
	Kingsburg Tournament	Board
	Werewolf early Event	Board

Start Time	System Title or Type	Dept.
Sat, May 29th		
	Who Would Win? Event	Board
	Axis and Allies finals Big	Board
	Magic: The Gathering- Late Night Magic	Coll
10 pm	Ca\$h and Guns Live Event	Board
	Zombie Dice Sponsored	Board
	TransAmerica #2 Tournament	Board
	Shadow Hunters #1 Event	Board
	Xbox 360 Guitar Hero Face-Off	Comp
	Xbox 360/PS2 & 3/Wii/PC Open Gaming - 18+	Comp
11 pm	The Stars are Right Sponsored	Board
	Cthulhu Dice Sponsored	Board
	Tako Judo Event	Board

* = Play with the creator

Departments: Board = Board Games, Coll = Collectibles, LARP = LARPs, Mini = Miniatures, Comp = Computers, RPG = RPGs, Sem = Seminars

Start Time	System Title or Type	Dept.
Sun, May 30th		
Midnight	Burn in Hell - At the Witching Hour! Sponsored	Board
	Werewolf #2 Event	Board
	Rocky Horror Picture Show	Spec
9 am	Lord of the Fries! Event	Board
	Ninja Burger Special	Board
	Arkham Horror Event	Board
	State of Siege solo competition Special	Board
	War of the Ring Event	Board
	Firestorm Armada Demo	Mini
	Warhammer Fantasy RTT	Mini
	Dragon Age Secret of the Darkspawn - 1	RPG
	GURPS TRAVELLER Forsaken Rights and Mystic Alliances	RPG
	D&D 4e AKAN2-1 Set Adrift (lvl 11-14)	RPG
	D&D 4e BALD1-4 Silent Streets and Vanished Souls (lvl 1-4)	RPG
	D&D 4e CORE1-17 Finding Harmony (lvl 4-7)	RPG
	D&D 4e CORE2-5 The Black Card (lvl 7-10)	RPG
	D&D 4e TYMA1-6 Troubled Roads (lvl 11-14)	RPG

Start Time	System Title or Type	Dept.
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Sun, May 30th

Pathfinder RPG	PSS-38: No Plunder, No Pay (lvl 7-11)	RPG
Pathfinder RPG	PSS-39 The Citadel of Flame (lvl 1-5)	RPG
Savage Worlds	Tom Cummings Savage Worlds	RPG
White Wolf Storytelling System	World of Darkness: Cold Front: New York	RPG

10 am

Chez geek	Event	Board
Munchkin - Grab Bag	Sponsored	Board
Spanc	Sponsored	Board
Dungeon Lords DEMO	Demo	Board
Le Havre	Tournament	Board
Gulo Gulo	Small	Board
18XX Classic	Small	Board
Euro Rails	Small	Board
Ticket to Ride - 1910	Tournament	Board
Battlestar Galactica	Event	Board
Revolution!	Event	Board
Battle Cry	Tournament	Board
Wargame Bootcamp Sunday	Event	Board
Europe in Ruin Demo *		Coll
Ex Illis Demo *		Mini
Paint and Take		Mini
Warmachine/Hordes Mk II		Mini
WARMACHINE/HORDES MK2 35pt Brawl		Mini
Warhammer Ancient Battles		Mini
Malifaux Demos		Mini
micro armor		Mini
Xbox 360	Guitar Hero Solo Strut	Comp
Xbox 360	Machinima Movie Making	Comp
Xbox 360	Zombie Apocalypse	Comp
Xbox 360/PS2 & 3/Wii/PC	Open Gaming	Comp

11 am

Lord of the Fries	Sponsored	Board
Monopoly Deal	Small	Board
Zombie Dice	Sponsored	Board
DragonStrike	Event	Board
Hansa Teutonica DEMO	Demo	Board
Pirate Booty - DEMO	Demo	Board

Start Time	System Title or Type	Dept.
Sun, May 30th	Dixit Event	Board
	Runewars Event	Board
	Diplomacy Event	Board
	Anachronism Tournament	Coll
	Europe in Ruin «g *	Coll
	V:TES Mini-Qualifier	Coll
	Flea Market	Sem
	Wargaming in the Pentagon for Fun and Profit	Sem
Noon	Animal Action Event	Board
	Felix - the Cat in the Sack Small	Board
	Munchkin - Grab Bag Sponsored	Board
	Race for the Galaxy: Two-player tournament Big	Board
	DragonStrike #2 Event	Board
	Settlers of Catan World Championship Pre-Qualifier rounds 3 and 4 Special	Board
	Formula De (Indianapolis) Event	Board
	Merchant of Venus Event	Board
	Magic: the Gathering- Deck Building Workshop	Coll
	PK Cards #2	Coll
	Yugioh #2	Coll
	Outpost Alpha	Mini
	The Oasis at Yasra Village	Mini
	Wii Super Smash Bros. Brawl #2	Comp
1 pm	Corrin's Cornucopia of Cardgame Craziiness Event	Board
	Cthulhu Dice Sponsored	Board
	Space Hulk Event	Board
	Caylus Tournament	Board
	Hansa Teutonica Tournament	Board
	Bananagrams Event	Board
	Chicken Cha-cha-cha Small	Board
	Robo-Rally Tournament	Board
	Paydirt Pro Football Tournament	Board
	Talisman Tournament	Board
	Magic: The Gathering- Standard	Coll
	Pokemon #2	Coll
	Star Wars Minis "Ewok Flambe"	Coll

Start Time	System Title or Type	Dept.
Sun, May 30th		
2 pm	Ninja Burger Event	Board
	Tile Chess Sponsored	Board
	Dancing Eggs Event	Board
	Yahtzee Free for All Tournament	Board
	Railways of the World Tournament	Board
	Ticket to Ride: Switzerland Tournament	Board
	Tempo Event	Board
	Wargame Bootcamp Sunday PM Event	Board
	Heroclix "Battle Royale"	Coll
	Warhammer: Invasion	Coll
	Dying Kingdoms Dying Kingdoms - Court Event	LARP
	Xbox 360 Halo Tournament #3 (Grifball)	Comp
	Alpha Omega by Mindstorm Labs Alpha Omega Demo - Guard Duty	RPG
	Buffy The Vampier Slayer Zombie Apoc	RPG
	Classic Traveller Die Hard the Hunter	RPG
	Dresden Files RPG The Doom of Damocles	RPG
	Fuzion Wild Things	RPG
	Gamma World The Floating Castle of the Wasp Women!	RPG
	InSpectres UnSpeakable	RPG
	D&D 4e CORE2-3 High Infidelity (lvl 14-17)	RPG
	D&D 4e CORE2-7 Where Secrets Lie (lvl 4-7)	RPG
	D&D 4e CORM1-7 Patronage and Pestilence (lvl 1-4)	RPG
	D&D 4e EAST1-6 The Fardrop Incident (lvl 11-14)	RPG
	D&D 4e LURU1-7 Demonic Dealings (lvl 7-10)	RPG
	Paranoia XP Null Mission	RPG
	Pathfinder RPG PSS-43: The Pallid Plague (lvl 1-7)	RPG
	Warhammer Fantasy Roleplay (3rd Edition) Warrens of the Rat King	RPG
White Wolf Storytelling System World of Darkness: Eight Hours Until Dawn	RPG	
Learn to Make Games	Sem	
3 pm	Loot and Scoot Special *	Board
	Carcassonne Tournament	Board
	Carson City Tournament	Board
	Cheeky Monkey Small	Board

Start Time	System Title or Type	Dept.
Sun, May 30th		
	Dungeon Lords Tournament	Board
	Rat-a-tat Cat Event	Board
	Russian Rails Small	Board
	Pirate Booty Sponsored	Board
	Warlords of Europe Event	Board
	Naruto Crossover Event	Coll
	Queen's Blade #2	Coll
	Xtra Heart #3 *	Coll
4 pm	Animal Action Event	Board
	Nanuk Sponsored	Board
	Spades Tournament	Board
	Drakon Event	Board
	Stone Age Big	Board
	Elk Fest Small	Board
	Scrabble Small	Board
	On the Underground Small	Board
	Ticket to Ride: Europe Tournament	Board
	Acquire - David Woolcott Memorial Sponsored	Board
	Clay-o-rama Event	Board
	Monsterpocalypse #3	Coll
	Dogfight Over Corsica	Mini
	Xbox 360 Modern Warfare 2	Comp
5 pm	Dice Town Tournament	Board
	Zombie Dice Sponsored	Board
	Agricola - final round Big	Board
	Alhambra Tournament	Board
	Vasco Da Gama Tournament	Board
	That's Life Small	Board
	V:TES Constructed Tournament	Coll
6 pm	SPANC Event	Board
	El Grande Event	Board
	Puerto Rico Big	Board
	Forbidden Island Event	Board
	1870 Small	Board
	Empire Builder Tournament	Board
	Pirates: Sink-N-Keep	Coll
	To Be Determined Last-Minute Tournament	Comp

Start Time	System Title or Type	Dept.	
Sun, May 30th			
7 pm	Greed Quest Sponsored	Board	
	Fantasy Chess Event	Board	
	Cthulhu Dice Sponsored	Board	
	Nuns on the Run Event	Board	
	D&D 4e AGLA1-7 Twilight Ambition (lvl 7-10)	RPG	
	D&D 4e AKAN1-6 From Abeir to Eternity (lvl 7-10)	RPG	
	D&D 4e BALD1-6 Brothers in Arms (lvl 4-7)	RPG	
	D&D 4e SPEC2-1 Blinking Eye of Fire (lvl 11-14)	RPG	
	D&D 4e SPEC2-1 Scout's Honor (lvl 14-17)	RPG	
	D&D 4e SPEC2-1 The Scourge of Scornubel (lvl 1-4)	RPG	
	Pathfinder RPG PSS-45: Delirium's Tangle (lvl 1-5)	RPG	
	8 pm	Uno Tournament	Board
		Zombie Fluxx Event	Board
Munchkin Quest Event		Board	
Settlers of Catan World Championship Pre-Qualifier final round Special		Board	
India Rails Small		Board	
Rails of Europe Small		Board	
Ticket to Ride #2 Big		Board	
Fight Klub		Coll	
Magic: The Gathering- Baby Aldrich Tourney		Coll	
Wii Tatsunoko Vs. Capcom		Comp	
Alpha Omega by Mindstorm Labs Alpha Omega Intro - The World is Shaking		RPG	
Burning Wheel The Gift		RPG	
Burning Wheel: The Blossoms are Falling Four Days at Seikyoji		RPG	
Call of Cthulhu Tom Cummings Call of Cthulhu		RPG	
Cthulhu Modified (Homebrew) All That Meets the Eye		RPG	
Dungeons and Dragons - Fourth Edition A Curious Development		RPG	
GURPS X FILES X Files - The Animal Row Murders		RPG	
Tunnels & Trolls Akalabeth: Rise of the King		RPG	
Custom Dark • Matter: The Mulberry Street Horror		RPG	
Ex Illis Focus Group *		Sem	

Start Time	System Title or Type	Dept.
Sun, May 30th		
	Feedback Forum	Sem
9 pm	Chez Dork Sponsored	Board
	Tichu finals Tournament	Board
10 pm	Poker - Texas Hold 'Em Event	Board
	Race for the Galaxy Big	Board
	TransAmerica #3 Tournament	Board
	Xbox 360 Blur	Comp
	Xbox 360/PS2 & 3/Wii/PC Open Gaming - 18+	Comp
11 pm	The Stars are Right Sponsored	Board

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Start Time	System Title or Type	Dept.
Mon, May 31st		
Midnight	Werewolf #3 Event	Board
9 am	Lord of the Fries! Event	Board
	Monday MEGA Dominion!!! Special	Board
	Ninja Burger Sponsored	Board
	Wargame Bootcamp Monday Event	Board
	Alpha Omega by Mindstorm Labs Alpha Omega	RPG
	Intro - The World is Shaking	
	D6 Star Wars The Penitents - 2	RPG
	Dragon Age Secret of the Darkspawn - 2	RPG
	Dresden Files RPG Greek Week	RPG
	Inspectres! Monday Morning Inspectres	RPG
	D&D 4e CORE2-7 Where Secrets Lie (lvl 4-7)	RPG
	D&D 4e CORM1-7 Patronage and Pestilence (lvl 1-4)	RPG
	D&D 4e DALE2-2 Agony (lvl 14-17)	RPG
	D&D 4e EAST1-6 The Fardrop Incident (lvl 11-14)	RPG
	D&D 4e LURU1-7 Demonic Dealings (lvl 7-10)	RPG
	Pathfinder RPG PSS-47: The Darkest Vengeance (lvl 1-5)	RPG
	Smallville RPG / CortexK Teapot	RPG
10 am	Drakon Event	Board
	Munchkin Quest Sponsored	Board

Start Time	System Title or Type	Dept.
Mon, May 31st		
11 am	18XX Finals - Puffing Billy Special	Board
	Empire Builder Finals - Puffing Billy Special	Board
	Circus Maximus Event	Board
	Napoleonic Wars Event	Board
	Ex Illis Demo *	Mini
	Holy Mozzarella!	Mini
	Xbox 360/PS2 & 3/Wii/PC Open Gaming	Comp
	Uno Event	Board
	Blue Moon City Sponsored	Board
	Magic: The Gathering- Elder Dragon Highlander Auction	Coll Sem
Noon	Can't Stop Sponsored	Board
	Yspahan Sponsored	Board
	Ticket to Ride Finals - Puffing Billy Special	Board
	Pirates Pocketmodel "Monday Madness"	Coll
1 pm	Modern Art Sponsored	Board
	Pillars of the Earth Event	Board
	Hamsterolle Sponsored	Board
	Shadow Hunters #2 Event	Board
	Kingdom Hearts #3	Coll
2 pm	Family Business Sponsored	Board
	Funny Friends Event	Board
	Wasabi Event	Board
	Warhammer: Invasion	Coll
	D&D 4e CORE2-3 High Infidelity (lvl 14-17)	RPG
	D&D 4e CORE2-5 The Black Card (lvl 7-10)	RPG
	D&D 4e DRAG2-1 Discomfort (lvl 11-14)	RPG
	D&D 4e TYMA1-4 Death Before Dishonor (lvl 4-7)	RPG
	D&D 4e WATE1-5 Lost in the Fog (lvl 1-4)	RPG
	Pathfinder RPG PSS-37: The Beggar's Pearl (lvl 1-7)	RPG
3 pm	Winner's Circle Sponsored	Board
	Puffing Billy Awards Ceremony Special	Board

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WHAT IS LARP?

"L.A.R.P. (Live Action Role Play) is an interactive, story-driven game or event in which people portray (roleplay) various goal-oriented characters within a created and changeable world."
Settings / genres :: Modern, Futuristic, Historical, Militaristic, Horror, Comedy, Romance, Fantasy, Sci-Fi, etc.

Special Events and Seminars

Seminar Room, Board Room, Gateway Prefunction

About Your Neighbor (our Guest of Honor), Victory Point Games – Sat, 5 pm
Did you know that there is a little boardgame company that TEACHES new game makers their craft? Based in Irvine and having published over 50 new releases in their first two years, Victory Point Games (VPG) is a group of gamers that you should meet! Future plans will be discussed questions are welcome. Seminar Room.

Auction – Mon, 11 am

Games galore can be had at our end-of-con game auction. You never know what can be found here. Seminar Room.

Ex Illis Focus Group – Sun, 8 pm

A 2 hour focus group for passionate fans the game Ex Illis hosted by Ex Illis staff and fans. Board Room.

Feedback Forum – Sun, 8 pm

So here we are at the Sheraton again. Did we figure out parking? How'd we get so many events? When are we here for good? All this and more will be answered. Seminar Room.

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

The place you can find all sorts of stuff from gamers' closets. You might find that gem you've been looking for for years. Gateway Prefunction.

Learn to Make Games – Sun, 2 pm

Alan Emrich teaches game design, game prototyping, concepting / storytelling, game production, and game project management at The Art Institute of California: Orange County. Learn about an education and career as a game designer, programmer, artist or producer. Questions are welcome!

Pacific Battles – Sat, 2 pm

Joseph Miranda will present "Stuff You Are Not Supposed To Know" World War II in the Pacific. Seminar Room.

Wargaming Afghanistan – Sat, 11 am

Dr. Roger Mason will discuss his experiences in designing for the National Defense University. Seminar Room.

Wargaming in the Pentagon for Fun and Profit – Sun, 11 am

Joseph Miranda tells of his experiences in working with the Pentagon. Seminar Room.

Board Games

Grand Ballroom A-F, California Prefunction

A Game of Thrones – Sat, Noon

The King is dead! Which noble family will emerge from the chaos to reign supreme? This boardgame is a battle for Westeros, taking place in the world of George RR Martin's A Song of Ice and Fire. We will be using the basic set and the ports rules from the expansions with revealed Westeros cards.

Acquire - David Woolcott Memorial tournament – Sun, 4 pm

The classic Sid Sackson game! This event is sponsored by friends of Dave Woolcott and Strategicon. Special prize augmented by friends of Dave Woolcott.

Agricola - final round – Sun, 5 pm

This is the final round made up of the winners from each table of the Agricola tournament held on Saturday.

Agricola - preliminary round – Sat, 5 pm

Uwe Rosenberg's biggest and best game is all about farm life. Regular game (not the Family Game) will be played. Expansions may be used at the GM's discretion. We will cap this tournament at 25 players. The finalists will play in a final round on Sunday afternoon.

Alhambra – Sun, 5 pm

In Alhambra, players are acquiring buildings to be placed within their Alhambra complex. On a player's turn, a player may take money from the open money market, purchase a building from the building market, or engage in construction and re-construction projects with buildings that have been placed in the player's reserve.

Animal Action – Sun, Noon, 4 pm

A somewhat abstract game of animals, money, and victory points. Each animal lets you perform a different action, and the more animals you get, the better your actions are!

Arkham Horror – Sun, 9 am

Arkham Horror is a cooperative adventure game themed around H.P. Lovecraft's Cthulhu mythos. Players choose from 16 Investigators and take to the streets of Arkham. Before the game, one of the eight Ancient Ones is chosen and it's up to the Investigators to prevent it from breaking into our world. During the course of the game, players will upgrade their characters by acquiring skills, allies, items, weapons, and spells. It's up to the players to clean out the streets of Arkham by fighting many different types

Automobile – Sat, 9 pm

A newer Martin Wallace release where players are competing in the U.S. auto industry in the early 20th century, purchasing factories that turn out vehicles. Each player knows a portion of the market demand each round and must make his purchasing and manufacturing decisions based on that. Special action spaces are available and other privileges are provided by taking roles of automotive tycoons.

Bananagrams – Sun, 1 pm

The slick little word-game in the banana-shaped package.

Battle Cry – Sun, 10 am

Card driven Civil War battle game. Play one of many different scenarios. Be sure to bring a copy of the game if you have it.

Battlestar Galactica – Sat, 7 pm

Pegasus expansion will be used but without New Caprica board.

Battlestar Galactica – Sun, 10 am

Pegasus expansion will be used but without the New Caprica board. Players need to be familiar with the basic game. (New players' game is Sat 7 pm.)

Battlestations - Bot Wars – Sat, 4 pm

Battletech - Death by Maumbo – Sat, 2 pm

The planet Maumbo. One small city. One really small star port. Capture the star port and your unit will finally be able to leave this ugly little rock.

1. Build your lance using 260 tons. Only Innersphere tech allowed up to 3065.
2. Pre-printed Fasa/Wizkids mech sheets only allowed. Bring figures and dice.
3. Standard Innersphere pilots only.
4. Battle will be to the last mech standing.

Blokus – Sat, 10 am

An abstract strategy game with transparent, Tetris-shaped, colored pieces that players are trying to play onto the board.

Burn in Hell - At the Witching Hour! – Fri, 11 pm, Sat, Noon, Midnight, Sun, Midnight

Cleopatra. Blackbeard. Attila the Hun. Richard Nixon. John Wilkes Booth. Collect the souls of the damned! In Burn in Hell, you try to assemble the tastiest “Circles” of history’s sinners. Trade souls with your rivals . . . or just steal the ones you need. Collect groups of Mass Murderers, Cannibals, or even Clerics . . . or build sets of the Seven Deadly Sins. Burn in Hell will keep you on your toes – can you see the sets that fit together for the most points?

Ca\$h and Guns Live – Fri, 10 pm, Sat, 10 pm

Running around pretending to shoot, grenade, and stab your friends is always fun, but when it’s an organized game of gang warfare, it’s a sure way to wake yourself up while sprinting around a field of obstacles. Come express your frustrations with your fellow gamers in an organized fashion: Ca\$h and Guns Live (guaranteed to be more fun than the card version by at least 1 order of magnitude).

Caylus – Sun, 1 pm

Hailed as the “King of the Cube Pushers,” Caylus is a tense resource management game where rival builders seek to curry the favor of the King, as they build a small town and a large castle.

Central Pacific – Sat, Noon

Build the transcontinental railroad! Build routes between cities, claim new towns. Connect east and west, but watch out because after the transcontinental is built, the robber barons appear! A railroad game that ends in less than 1 hour! For 2,3 or 4 players

Chez Dork – Sat, Sun 9 pm

“It MUST be mine!” Welcome to Chez Dork! In this stand-alone card game, you and your friends (up to 6 people) enter the world of John Kovalic’s award-winning Dork Tower. Get more Stuff, faster, than all your friends. But your particular Obsessions determine what you think is neat at any given time. And a gamer’s obsessions can change....

Chez Geek – Sun, 10 am

Beer. Nookie. Roommates. It’s another Friday night at Chez Geek. Set up house with your friends – for as long as you can stand them. Get a job – they’re all bad. Spend money and your precious spare time to accumulate Slack points. Drink cheap booze, hang out at the cafe, and play with the cats. Do unto your roomies before they do unto you. What other game gives you points for sleeping?

Chez Greek – Fri, 3 pm

Beer. Nookie. Frathouses, Roommates. It's another Friday night at Chez Greek. Set up a frathouse with your friends ? for as long as you can stand them. Get a job ? they're all bad. Spend money and your precious spare time to accumulate Slack points. Drink cheap booze, hang out at the cafe, and play with the cats. Do unto your roomies before they do unto you. What other game gives you points for sleeping?

Circus Maximus – Mon, 10 am

Blood, gore, and mayhem in the Roman circus. Reports of an actual race being involved are just nasty rumors.... Basic rules will be used.

Corrin's Cornucopia of Cardgame Crazyiness – Sun, 1 pm

Corrin of Game Empire presents a session where he teaches many of his favorite light card games. You can check out a wide assortment of small box games like Chaos, Gloom, Coloretto and many others!

Cthulhu Dice – Sat, 11 pm, Sun, 1 pm, 7 pm

Cthulhu Dice lets you drive your rivals mad . . . very, very quickly. Players take turns rolling the custom 12-sided die. Destroy your opponents' sanity! Better yet, steal it. Lose all your marbles and you're mad. The last sane cultist wins... unless everyone goes mad together. Then Cthulhu wins! Multiple games will be played to determine an overall winner.

Dancing Eggs – Sun, 2 pm

The hilarious game that won't let you count your chickens before they hatch!

Descent Journeys in the Dark – Sat, 7 pm

Players choose characters and enter a dungeon. They kill monsters, gather treasure and go after the dungeon boss with out being killed by the overlord.

Dice Town – Sun, 5 pm

Roll the dice and build the best poker hand. Compete to control the town and take special actions to earn the most territory, gold and money. Please bring a copy of the game!

Dixit – Sun, 11 am

Dixit is a whimsical game of words and images and bunnies that could be squirrels. Often compared to Apples to Apples or Balderdash, players take turns as the "story-teller" giving a clue as to which of the paintings they have chosen from their hand. The other players pick cards they think will match the clue. If the clue is too obvious then the story teller will lose points and if it is too obscure then it won't go any better. Who's clues will win the race? That's the game of Dixit.

Dominion - all expansion tournament – Sat, 5 pm

Join us for a Dominion Tournament. This award winning card game is a must play. Both fun and fast, easy to learn. This tournament is going to focused on mixed decks, preferably the new Alchemy and Seaside sets with a random card mix of six/newest, four/older sets. Single elimination random set up with a fewest rounds tie-breaker followed by a gold tie-breaker. Bring your own sets please!

Double or Nothing – Fri, 5 pm

Double or Nothing is a fast paced, press-your-luck game that is perfect fun for groups of 3-6 players. How far will you push yourself to score points? Players take turns scoring or flipping over cards, looking to increase their points. Turn over the wrong cards and you will be out of the round. The last player in the round is forced to play Double or Nothing which can lead to mega-points or nothing at all. Once the seventh bonus card is turned over the game ends and the person with the most points wins.

DragonStrike – Sun, 11 am, Noon

The video is hilariously bad, but the game is surprisingly fun! With a little luck, we can play two games in an hour with a lot, three. Last one to the table has to play the Elf!

Drakon – Fri, 10 pm, Sun, 4 pm, Mon, 10 am

The old dragon Drakon has captured a brave band of adventurers who have sneaked into her lair to steal her gold. But rather than eat them immediately, Drakon has decided to make it a game: Greed shall set one of the adventurers free. She sends the frightened adventurers into her magical, mad vaulted chambers, and the first one to collect ten gold from Drakon's maze gets to go free. The rest get to be lunch.

Dungeon Lords – Sun, 3 pm

"Those pesky adventurers keep coming back! The other lords smirk when they see the mess that gang of punks made last year. If only they knew what was in store for them next." Dungeon Lords is a resource management game in which players compete to recruit monsters, buy traps, and build their lairs to prepare for the annual field trip by the local troublemakers. Who will be the most wicked?

Easy Come, Easy Go – Fri, 6 pm

"Easy Come - Easy Go: The Dicey Game of Changing Forces. Try your Luck! Win Fabulous Prizes with a simple roll of the dice. Win the game by holding on to your prizes as other players attempt to beat the odds and take them from you. Hit it big with Easy Come - Easy Go!" As his Wheelde was to Pit, Knizia's Easy Come, Easy Go is to Yahtzee. In this game of luck and card stealing, players roll 4 dice (numbered 1-5 and 0), trying to match a combination on one of the nine Fabulous Prizes cards: four of a kind,

Elk Fest – Sun, 4 pm

A game of dexterity, strategy and moose. Don't fall into the river!

Fantasy Chess – Sun, 7 pm

Tournament play of Fantasy Chess. Three rounds of 1 hour, each winner gets to declare his surviving troops veteran and they go up a rank into the next game. First place gets \$20 dealer dollars. Second place gets \$10 dealer dollars. Come cheer the bludgeoning of the King!

Fantasy Chess Demonstrations – Fri, 6 pm

Learn how to play this chess variant. Traditional chess with a layer of wargaming added. A chess game where your knights can charge from castles, bishops can heal the injured, six piece battles can be fought in a square, and you can bludgeon a king to death. Don't just take the square, FIGHT FOR IT.

For Sale – Fri, 3 pm

For Sale is a quick, fun game nominally about buying and selling real estate. During the game's two distinct phases players first bid for several buildings, then, after all buildings have been bought, sell the buildings for the greatest profit possible.

Forbidden Island – Sun, 6 pm

Find the treasure and escape before the island sinks beneath the waves!

Formula Motor Racing – Fri, 4 pm

Reiner Knizia's cool abstract racing game. Re-release from GMT Games sports some attractive cards, nifty little, multi-colored cars, a 12-sided die, a pad to keep track of races and a well written and brief rulebook. Each player controls two cars in the race. More Information: <http://www.boardgamegeek.com/boardgame/635/formula-motor-racing>

Friedrich – Sat, 5 pm

Defeat Prussia before the Tsarina dies! Or be Frederick and struggle for survival. Accurately based on history with a slim set of rules, Friedrich offers wide open spaces for chess-like moves and great depth for decision making. Taken into Frederick's era, you will reflect on tactical finesse, smile about interspersed anecdotes, and be perplexed at how often you are not able to count to three...

Greed Quest – Sat, Sun 7 pm

Greed Is Good, and there's treasure to be won, so what are you waiting for? Race to the bottom of the dungeon to grab The Hoard and get out with it... but everyone else is between you and the exit! Each player has his own deck of cards that control movement. Bluff, scheme, and strategize your way to the head of the pack! And it's illustrated by Phil Foglio!

Guillotine – Fri, 5 pm

The Revolutionary card game where you win by getting a head.

Gulo Gulo – Sun, 10 am

Only the most nimble of wolverines can steal the right eggs.

Hacker – Fri, Sat 2 pm

Can you break into the world's toughest computer systems? In Hacker, players sail through the Net, competing to invade the most systems. The more systems you crack, the more you learn, and the easier your next target is. You can find back doors and secret phone lines, and even crash the systems your rivals are using. But be careful. There's a Secret Service Raid waiting for you!

Hansa Teutonica – Sun, 1 pm

This hot new game is being demoed earlier this weekend!

Here I Stand – Fri, 3 pm

Here I Stand: Wars of the Reformation 1517-1555 covers the political and religious conflicts of early 16th Century Europe. Recreate the greatest feats of Martin Luther, Jean Calvin, Ignatius Loyola, Henry VIII, Charles V, Francis I, Suleiman the Magnificent, Ferdinand Magellan, Hernando Cortes, and Nicolaus Copernicus during the wars of The Reformation. This game covers all the action of the period using a unique card-driven game system that models both the political and religious conflicts of the period on

High Society – Fri, Noon

In Reiner Knizia's *High Society*, players bid against each other to acquire the various trappings of wealth (positive-number and multiplier cards) while avoiding its pitfalls (negative number and divisor cards). While bidding, though, keep an eye on your remaining cash - at the end of the game, even though all those positive-number cards might add up to a win, the player with the least money isn't even considered for victory.

Hokkaido – Sat, 9 am

Trade and Intrigue in Shogun Japan. Come and play the new June release from Blue Panther. The heir is fading, his sons must prove who is worthy to succeed to the rule of Hokkaido through a combination of blazing trade routes, maintaining those routes and area control. Rules taught 2-4 players - fast moving game with key decisions made every turn.

Incan Gold – Fri, 7 pm

Incan Gold is a quick, fun and tense push-your-luck card game in which you and other adventurers explore an old Incan temple in search of gold and treasure. In each of the five rounds, you secretly choose if you want to continue exploring the temple in search of more treasure or retreat to the safety of your camp with your share of the treasure that has been discovered so far.

Kingmaker – Sat, 2 pm

After a long hiatus, *Kingmaker* is back! Can you use your diplomatic and military skills to put your man (or woman) on the throne of England? Basic rules will be used.

Kingsburg – Sat, 9 pm

In *Kingsburg*, players are Lords running territories. The game takes place over five years and every year, there are 3 production seasons for collecting resources, building structures, and training troops. Every 4th turn is the winter, in which all the players must fight an invading army on their own. Players place influence dice on members of the Council. Each advisor awards different resources or allocates soldiers, victory points, and other advantages to the player. At the end of five years, the player who best developed his assigned territory is the winner.

Knightmare Chess – Fri, 5 pm

Chess will never be the same! *Knightmare Chess* is chess played with cards - and what cards! Each card breaks the rules in a wild and unpredictable way, giving the game more twists and turns than a roller coaster. A translation of the popular French game *Tempete sur l'Echequier* by Pierre Clequin and Bruno Faidutti, *Knightmare Chess* has 80 big, beautiful cards - each with an individual color painting by Brazilian artist Rogerio Vilela.

Le Havre – Sun, 10 am

Uwe Rosenberg's follow-up to *Agricola* is another complicated business game with an ever-expanding group of choices.

Lifeboat – Sat, 8 pm

A card game of survival at sea with your secret love, hated enemy and a few shady characters. Plays in less than an hour. Silly hats provided.

Loot and Scoot – Sun, 3 pm

He Who Dies with the Most Loot Probably Ran into the Dragon Dungeons are for looting. Every good adventurer knows that. Unfortunately, there are those pesky monsters to take care of before the real work can begin – counting all the loot. Loot and Scoot is a fast-playing game of dungeons, dragons and running faster than the hirelings when the going gets too tough. In the end, the player who successfully looted the most difficult dungeon rooms is the winner and gets to gloat over their friends back at the Inn.

Looting London – Fri, 2 pm

London has been looted! Five of its rarest treasures have been stolen on the same night: one of the Crown Jewels from the Tower of London, gold reserves from the Bank of England, top secret files from Big Ben, a priceless Incan artifact from the British Museum, and a Van Gogh from the National Gallery. You are a famous London sleuth can you interview the four witnesses, gather their clues, apprehend the thieves and recover the loot?

Lord of the Fries – Sat, Sun 9 am, 11 am, Mon, 9 am

Welcome to Friedey's! Combine frighteningly generic ingredients like "Sauce" and "Drink." Build orders and play from eight different menus. But be quick – the customer is waiting! Whoever fills the best orders gets the most points, and the zombie with the most points becomes . . . The Lord of the Fries!

Manila – Fri, 10 pm

Barges, freight and profits are what it's all about in Manila, a speculative contest for 3 to 5 players that has a Vegas-like betting feel. Goods shipments, intended for transport along sea routes, are in danger of gathering dust in the warehouses or being lost at sea in a storm. While the players speculate about success and failure, the ultimate fate of the ships will belong to the dice.

March Madness – Sat, 8 pm

This is an easy to play and fun college basketball game. Players try to guide one of their teams all the way to the final four and then to the championship game. How far back we start in the tournament will depend on how many people show up to play. Actual college players stats are used. Players will play strategy cards that help assist the team. Individual games are only about 20 min long. If you like basketball you will enjoy this games

Maria – Fri, 5 pm

October 1740: The 23 year old Archduchess Maria Theresa ascends to the Austrian throne. Thinking her easy prey, Prussia invades Silesia and quickly conquers the Austrian province. Weeks later, Bavaria, France and Saxony attack as well, and the War of the Austrian Succession becomes general. But the attackers have underestimated the strength of character and fierce tenacity of Maria Theresa...

Memoir '44 Tigers in the Snow Overlord – Sat, 8 am

Winter. Russia. The Soviet Army is ready to crush the German Army Group North. Facing the Soviet forces across the frozen river are desperate German troops and power Tiger tanks. Play in an epic Memoir '44 Overlord game with the new Tiger tanks in play. 2 to 8 players.

Merchant of Venus – Sun, Noon

If a single round then \$3,000 wins. If more than 1 round needed \$2,500 first round and \$3,000 second round.

Middle Earth Quest – Sat, 11 am

Players take on the role of heroes in this 3 vs 1 game set in the Lord of the Rings universe.

Monday MEGA Dominion!!! – Mon, 9 am

MEGA Dominion is back! The 2009 Spiel Des Jahres winner is still incredibly popular and Strategicon is again running a MEGA tournament for the \$100 First Prize! Also, \$35 for 2nd, \$15 for 3rd, and \$5 4th. Join us early Monday morning for one of the biggest tournaments of the weekend! The first round will use the standard "Beginner 10" set of cards. Subsequent rounds will use a random mix of cards but all tables will use the same mix.

Monopoly Deal – Sun, 11 am

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! Beginners welcome.

Munchkin - Grab Bag – Fri, Noon , Sat, 10 am

During these sessions players will be playing one or more of the popular Munchkin series of games.

Munchkin Bites – Sat, 6 pm

The Munchkins are now vampires . . . and werewolves . . . and changelings. Bash through the haunted house and slay the monsters. The OTHER monsters. You can't slay your fellow munchkins, but you can curse them, send foes at them, and take their stuff. Of course . . . So bring along your Coffin (+3!) and wield The Sword Of Beheading People Just Like In That Movie. Face foes like the Banshee, the Heck Hounds, and the dreaded Were-Muskrat. Smite them all, and be the first to Level 10 . . .

Munchkin Quest – Sun, 8 pm, Mon, 10 am

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

Nanuk – Sat, Sun 4 pm

All the hunters boasted of their prowess, and now you have to deliver. Bid for how long you can stay on the trail and how much you will bring home - or declare the hunt "DOOMED!". Will you help the hunters... or let them fail?

Napoleonic Wars – Mon, 10 am

Replay the Napoleonic Wars from 1805 to 1815 in this card driven game by GMT Games. Take command of the armies and navies of the major powers of Europe in this fast-playing game of warfare and diplomacy. Up to 5 players can take part in each game, with 4 being the preferred.

Ninja Burger – Fri, 3 pm, Sat, 9 am, Sun, 9 am, 2 pm, Mon, 9 am

Ninja Burger pits you against your fellow trainees in a new Ninja Burger store. Learn the secrets of stealth, swordsmanship, and customer service. Fight for honor, respect, big tips, and that coveted promotion. It's fast-moving. It's fun. You get to be a ninja. What more can you ask?

Paydirt Pro Football – Sun, 1 pm

Replay this past year's NFL playoffs! Will the Saints win the Super Bowl like they actually did? Each team performs realistically. Easy fun play system that is incredibly realistic. Rules can literally be learned in 5 min. Games take appx.

30-40 mn to play

Pez: the Card Game – Sat, 5 pm

The card game based on the tasty candy! Players attempt to fill up PEZ dispensers with the proper flavors of candy. First player to fill up 25 points worth of dispensers wins. Cards provided. Beginners welcome!

Phase 10 – Fri, 9 pm, Sat, 3 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!

Pillars of the Earth – Mon, 1 pm

Original game based on the bestselling novel by Ken Follett and the 2006 game in the Kosmos line of literature-based games, without the expansion. Prize from the Board Games HQ

Pirate Booty – Sun, 3 pm

Shiver me timbers - the merchant ship has been plundered, and now it is time to divide the booty. But don't be too greedy, or ye may be walking the plank!

Pirate Booty - DEMO – Sun, 11 am

Shiver me timbers - the merchant ship has been plundered, and now it is time to divide the booty. But don't be too greedy, or ye may be walking the plank!

Pit – Sat, Midnight

If it's midnight on Friday (and people are screaming numbers at the top of their lungs), it must be Pit. Join us for the greatest game of fast paced trading since "Who Wants to Be a Millionaire: Enron Edition" (out of print).

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?

Puerto Rico – Sun, 6 pm

One of our BIG tournaments. The players are plantation owners in Puerto Rico in the days when ships had sails.

Ra – Sat, 7 pm

Reiner Knizia's auction masterpiece, Ra is a light game for 3-5 players.

Revolution! – Sat, 10 am

Secretly bid against your opponents to gain the support of the people, win territory & gather more Gold, Blackmail, and Force for the next round of bidding! Will you try to control the tavern or the fortress? The harbor or the plantation? It's a game of bluff, counter-bluff, and surprise.

Runewars – Sun, 11 am

Players choose a race with different abilities and attempt to control 6 runes to win the game. Players will have manage resources, some political strategies, and heroes to win the game.

Saint Petersburg – Sat, 11 am

Saint Petersburg is a card game in which you acquire workers for income, build buildings for fame, and attract aristocrats to your city in order to gain the most fame at the end of the game. More Information: <http://www.boardgamegeek.com/boardgame/9217/saint-petersburg>

Settlers of Catan World Championship Pre-Qualifier Rounds 1 & 2 – Sat, Noon

This is the first half of the Settlers of Catan World Championship pre-qualifier. Participants will play two games of standard Settlers of Catan on Saturday and two games on Sunday. The 16 players with the highest score-percentile totals will advance to the semi-final round on Sunday evening. The winner of the final round wins a trip to Gencon to compete for a chance to the world championship games in Germany!

Settlers of Catan World Championship Pre-Qualifier rounds 3 & 4 – Sun, Noon

Important: you may not play in this event without playing in rounds 1 and 2 on Saturday afternoon. This is the second half of the Settlers of Catan World Championship pre-qualifier. Participants will play two games of standard Settlers of Catan on Saturday and two games on Sunday. The 16 players with the highest score-percentile totals will advance to the semi-final round on Sunday evening. The winner of the final round wins a trip to Gencon to compete for a chance to the world championship games in Germany!

Shadows Over Camelot – Sat, Noon

Shadows over Camelot is a unique collaborative game featuring a malevolent twist! As the incarnation of the Knights of the Round Table, you join forces against the game itself in an attempt to protect Camelot. Your victory hinges on the successful completion of legendary Quests. But beware... all is not as it seems among these noble Knights.

Space Hulk – Sun, 1 pm

The GW classic Space Hulk has returned in a limited release. This game will be played using the recent re-release and its revised rules. A small band of humanity's fiercest warriors board the Space Hulk to do battle with a countless horde of space's most fiercest predators.

SPANC – Sat, 10 am, Sun, 10 am, 6 pm

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

State of Siege solo competition – Sat, Sun, 9 am

From Victory Point Games, come 6 quick solitaire games: Zulus on the Ramparts Israeli Independence Soviet Dawn Levee en Masse Empires in America The Lost Cause This tournament runs all day long Saturday and Sunday. We'll be posting high scores and awarding certificates to the high scores in each game and a plaque to the overall winner!

Steve Jackson Games Potpourri – Sat, 11 am

A variety of Steve Jackson Games, including Munchkin, SPANC, Chez Dork, Burn in Hell, Strange Synergy and others will be available for play.

Stone Age – Sun, 4 pm

BIG Tournament so three rounds maximum. Players struggle to survive the Stone Age by working as hunters, collectors, farmers, and tool makers. As you gather resources, and raise animals, you work to build the tools needed to build your civilization. More Information: <http://www.boardgamegeek.com/boardgame/34635/stone-age>

Sturm Europa! DEMO – Sat, Noon

Sturm Europa is a grand strategic wargame from Academy Games (Conflict of Heroes) that recreates the entire European conflict during World War II. SE uses army level blocks with cards for political and technological developments. An amazing level of detail and realism has been achieved, yet it plays faster than any other WWII grand-sim! Check out the demo hosted by the designer to see it yourself.

Tako Judo – Sat, 11 am, 11 pm

The ancient sport of cephalopod (octopus) wrestling. In days of old, octopi would engage in contests of skill, attempting to pin each other. This game is alot like that, minus the smell. Every piece moves like a queen in chess. No captures, only clever maneuver of your head and tentacles in order to gain advantage over your opponents.

Tempo – Sun, 2 pm

A quick game for 2-4. Build the biggest factory! Complete Rules: Each turn take one action, and non-action activity (get VP!). To BUY a card, generate \$\$ for it by using the non-action abilities of your cards, and take it, partially used. Cards may be used twice before they need to be PARTIALLY READIED (regain one use) or FULLY READIED - by using an action. The game ends when the VP run out.

The Stars are Right – Sat, Sun 11 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! Take the role of a cultist, summoning Lovecraftian minions, servitors, and horrors from beyond time and space. Rearrange the sky itself to summon the Great Old Ones who will shower you with power beyond your dreams. Or they'll eat you. Or both.

Tichu finals – Sun, 9 pm

The preliminary round for this event is Saturday night.

Tichu preliminaries – Sat, 9 pm

This is the preliminary round for the Tichu tournament. The finals will be played on Sunday night.

Tile Chess – Sat, Sun 2 pm

In Tile Chess, the traditional chess pieces move across a virtual "board" of ever-changing size and shape. Strategy becomes more complex as you conquer each of your opponents, you take over their pieces! To win, you'll have to think outside the board.

Traders of Genoa – Sat, 2 pm

Triarchy – Sat, 10 am

Triarchy is the new Egyptian themed game from Blue Panther. You take the role of the snake, the scarab or the eye on a triangular board where you must "roll the tokens" to direct the movement of your pieces (and your opponents) to get them all home - but beware the sandstorms which can change the scenery in the blink of an eye. Simple rules, quick gameplay for 2 or 3 players.

Tulipmania 1637 – Sat, 8 pm

A buying, selling, and speculation card game based on the first Bubble market of Tulips in 17th century Holland. A fun quick but deep-thinking game designed by Scott Nicholson of Board Games with Scott video fame.

Turf Master – Sat, 8 pm

...And they're off! TurfMaster is a game of competitive horse racing. Choose your steed and your jockey's silks, and hopefully win by a nose in a photo finish. A complete game of TurfMaster is 3-4 races. The horse with the most earnings at the end of all races will be declared the winner.

Turn the Tide – Fri, 1 pm

Players are dealt their hand of 12 from a deck of 1-60 (the remainder go back in the box for the whole game), and then lay out marker cards that show the other players the strength of their hand. Another scoring deck of 24 has values of 1-12 two cards from this deck are laid face up. Players choose one card from their hand in secret and show them together. The highest value played takes the lowest scoring card, which goes face-up to a pile in front of you. The second highest takes the other card likewise.

Twilight Imperium - 3rd ed. Shattered Suns Exp. – Sat, 11 am

Twilight Imperium is a highly complex Sci-Fi game. Players choose a race with different abilities and attempt to score points by accomplishing different objectives. Players will need to use a variety of strategies including resource management, military strategy and political strategy.

Uno – Sun, 8 pm

Uno for experienced and ruthless Uno players. No time limit.

Uno – Fri, 7 pm, Sat, 11 am

The classic game of matching cards by color, number or name. Be the first to empty your hand each round and keep your score low. Beginners welcome!

War of the Ring – Sun, 9 am

The Shadow stirs in Mordor... Can a small band of brave souls save Middle Earth or will the Ring find its master? You decide the Fate of Middle Earth!

Wargame Bookcamp – Sat, Sun 10 am

The WgBc offers war game demos, events, and tournaments for the beginner all the way up to the hard core experienced war gamer. We will have a monster war game running both Sat. and Sun. (EuroFront II by Columbia Games) as well as a States of Siege tournament. So come by for a pick up game, or schedule a time that works for you. Some of the games offered are: States of Siege, Frontline D-Day, Stalin's War, Washington's War, Hearts & Minds, and Labyrinth plus many more.

Warlords of Europe – Sun, 3 pm

Empire-building game of medieval conquest in Europe. 4-player game. Shogun-style of play with control of finished castles as the objective. Three decks of cards (Merchant, Pope, and Conquest) give players variety. Game will have a time limit for victory.

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

In the provincial village of Miller's Hollow, villagers have been mysteriously disappearing in the middle of the night. The townsfolk are starting to get suspicious that some of their members are really "les loups garous," "lycanthropes," "werewolves." Fingers will be pointed and innocent people will be hanged as the crowd grows more and more paranoid. Meanwhile, the crafty werewolves bide their time, eat their midnight meals and hope to keep their secret.

Who Would Win? – Sat, 9 pm

The party game of mass debating. Argue about the silliest things like whether Sherlock Holmes is better than Godzilla at standup comedy? Have fun. Find us at the table crowded with people laughing.

World Cup Soccer – Sat, 1 pm

Replay the entire World Cup Tournament Try to guide one of your teams all the way to the championship Fast paced and fun game.

Yahtzee Free for All – Sun, 2 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.

Zendo – Sat, 1 pm

Only the master knows the Buddha nature. Only through the koans can enlightenment come. Zendo is a mind-bending game that challenges players' inductive logic skills.

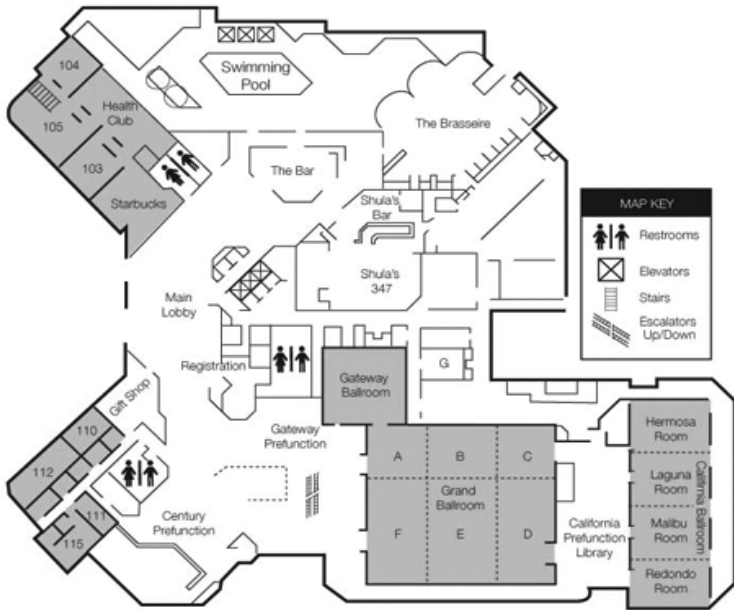
Zombie Dice – Sat, 10 pm, Sun, 11 am, 5 pm

Eat brains. Don't get shotgunned. You are a zombie. You want braaains. More brains than any of your zombie buddies. The 13 custom dice are your victims. Push your luck to eat their brains, but stop rolling before the shotgun blasts end your turn! Can be taught in a single round. Multiple games will be played to determine an overall winner.

Zombie Fluxx – Sun, 8 pm

Zombie Fluxx takes the award-winning card game Fluxx and adds Zombie cards that hang around and prevent you from winning. The good news is there are weapons you can use, plus Sandwiches and Coffee and a couple Friends. The bad news is that if your Friends become Zombies you'll have to destroy them too. Welcome to the dark side of Fluxx, the card game of ever-changing rules!

Lobby Level

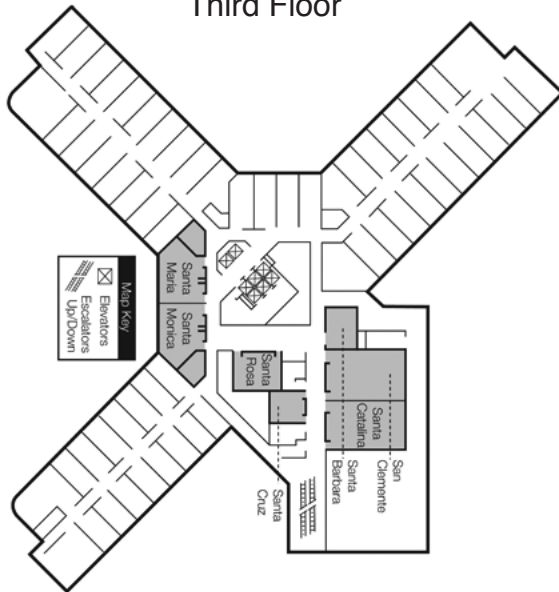


Second Floor



Gamex 2010 Map

Third Floor



Collectibles

Gateway Ballroom

A Game of Thrones LCG – Sat, 7 pm

A game of epic battles and intrigue for 2-4 players. Players vie for the iron throne as one of the six Great Houses of Westeros using their favorite characters from George RR. Martin's A Song of Ice and Fire novels in military, intrigue and power challenges.

Anachronism Tournament – Sun, 11 am

GM: Christopher Heard

Best-of-three series, four rounds. No elimination rounds. Open, so all cards printed by TriKing are legal. Prizes.

Collectibles Trading Post – Sat, 6 pm

GM: Kenneth Kaler

Got too much of one thing in your deck/army? Bring your collectibles to the trading post and swap with those who want what you have. Deep Space DrillerAce: Orcccon 2010 Championship – Sat, 2 pm

Europe in Ruin ccg – Sun, 11 am

GM: Kurt Keckley

Come be one of the first to play this WW2 collectable card game. Cards provided. 8 players max. Fun, food, and prizes.

Europe in Ruin Demo – Sun, 10 am

GM: Kurt Keckley

Come be one of the first to play this WW2 collectable card game. Cards provided

Fight Klub – Sun, 8 pm

Fight Klub members are invited to come and battle. I would say more but rule #1 states I cannot talk about fight klub.

Herodix "Battle Royale" – Sun, 2 pm

Battle Royale. 300 pt. teams, carded figures only, no feats or battlefield conditions. Prizes.

Heroscape "Summer Slam" – Sat, 5 pm

Come join the fun in this Heroscape royale rumble featuring a cool terrain build, fun, and prizes. Bring a 500 point force, dice, and be ready to rumble.

Kingdom Hearts – Fri, 2 pm, Sat, Noon, Mon, 1 pm

Constructed format. Prizes for all participants.

Kingdom Hearts "Vince & Silent Bob" – Sat, 4 pm

Vince returns to regain his crown from Bob. Can anyone defeat Bob and win the prize? Constructed format. Prizes for all participants and a winner prize.

Magic: The Gathering - Baby Aldrich Tourney – Sun, 8 pm

Congrats to Tanya and Eric on their baby Keith. In celebration we have the Baby Aldrich tourney. "Baby cards and baby deck". Commons only. Any set. Deck size = exactly 40 cards. No card over 2/2.

Magic: The Gathering - Booster Draft – Fri, 6 pm

Friday Night Magic. Booster Draft. DCI sanctioned. 1st place - sealed booster box 2nd place - 10 booster packs 3rd place - 4 booster packs 4th place - 4 booster packs

Magic: The Gathering - Elder Dragon Highlander – Mon, 11 am
Elder Dragon Highlander format.

Magic: The Gathering - Legacy – Sat, 10 am
Legacy Format. DCI sanctioned. 1st place - sealed booster box 2nd place - 10 booster packs 3rd place - 4 booster packs 4th place - 4 booster packs

Magic: The Gathering - Sealed Deck – Sat, 4 pm
Sealed Deck format. DCI sanctioned. 1st place - sealed booster box 2nd place - 10 booster packs 3rd place - 4 booster packs 4th place - 4 booster packs

Magic: The Gathering - Standard – Sun, 1 pm
Standard Format. DCI sanctioned. 1st place - sealed booster box 2nd place - 10 booster packs 3rd place - 4 booster packs 4th place - 4 booster packs

Meepiles – Sat, 8 pm

GM: Bobby Doran

The goal in Meepile is to stack your supply of seven meeples onto the giant's outstretched hand. You take turns, keeping any that fall during your placement, and the round ends when someone places his final meeple on the stack. Players are penalized for their remaining meeples, and the game lasts a number of rounds equal to the number of players. Champion Meepile for the winner and other prizes.

Monsterpocalypse – Fri, 4 pm, Sat, 8 pm, Sun, 4 pm
Single Monster format 3 rounds.

Naruto Genin – Sat, 3 pm

GM: Frank Perkins

This is the Naruto chunin. A chunin is a large naruto tournament. Dealer dollars will be awarded plus all the other goodies. The cut is to top eight the top four receives boxes of what bandai gives us.

Pirates Pocketmodel "Hurricane Heather" – Sat, 7 pm

GM: Fred Carmelia

60 point fleets. Constructed format. Fear and eternal abilities N/A.

Pirates Pocketmodel "Monday Madness" – Mon, Noon

40 point fleets. No 2 ships from the same nation/faction in a fleet.

Pirates Pocketmodel: Friday Nite Brawl – Fri, 8 pm

GM: Fred Carmelia

Constructed format. Non-spanish ships from any era. 8 players max. Prizes.

Pirates: Sink-N-Keep – Sun, 6 pm

GM: Victor Bugg

Special format. Players vs players vs GM. Any GM ship you sink you keep. Any gm coins you get you keep. Bring 1 sealed pack. Pizza, soda, door prizes and fun for everyone.

PK Cards – Fri, Sun Noon

Players select an avatar to represent themselves in the game. The avatars summon troops, equipment, and magic to defeat their enemies. The first player to achieve 7 prestige points wins the game.

Pokemon – Sat, 11 am

Constructed format.

Queen's Blade – Sat, 7 pm, Sun, 3 pm

Constructed format. Translations provided.

Star Wars Minis "Ewok Flambe" – Sun, 1 pm

GM: Fred Carmelia

100 points, darkside only (no fringe), 8 players max. "Like shooting ewoks in a barrel".

Star Wars Minis "Lunatic Fringe" – Sat, 3 pm

DCI sanctioned, 150 pts., standard constructed.

V:TES Constructed Tournament – Sat, 11 am, Sun, 5 pm

GM: Robert Goudie

Sanctioned constructed tournament- 2 rounds + finals

V:TES Mini-Qualifier – Sun, 11 am

GM: Robert Goudie

Constructed tournament – 2 rounds + final. The single winner qualifies for the 2010 V:TES North American Championships in New Orleans. The Mini-Qualifier is open to all players- even those who will not be attending the North American Championships.

V:TES Southwest Region Qualifier – Sat, 5 pm

GM: Robert Goudie

2010 Southwest Region Championship (North American Qualifier), 2 rounds + final. Top 25% of finishers (you must finish all rounds you are eligible to play in) qualify to compete in the 2010 V:TES N. American Championships in New Orleans. The Qualifier event is open to all players- - even those who will not be attending the North American Championships.

Warlord: Gamex Championship – Sat, 11 am

GM: Fred Carmelia

Come battle the otherwarlords to see who is the 2010 Gamex champion. Constructed. 4th edition. Swiss format.

Warstone \$50,000 Tourney Series – Sat, 1 pm

GM: Michael Brown

Come participate in one of the warstone \$50,000 tourney series events. Warstone- a collectible card game that adds the unique dimension of Warstone marbles to a game that includes the appeal of card collecting and strategic thinking. Collectable card game with marbles adding elements of manual dexterity and sharp-shooting skills to the game.

Warstone Demo – Sat, 10 am

GM: Michael Brown

Warstone- a collectible card game that adds the unique dimension of Warstone marbles to a game that includes the appeal of card collecting and strategic thinking. Collectable card game with marbles adding elements of manual dexterity and sharp-shooting skills to the game.

Xtra Heart – Fri, 3 pm, Sat, 5 pm, Sun, 3 pm

GM: Jason Todd

Xtra Heart ccg is a card game with superheroes played with chess-like strategy.

Yugioh – Sat, 10 am, Sun, Noon

Standard block standard tournament rules.

Computer and Video Games

Redondo Room

Blur – Sun, 10 pm

Think that Mario Kart is for kids? Try Blur. Experience the fastest, deadliest race this side of a Death Rally! Enjoy high-speed thrills as you Boost, Shield, Shunt, Bolt, and Barge your way to victory. Details to be announced at the start of the event. This game is released only two days before the convention, so even if you've never played, come give it a try!

Castle Crashers Arena Tournament – Sat, 10 am

Castle crashers crashing castles! Take the character of your choosing through a myriad of zany, arena style battles using magic, swords, axes, bows, leaves, fishes, and lobsters! Try your hand at this fantastical game.

Geometry Wars – Sat, Noon

Video games have changed over the years, but Geometry Wars takes some of the oldest, tried-and-true game concepts, and gives them a shot in the arm! Survive as long as you can against ever-increasing swarms of enemies. You can't beat this game, but you can beat the other players!

Guitar Hero Face-Off – Sat, 10 pm

Do you think you have what it takes to shred with the best? Now's your time to prove it. This will be a head-to-head, double-elimination tournament using any and all available Guitar Hero tracks.

Guitar Hero Solo Strut – Sat, Sun, 10 am

Think you're the best there ever was? Come prove it! Play three Guitar Hero songs selected by the GMs, and get the highest score you can! This event is ongoing for all of Saturday and Sunday, and winners will be announced Monday morning.

Halo Tournament #1 (Halo Classic) – Sat, 2 pm

Classic Halo tournament. That's right, we're going to play like it's 2001 in the original Halo: Combat Evolved! Sign ups and prize information are available in the computer room. Tournament structure may change depending on number of entrants prior to commencement of play. Please show up 10 minutes in advance to assure the tournament can finish on time.

Halo Tournament #2 (Halo 3 Deathmatch) – Sat, 6 pm

Bring a buddy - and then shoot him! Exact details of the tournament to be announced at the start of the event. Sign up early, this time slot fills up fast! Sign ups and prize information are available in the computer room. Tournament structure may change depending on number of entrants prior to commencement of play. Please show up 10 minutes in advance to assure the tournament can finish on time. Xbox 360.

Halo Tournament #3 (Grifball) – Sun, 2 pm

Back by popular demand, it's Grifball! Sign up early, this time slot fills up fast! This is a team event. Team size will depend on number of entrants. Sign ups and prize information are available in the computer room. Tournament structure may change depending on number of entrants prior to commencement of play. Please show up 10 minutes in advance to assure the tournament can finish on time. Xbox 360.

Last-Minute Tournament – Sun, 6 pm

Every con, we have requests for a tournament not already on the schedule. So this time, we're gonna schedule one, and see what hot new game or old favorite is in demand. Game to be decided at the start of the tournament. (Not Halo!)

Machinima Movie Making – Sun, 10 am

Ever wanted to try your hand at making a movie using a video game as the set? Come join the fun in a new event for the computer room. Bring your ideas, but remember, our motto for this event is keep it simple! Movies made at previous conventions will be shown at the start of this event.

Mario Kart – Sat, 4 pm

Get Behind the Wheel! - and try to stay there. Details to be announced at the start of the tournament.

Modern Warfare 2 – Sun, 4 pm

Details to be announced at the start of the event.

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 Computer & Video Game Room is open for age 18+ from: 10pm-12am Saturday 10pm-12am Sunday.

Super Smash Bros. Brawl – Sat, Noon

SSBB tournament. Matches will be 1v1 on Battlefield with no items.

Super Smash Bros. Brawl #2 – Sun, Noon

A friendly game of Super Smash Bros. Brawl! Matches will be 4 player Free For All on a random stage with all items on.

Super Street Fighter 4 – Sat, 8 pm

A new challenger appears! Is your Ryu good enough to beat his Sakura? Can your Balrog out-punch her Dudley? Show up, and test your might! This is a head-to-head, double-elimination tournament.

Tatsunoko Vs. Capcom – Sun, 8 pm

Universes collide, and the top brawlers from Capcom's fighting games go up against the legendary characters from Tatsunoko's anime shows! This will be a head-to-head, double-elimination tournament.

Zombie Apocalypse – Sat, Sun 10 am

Gun down the zombies, or hack them to bits with your chainsaw! Knock them into industrial machinery for extra gore! And rescue a few other survivors, if you have time... This tournament is an Ongoing tournament, and can be played at any time on Saturday or Sunday.

LARP

Santa Maria, Santa Monica, Santa Rosa

Digging the Pit Deeper – Fri, 8 pm – Call of Cthulhu

GM: Rachel Judd

Shortly after the Fourth Crusade and the sacking of Constantinople, a band of semi-heretical knights fled into the desert to avoid righteous justice. They were never heard from again - until an archaeological expedition discovered a treasure trove of artifacts. Now, it's a race against time as several groups seek to be the first to unlock their mysteries and make use of the power within.

Dying Kingdoms - Court Event – Sun, 2 pm – Dying Kingdoms

GM: robert telmar

Dying Kingdoms is running a Court Event. The Guilds of Verrakis are meeting to discuss the implications of the rise of Pacifica and make their next moves. Join in the convoluted politics of the Guilds and make your mark influencing large scale events in the Dying Kingdoms world.

Dying Kingdoms - Table Top – Sat, 2 pm – Dying Kingdoms

GM: robert telmar

Dying Kingdoms is running a table top version of its live game. Come play a more personally focused story.

Long Live The King – Sat, 8 pm – White Wolf

GM: Louis Garcia

The king is dead... Finally! Through a skillful combination of live-action intrigue and strategic use of resources, you might become the next ruler of the land. Long Live the King is a dynamic game that marries the diabolical treachery and scheming of the best strategic board and card games with the pomp and circumstance of the most elaborate live-action games.



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 Open Gaming Library so that you can try games you've never played before or old favorites you don't have. Enjoy!

Miniatures

Century Prefunction, Gateway Prefunction, California Prefunction, San Clemente

"55 Days in Peking", Seige of the Foreign Legations China 1900 – Sat, 10 am
– Simple rules learned in 10 minutes!

GM: Bill Witthans / Doug Kendrick

The summer of 1900 the Chinese rose up against the incursion of foreign business, missionary, and western ways threatening their way of life and the power of the Manchu dynasty. The fight: fanatic "Boxers", later joined by Chinese Imperial troops under the "Dowager Empress. Versus: Western troops. Both sides battle it out for the Peking foreign section while waiting for the relief column to arrive. Scale: 25mm and fought on a beautiful 4x8 recreation of the "Foreign Legations" complete with a huge section of the "Tarter Wall".

1944 Clash of the Titans – Sat, 7 pm – 1/700 Scale General Quarters

GM: Special Projects Team

Forget the Kraken, we have the Yamato! Unfortunately, the USN is coming to kick ass and chew bubble gum ... and they are all out of bubble gum! Rules are easy, join any time!

Anima Demos – Sat, 10 am – Anima Miniatures

GM: Anthony Nguyen

Miniatures Boot camp. Anima - one of the hottest of the 28 mm skirmish genre will be demonstrated at Gamex's Miniature Bootcamp Bring your desire to learn and try out this hot system. No pre-registration required, stop by the table and try out this system.

Battle of Brandywine – Sat, 6 pm – 15mm Patriots and Loyalists

GM: Adam Hammer

Washington blocks the route to Phili with his Continental Army in an attempt to defeat Howe's force in a pitched battle. Will the clever veteran Howe out general the Americans? Or will Washington's army push the Queen back across the pond? Beginners are welcome.

Battletech – Sat, 10 am – official catalyst

GM: john knox and ralph patino

Random weights, random entry, no friends just plenty of targets! Everything provided.

Cruiser Clash – Fri, 7 pm – 1/700 Scale General Quarters

GM: Special Projects Team

Fast and tactical, the IJN and USN tangle in a clash of cruisers and destroyers off Guadalcanal in 1943. The rules are easy, join in any time.

Dogfight Over Corsica – Sun, 4 pm – Mustangs and Messerschmitts

GM: Special Projects Team

Italian and British aircraft clash over Corsica. M&M is realistic 3d aerial combat that is very accurate and very easy to understand the rules. Join any time!

Elephant Hunt – Sat, Noon – Flames of War (15mm WWII)

GM: Harold Hildebrand

During the battle of Kursk the German Ferdinand tank destroyer made its first appearance. Using the Flames of War ruleset with a few modifications we'll recreate an encounter between a pair of mighty Ferdinands and a battalion of Soviet T34s. The Soviet tanks make juicy targets for the German gunners but the insane bravery of the Soviet anti-tank rifles (PTRD) may save the day.

Ex Illis Demo – Fri, 3 pm, Sat, Sun, Mon 10 am – Ex Illis

GM: Creators of the Game

A 28mm fantasy miniature game that allows you to use your computer to do all the work, and leave you to have all the fun: Ex illis is a miniature game like no other. Instead of playing with dice, rulers, and thick rulebooks, you'll use software on your iPod touch, Mac, PC or laptop to resolve battles. This combination of miniatures and software makes Ex illis a deep gameplay experience that's very easy to learn, yet a real challenge to master!

Firestorm Armada Demo – Sun, 9 am – Firestorm Armada

GM: Special Projects Team

Come and try the new space combat game from Spartan Games. The rules are easy to learn and clean, allowing varying fleet strategy and tactics with each fleet.

Holy Mozzarella! – Mon, 10 am – Mustangs and Messerschmitts

GM: Special Projects Team

Not many are aware of how good some of the Italian aircraft were in WWII. We will pit the Italian fighters against the British fighters of late 1944. M&M is a realistic 3d aerial combat game. Rules are easy to understand, join in anytime!

Malifaux Demos – Sat, Sun, 10 am – Wyrd Miniatures - Malifaux

GM: Chris T & Darren Shimasaki

Miniature's Boot camp. Malifaux the newest of the 28 mm genre will be demonstrated at Gamex's Miniature Bootcamp Bring your desire to learn and try out this great dice-less system. No pre-registration required, stop by the table and try out this system.

Micro Armor – Sun, 10 am – Yaquinto's Panzer Armor 88

GM: john knox and ralph patino

New command rules, no written orders. Everything provided.

Outpost Alpha – Sun, Noon – CQB skirmish rules

GM: mike revier and ed ramirez

Guardsmen manning an isolated off-world fort await the return of an ambushed patrol. With crazed and bloodthirsty insurgents hot on their heels, can the scouts make it back to the safety of the stronghold and help fight off their pursuers? Everything provided!

Paint and Take – Sat, Sun, 10 am – None

GM: Staff

Do you have some time between events, 5 minutes to an hour? Then come join us on the 2nd floor for the Miniature Paint and take. Try out some new paints, brushes, and speak to our experienced staff sitting on the other side of the table. No experience required, the only requirement is patience and a desire to have some fun. Hours 10am till 5pm Saturday and Sunday.

Raid on Quiet Creek – Sat, 11 am – Fistfull of Dice

GM: ed ramirez and mike revier

the great general Guzz is leading his newly formed war party of green, greenskins on an attack against the sleepy frontier village of quiet creek. Should be a walk in the park, shouldn't it? Think "The Seven Samurai"-fantasy battle style!

Space Hulk – Sat, Noon – Space Hulk - Games Workshop

GM: Jerry Emery & Dan Hyman

Genestealers versus the venerable Space Marines. This 3rd Edition of the classic Space Hulk Crawl will be demonstrated along with a showcase of a houserules game using a local Game Designer's revised "Beyond Terminators & Genestealers" material.

The Oasis at Yasra Village – Sun, Noon – The Sword and The Flame

GM: Larry Stehle

In their drive to Khartoum the British need a forward base with water. There is an oasis at the village of Yasra. Low on ammo & water, advance British forces hurry toward it. The forces of the Mahdi will try to stop the British, to let them die of thirst on the desert sands! Come play the British to claim the oasis or the forces of the Mahdi to stop them!

Uncharted Seas Demo – Sat, 4 pm – Spartan Games

GM: TBD

Miniatures Boot camp. Uncharted Seas has brought back the excitement of Fantasy gaming on the high seas: the hottest of the fantasy battleship genre will be demonstrated at Gamex's Miniature Bootcamp Bring your desire to learn and try out this great dice-less system. No pre-registration required, stop by the table and try out this system.

Uncharted Seas Tournament – Sat, 10 am – Uncharted Seas

GM: Special Projects Team

Three game, round robin format tournament. Bring a 600 point list.

Warhammer 40k RTT – Sat, 9 am – Warhammer

GM: Scott Tiveron

The Southern California Games Workshop League will be hosting a RTT tournament. 2000 points 5th edition, Standard force organization. One special characters no forgeworld. 3 Rounds, Unpainted Models Allowed WYSIWYG, Custom Missions will be used. Prizes for Best overall, Best general, Best Sportsman, and Best painted.

Warhammer Ancient Battles – Sun, 10 am – Warhammer Ancient Battles

GM: Harold Hildebrand and Adam Hammer

WAB 2.0 has finally been announced. If the rules have shipped and the players are agreeable we'll explore the new rules in this multi round event. Bring your favorite 2000 point army, a couple of pieces of terrain, and the version of the rules you want to play. Loaner armies will be available. If you aren't an experienced WAB player but know Warhammer Fantasy Battles, why not give this event and the new rules a try. Three rounds of two hours each.

Warhammer Fantasy RTT – Sun, 9 am – Warhammer Fantasy 7th

GM: Scott Tiveron

The Southern California Games Workshop League will be hosting a RTT tournament. 2250 points 7th edition. No special characters and no forgeworld. 3 Rounds, Unpainted Models Allowed WYSIWYG, Custom Missions will be used. Prizes for Best overall, Best general, Best Sportsman, and Best painted.

Warmachine/Hordes Mk II – Sat, Sun, 10 am – Warmachine/Hordes

GM: Lady Camille

Miniature's Boot camp. Warmachine and Hordes have updated their system: the hottest of the 28 mm genre will be demonstrated at GAMEX's Miniature Bootcamp Bring your desire to learn and try out this great system. No pre-registration required, stop by the table and try out this system.

Warmachine/Hordes MK II 35pt Brawl – Sun, 10 am – Warmachine/Hordes

GM: Anthony Nguyen

SteamRoller 2010 WARMACHINE/HORDES Mixed 35pt Brawler! Bring two lists and prepare to crush your opponents' armies! WARMACHINE armies MUST have the book or accompanying cards to participate in this event. HORDES armies must have the most recent printings of the PDFs. Proxies are not allowed.

Roleplaying

Second Floor

A Curious Development – Fri, 2 pm, Sun, 8 pm – D&D 4e

GM: Michale Shupe

Paragon Tier (11th Level) characters. Pre-generated characters available, or bring your standard build (subject to approval by DM) The town of Jasper, a stones throw from Waterdeep, is in a turmoil. The mayor is in hiding after an assassination attempt and his daughter stands encased in amber in the town square. The adventurers who bring the culprits to justice will be rewarded!

A Very Special Episode of Inspectres! – Fri, 2 pm – Inspectres!

GM: Dan Sherer

The ratings leading reality show about the men and women who protect us from things that go bump in the night (for a reasonable fee) is back and no one knows what to expect!. On today's very special episode, we visit a new office and new employees to see how they deal with their unknown (but undoubtedly very special) challenges. Come for the ghosts, stay for the laughs! Beginners welcome.

AGLA1-7 Twilight Ambitions (lvl 7-10) – Fri, Sun, 7 pm – D&D 4e

GM: RPGA Staff

Aldaron the Loremaster has continued to delve into the mysteries of the ancient Tome of Twilight Boughs. But some of the book's mysteries seem far from ancient and Aldaron needs the help of adventurers to figure out why. This adventure concludes the Major Quest involving the Tome of Twilight Boughs (which began with AGLA1-1 Lost Temple of the Fey Gods and continued with AGLA1-4 Through Twilight Boughs). Living Forgotten Realms.

AGLA2-1 the Undumor Connection (lvl 7-10) – Fri, 2 pm, Sat, 9 am – D&D 4e

GM: RPGA Staff

With no soldiers to spare, the commander at Citadel Dantalien needs you to retrieve an agent of the Simbarch's Guard from the Thayan outpost of Undumor. Are you ready to infiltrate a city filled with hordes of Thayan undead? Part 2 of the "Circle of Stones" major quest (Pt 1: AGLA1-5). Living Forgotten Realms.

Akalabeth: Rise of the King – Fri, Sat, Sun, 8 pm – Tunnels & Trolls

GM: Robert Lionheart

Beware foolish mortals, you trespass in Akalabeth! 'Tis said that long ago, tranquility covered the land, but now bloody doom rules all. Can you summon forth the True King before all is lost? Come play an epic campaign across the weekend. T&T is a fast, fun, lite Old School RPG. If battling Jabberwockies and Slithy Toves in dark donjons sounds fun, join us for any one session or all three!!!

AKAN1-7 Faint Hope (lvl 1-4) – Fri, 2 pm, Sat, 9 am – D&D 4e

GM: RPGA Staff

When antipathy prevents an old man from getting an escort southward, you are his last resort. Can you help him reach the jungles and a possible cure for his adopted daughter? Living Forgotten Realms.

AKAN2-1 Set Adrift (lvl 11-14) – Fri, 7 pm, Sun, 9 am – D&D 4e

GM: RPGA Staff

It is not often that adventurers get approached to do a favor for the military, but they're offering good coin for nothing more than a quick trip across the Sea of Fallen Stars. Who are you to say no? Living Forgotten Realms.

All That Meets the Eye – Sat, Sun, 8 pm – Cthulhu Modified (Homebrew)

GM: Armand Morton

Stilton Lake, California in October, 1958 is a quiet little mining town whose best days are behind it. The Population: 4,372. The murder rate 1912-1957: 0. The murder rate through March of 1958: 9. What could be the cause? Amid troubling but confusing signs of a serial killer on the loose, a multiagency team is sent in to find out . . .

Alpha Omega Demo - Guard Duty – Fri, 8 pm, Sat, Sun 2 pm – Alpha Omega

GM: Darrin Dennis/Jeffrey Cain

The Vidal Corporate Arcology has received word that protesters may cause chaos in the next 24 hours. Chaos is bad for business, so Vidal is hiring additional freelance security - someone like you! Basic rules for the Alpha Omega RPG and 6-6 System will be taught. Characters provided. Bring all the dice you have!

Alpha Omega Intro - The World is Shaking – Sat, Sun 8 pm, Mon, 9 am –

Alpha Omega by Mindstorm Labs

GM: Jeffrey Cain

Strange seismic readings in the Catskill Mountains draw the attention of scientists. They have failed to check in twice during the last twelve hours. The NWSEC has asked for your assistance in locating them. This demo game will teach the basics of the Alpha Omega RPG and the 6-6 System. Characters provided. Bring all the dice you have!

AVATAR – Sat, 9 am – GURPS Space

GM: Mike Kelly

Based on the hit SF movi. Players are Avatars on an alien world. This planet has resources and a major megacorp wants to eradicate natives to get it. Will the players waste the natives and make a huge amount of money? Will they side with the natives and defend the planet? Beginners welcome. Characters and prizes provided by Steve Jackson Games

Avengers Assemble: Consequence – Sat, 2 pm – Hero System, 5e

GM: Venter Laird

A tragic event has opened the door for Mephisto to begin a new campaign for the souls of humanity. A master at his craft, Mephisto has woven good and evil together such that untangling his gambit will test even the Earth's mightiest mortals. When the Avengers discover the initial evil was their own, how can good prevail?

BALD1-4 Silent Streets and Vanished Souls (lvl 1-4) – Fri, 7 pm, Sun, 9 am – D&D 4e

GM: RPGA Staff

A distraught father has gotten no satisfaction from the city authorities of Baldur's Gate, so he turns to sellswords in hopes of finding his lost daughter. The truth of her disappearance may reveal dark secrets from the city's past – secrets that those on both sides of the law would kill to protect. Living Forgotten Realms.

BALD1-6 Brothers in Arms (lvl 4-7) – Fri, 2 pm, Sun, 7 pm – D&D 4e

GM: RPGA Staff

A frail alliance connects the city of Baldur's Gate to the nation of Elturgard – and when vital information crosses the border without authorization, that alliance is bound to be put to the test. A visiting paladin's moral code clashes with the organization that has kept the city safe for more than a century, and the outcome may be hard to predict. Living Forgotten Realms.

Barroom Blitzed - 1 – Fri, 2 pm, Sat, 2 pm – D6 Star Wars

GM: Gary Mack

Storm troopers bust into the Cantina for random insepction. Unfortunately, no one wants to cooperate with the inspection team. You hear "Blast 'Em".

CORE1-15 Where Dragons Die (lvl 11-14) – Fri, 2 pm – D&D 4e

GM: RPGA Staff

Netheril's influence is expanding alarmingly and the Silverstars of Selûne are becoming desperate. The task of recovering a weapon suitable for battling this expansion has fallen to you and your only clues take you to a place where mortals dare not tread. Third part of the Bane of Shadows trilogy. Living Forgotten Realms.

CORE1-17 Finding Harmony (lvl 4-7) – Fri, 7 pm, Sun, 9 am – D&D 4e

GM: RPGA Staff

A prophet and her followers are leaving Thesk and looking to start anew on their own. Can you and your comrades help protect them on their travels and aid them in finding a new home? And more importantly, are they harboring a secret? Living Forgotten Realms..

CORE2-3 High Infidelity (lvl 14-17) – Sun, Mon 2 pm – 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 Living Forgotten Realms adventure set in the skies above Faerûn for characters level 14-17 that begins a Major Quest.

CORE2-5 The Black Card (lvl 7-10) – Sun, 9 am, Mon, 2 pm – D&D 4e

GM: RPGA Staff

"We need you to kill a man," your prospective employer says, "one who has become a dire threat to our village and is too powerful for us to deal with ourselves." Since the demon-infested Dunwood is involved, however, the matter is unlikely to be as simple as it sounds. A Living Forgotten Realms adventure set in Damara for characters levels 7-10.

CORE2-7 Where Secrets Lie (lvl 4-7) – Sun, 2 pm, Mon, 9 am – D&D 4e

GM: RPGA Staff

A long-dead architect's estate may hold the key to secrets and treasures. A Living Forgotten Realms adventure set in Tarmalune for characters levels 4-7.

CORM1-7 Patronage and Pestilence (lvl 1-4) – Sun, 2 pm, Mon, 9 am – D&D 4e

GM: RPGA Staff

A disease has hit the outskirts of Suzail, and the captain of the guard has hired the PCs to provide safe transport for the arriving cure. Unfortunately, everyone else wants it just as badly. Can the heroes protect the medicine for the sick and dying, or will the temptation of wealth be too much to pass up? Living Forgotten Realms.

CORM2-2 Pain (lvl 11-14) – Sat, 9 am – D&D 4e

GM: RPGA Staff

A killer stalks the night in the port city of Marsember, hunting down those with ties to the Haldoneir family, while the Agony drug continues to be a blight on Cormyrian society. Can the PCs figure out the killer's motive and stop them before the situation worsens? A Living Forgotten Realms adventure set in Cormyr for characters levels 11-14. A Living Forgotten Realms adventure set in Cormyr for characters levels 11-14. Part of the Pain and Suffering major quest, which starts/continues in DRAG2-1 Discomfort

Cyberpunk 2020 – Sat, 8 pm – GURPS Cyberpunk

GM: Mike Kelly

From ruthless corporations to half-mechanical back-alley killers, this game has it all. In this gritty high-tech, low-life future, technology is a tool of power and those without technology have no chance at all. Welcome to worlds on the edge - a universe in which the street finds its own uses for the gifts of science. Beginners welcome - characters and prizes provided by Steve Jackson Games

DALE2-2 Agony (lvl 14-17) – Sat, 2 pm, Mon, 9 am – D&D 4e

GM: RPGA Staff

A nasty drug is being spread across the western Sea of Fallen Stars. The Maiden of Pain seems involved; local officials move quickly to stop the tide. But more goes on than meets the eye – if the truth does not come out soon, it may spell doom for everyone. Conclusion of the "Pain and Suffering" major quest begun in DRAG2-1 Discomfort and continued in CORM2-2 Pain. Living Forgotten Realms adventure set in the Dalelands. Characters level 14-17.

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Dark • Matter: The Mulberry Street Horror – Sun, 8 pm – custom

GM: Alan Scott

Every bizarre urban legend, every crazy conspiracy theory, everything you've ever heard: It's all true. You're a member of the Hoffmann Institute, a secret organization that researches paranormal phenomena and occasionally saves the world in the process. Today's mission is a simple haunted house case. But the house at 23 Mulberry street may hold more secrets than you're prepared for.

Delta Company – Sat, 2 pm – 3:16 Carnage Amongst The Stars

GM: Hamish Cameron

The only thing standing between Terra and peace are the teeming swarms of alien scum infecting the universe and the only thing standing between the teeming swarms of alien scum infecting the universe and Terra are the 3:16th Expeditionary Force. Do you have what it takes to take up the gun in defense of civilization? Military action and bugs. Lots of bugs.

Die Hard the Hunter – Sat, Sun 2 pm – Classic Traveller

GM: Robert Lionheart

You knew the risks and still took the job. It begins with an illegal drop onto a quarantine world and ends with a ten million credit bounty. You have hunted aliens before and lived, but there is something very, very wrong about planet Asmodeus. Lock and load and be ready to get mean!

DRAG2-1 Discomfort (lvl 11-14) – Fri, Mon 2 pm – D&D 4e

GM: RPGA Staff

The body found floating in the harbor belongs to one of the Fire Knives, and now a gang war looms on the horizon. What will you do when you discover the truth about the death? Part of the Pain and Suffering major quest, which continues in CORM2-2 Pain (level 11-14) and concludes in DALE2-2 Agony (level 14-17). Living Forgotten Realms.

EAST1-6 The Fardrop Incident (lvl 11-14) – Sun, 2 pm, Mon, 9 am – D&D 4e

GM: RPGA Staff

The Crafty Kobold Salvage Company has lost contact with an expedition to the abandoned Underchasm outpost of Fardrop. The mission is simple, but the true situation is far more complicated than the dwarves realize. Living Forgotten Realms.

Echoes – Fri, 2 pm – Diaspora

GM: Hamish Cameron

Slipgates don't just appear, well, they didn't. A month ago, a new slipgate suddenly appeared in the local cluster, now a team of scientists begin their deceleration towards the mysterious planet in this new system. A game of exploration and character conflict using Diaspora, the hard sci-fi implementation of the FATE system.

Forsoaken Rights and Mystic Alliances – Sun, 9 am – GURPS TRAVELLER

GM: Mike Kelly

Some events are unexpected, created by seemingly mindless monsters. They are out there - the immortal and obsessed - they perform strange experiments and achieve even stranger horrific results. The players are galactic agents trying to save the galaxy from certain doom. Beginners welcome. Characters and prizes provided.

Four Days at Seikyoji – Sun, 8 pm – Burning Wheel: The Blossoms are Falling

GM: Dan Sherer

In the first year of the Yowa era, the monks of Seikyoji were given a choice. Support the warriors of the eastern Genji or the western Heike in their battle for supremacy. However, the monks of Seikyoji are not of one mind, as they are still mired in the worldly attachments they forsook when they took the precepts. But if they cannot choose, then the Temple will burn. Beginners Welcome

Greek Week – Mon, 9 am – Dresden Files RPG

GM: Morgan Ellis

It's Greek Week, and for most of the fraternities and sororities on campus that means raising money for charity, putting on shows, and some friendly competitions. But for the werewolves of Sigma Alpha Delta it means danger – a rash of unexplained disappearances plagues the University, and strange creatures out of myth are invading the frat pack's territory. Can they put a stop to it, and win the Pan-Hellenic games?

In A Wicked Age... – Sat, 9 am – In A Wicked Age...

GM: Jesse Burneko

In this wicked age Gods, demons and mortals contend with one another for power Law and civilization are new, and no one is their master A simple midwife can set in motion the downfall of tyrants and great empires Your birth is not yours to choose, but your fate is what you make it.

Lacuna Part I: The Creation of the Mystery and the Girl from Blue City – Sat, 2 pm – Lacuna Part I:

GM: Jesse Burneko

Sinister secret agents with shadowy employers and mysterious pasts. A bizarre landscape built from six- billion human minds. Arachnid-headed beings that guard a war-torn borderzone. And all the worst that Mankind has to offer, stalking the alleys and crumbling buildings of a place called Blue City. Is it a dream? Is it a nightmare? Or is it just a game? And are you already playing?

Learn to play D&D 4e – Sat, 9 am – D&D 4e

GM: RPGA Staff

Curious about Dungeons and Dragons, but intimidated by learning the rules? This four hour event is the perfect way to learn at a slow pace. You'll learn how combat works, how skill challenges work, details on all of the character classes, and get detailed help building a character that suits your personality and play style. Then you can put those skills to work in a short 90 minute adventure investigating a murder in the streets of Waterdeep. If you end up wanting more, you can then sign up for the RPGA and

Leftovers: Those Wonderful Toys – Fri, 8 pm – Leftovers

GM: Mike Olson

After a week of brutal Horror attacks, the Trench Authority's munitions have proven to be inadequate to the task of protecting the Trench. Fortunately, there's a stockpile of military-grade gear not too far away in the Wasteland. Unfortunately, it's a well-defended Humanist camp. Even worse, they're sending you. Leftovers is a game of survival in a post-apocalyptic world with a Lovecraftian bent.

LURU1-7 Demonic Dealings (lvl 7-10) – Sun, 2 pm, Mon, 9 am – D&D 4e

GM: RPGA Staff

Deep in the Glimmerwood the Uthgardt Barbarians keep the orcs of Luruar in check. A new ally to the orcs changes the balance of power. House Itharwen, unfortunate victims of the new alliance is seeking heroes to recover their losses in this battle. Living Forgotten Realms.

Major Problem, Minor Talents – Fri, 8 pm – Dresden Files RPG

GM: Morgan Ellis

Supernatural trouble is brewing on the streets of the Big Apple, and everyone with even an ounce of mystic talent can feel it. The war raging between the White Council and the Red Court Vampires has left both sides weakened and distracted. The Wardens are nowhere to be found most minor talents are keeping their heads down and just trying to stay alive. But when the local Paranet group discovers a dangerous threat is stalking minor talents on the streets of New York. They know it's way out of their league,

Marvel Slugfest – Sat, 8 pm – Hero System, 5e

GM: Venter Laird

Fourteen heroes fought until it was only She-Hulk and Wonder Man left standing. She-Hulk beat the odds and defeated Wonder Man, claiming the title for Slugfest IX. Slugfest X is upon us. Come choose from over 40 Marvel Heroes, employ strategy, brute force, alliances, and a little luck, and you could be the Slugfest X Champion. Prize support sponsored by Hero Games.

Monday Morning Inspectres – Mon, 9 am – Inspectres!

GM: Dan Sherer

It's Monday morning, and you're tired. What you could use is some Coffee and a good laugh. I'll bring the Coffee, you bring the funny, and I think we'll all come out ahead. Beginners welcome.

MYRE1-1 The Fair Beneath: An Underdark Adventure(lvl 1-4) – Sat, 7 pm – D&D 4e

GM: RPGA Staff

Your companions tasked with daring rescues and armed raids, you must find the abode of a notorious wizard in the underdark city of Maelbrathyr and learn his arcane secret!. Can you locate the lair of a wizard of great power? Can you discern the nature of his most famous dweomer? More importantly, can you return alive? Living Forgotten Realms.

MYRE1-2 The Fair Beneath: An Underdark Adventure(lvl 4-7) – Sat, 7 pm – D&D 4e

GM: RPGA Staff

Your companions tasked with daring rescues and armed raids, you must enter the most vile quarters of the underdark city of Maelbrathyr. Can you divert the attentions of the cities most powerful away from their precious captive—more importantly, can you return alive? Living Forgotten Realms.

MYRE1-3 The Fair Beneath: An Underdark Adventure (lvl 7-10) – Sat, 7 pm – D&D 4e

GM: RPGA Staff

A long lost girl has finally been located – in the treacherous Underdark city of Maelbrathyr. Can you and your companions maneuver through the Bleak Carnival and effect a daring rescue? A Living Forgotten Realms adventure for characters levels 7 - 10.

MYRE1-4 The Fair Beneath: An Underdark Adventure (lvl 11-14) – Sat, 7 pm – D&D 4e

GM: RPGA Staff

A young man tries to rescue a sister he didn't know he had. His father was once a great and noble warrior before becoming an evil despot, but has no idea that he had sired two children. Think you heard this story before? Find out. A Living Forgotten Realms adventure set in the Underdark for characters level 11-14.

MYRE2-1 The Fair Beneath: An Underdark Adventure (lvl 14-17) – Sat, 7 pm – D&D 4e

GM: RPGA Staff

In order to help your companions effect a daring rescue in the underdark city of Maelbrathyr, you must compete and at least place in the Dark Run, the greatest challenge the city's annual Bleak Carnival has to offer. A Living Forgotten Realms adventure for characters levels 14-17.

Null Mission – Sun, 2 pm – Paranoia XP

GM: Ed Murphy

Attention Citizen. You are permanently transferred to the Department of Complex Operational Defence, effective immediately. You are promoted one clearance level and granted DCOD-Alpha clearance, also effective immediately. Report to Corridor T-39A immediately for your new service firm assignment within DCOD. Any disclosure of this information to citizens without DCOD-Alpha clearance is treason.

Of All the Bird-Brained Schemes... – Sat, 9 am – Marvel Superheroes Adventure Game (SAGA)

GM: Ben Lakner

A group of Avengers are mysteriously yanked into the reaches of space, accused of crimes they didn't commit. Faced with execution or fighting against terrible odds, there's only one true choice for any die-hard super-hero. While avoiding their captors, the Avengers will need to find out which foe is behind this ploy and prove their innocence - but then, no one ever said that being one of Earth's Mightiest Heroes would be easy!

Ominous Portents – Fri, 2 pm – Fuzion

GM: Robert van Peer

This game is a test for the Fuzion system is a combination of several systems, most notably Hero System (Champions) and Interlock (Cyberpunk). The system was introduced 3 years earlier than d20 and has similar mechanics, so if you have played d20 you should be able to play Fuzion.

Pick Yourself Up, Dust Yourself Off – Fri, 2 pm – Marvel Superheroes Adventure Game (SAGA)

GM: Ben Lakner

Flung into the past, the X-Men find themselves caught between two powerful enemies - perhaps more powerful than they can defeat. In order to avert a future engulfed in a millennia-long war, they will need to find a way. Bring your inner super-hero!

PSS-29 The Devil We Know Part 1: Shipyard Rats (lvl 1-7) – Fri, 7 pm –

Pathfinder RPG

GM: RPGA Staff

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?

PSS-30 The Devil We Know: Cassomir's Locker Part 2 (lvl 1-7) – Sat, 9 am –

Pathfinder RPG

GM: RPGA Staff

The Pathfinder Society dispatches you to the catacombs called Cassomir's Locker to find the source of a rat cult breeding monstrous vermin. After clearing Cassomir's dank sewers and delving into the dirty dungeons below, will you find the artifact that powers Cassomir's Locker or bring about the destruction of Taldor's most important port?

PSS-37 The Beggar's Pearl (lvl 1-7) – Mon, 2 pm – Pathfinder RPG

GM: RPGA Staff

When a thief arrives at the Pathfinder Lodge in Almas bearing stolen artifacts and writings pointing the way to a lost dwarven gallery, you are sent into the rugged Aspodell Mountains to find the famed dwarven explorer last known to be searching for the gallery as well as the gallery itself. Pathfinder Society.

PSS-38 No Plunder, No Pay (lvl 7-11) – Sun, 9 am – Pathfinder RPG

GM: RPGA Staff

The famed Chelish pirate, Captain Caradoc Alazario, infamous nephew of the mayor of Egorian and the brazen enemy of Her Majestrix's Navy, has finally been caught. Unfortunately for you, he was caught after stealing a fiendish artifact of twisted origins bound for the Grand Lodge in Absalom and is the only one who knows where that artifact came to rest. You are charged by the Pathfinder Society to break Captain Alazario out of prison and use him to guide you to the lost artifact.

PSS-39 The Citadel of Flame (lvl 1-5) – Sun, 9 am – Pathfinder RPG

GM: RPGA Staff

Once the home to a cult preaching self-sacrifice by immolation in order to achieve paradise, the Citadel of Flame in Qadira's Meraz Desert was presumably wiped out decades ago after Sarenrae dervishes led a crusade to end its morbid message. An enormous sandstorm swallowed both the citadel and the army attacking it, burying both beneath hundreds of feet of sand. Thought lost forever, the citadel's rediscovery prompts the Pathfinder Society to send you deep in the unforgiving Meraz....

PSS-40 Hall of Drunken Heroes (lvl 7-11) – Sat, 9 am – Pathfinder RPG

GM: RPGA Staff

Something is afoot at Cayden's Hall, the carousing temple-pub in Absalom where Cayden Cailean's faithful pay homage to their Drunken Hero. Pathfinder agent Osprey and his demonologist companion send you to investigate the truth behind a long-rumored demonic lab said to exist beneath the temple-pub's sticky floors. A trail of murders led Osprey to Cayden's Hall and his demonologist sees clues that denizens of the Abyss are involved. Pathfinder Society.

PSS-41 The Devil We Know: Crypt of Fools (lvl 1-7) – Sat, 2 pm – Pathfinder RPG

GM: RPGA Staff

Another kidnapping spree erupts in Cassomir and the Pathfinder Society sends you to the notorious Swift Prison to interrogate a captured cultist about the recent disappearances. With clues gathered there, you must explore Old Cassomir and find secret locations that lead you to the source of the spree: the long lost Crypt of Fools. Crypt of Fools is part 3 of the The Devil We Know series. Parts 1 and 2 can be played in any order, but parts 3 and 4 must be sequentially after 1 and 2. Pathfinder Society.

PSS-42: Echoes of the Everwar—Part II: The Watcher of Ages (lvl 7-11) – Sat, 2 pm – Pathfinder RPG

GM: RPGA Staff

Hundreds of years ago a once mighty fortress in Cheliox sank into the earth and was forever destroyed. You are sent there to catalog the ruins, known as the Collapsed Halls, and to find the rumored hidden tomb of an Osiriani concubine. After clearing the ruins of hideous beasts, you explore deeper into the ruins than anyone before you and uncover a malevolent intelligence that has watched Golarion for more than 5,000 years. Part 2 of the Echoes of the Everwar. Pathfinder Society.

PSS-43: The Pallid Plague (lvl 1-7) – Sun, 2 pm – Pathfinder RPG

GM: RPGA Staff

Reports from Andoran's Darkmoon Vale indicate that a new plague is causing the deaths of untold fey. The Pathfinder Society sends you there to aid the nymph queen in stopping the plague and finding and destroying its source. Can you save the many denizens of Darkmoon Vale from certain death?

PSS-44: Echoes of the Everwar-Pt. 3: Terror at Whistledown (lvl 7-11) – Sat, 7 pm – D&D 4e

GM: RPGA Staff

The citizens of the gnome enclave of Whistledown in distant Varisia are being kidnapped by malevolent creatures that stalk the night. You are sent there by the Pathfinder Society to see if this sudden surge of vile activity is linked to the rumors of a hidden tomb near Whistledown that holds the body of a famed Osirion concubine. Can you save the town of Whistledown from certain doom and find the lost tomb of the ancient concubine? Terror at Whistledown is part 3 of the Echoes of the Everwar series. Living Forgotten Realms.

PSS-45: Delirium's Tangle (lvl 1-5) – Sun, 7 pm – Pathfinder RPG

GM: RPGA Staff

The Pathfinder Society owes Grandmaster Torch a favor and he's calling it in. It seems he misplaced Nuar Spiritskin, the famous minotaur prince of Absalom, and Torch needs you to find the prince before the city discovers that the minotaur is missing.

PSS-47: The Darkest Vengeance (lvl 1-5) – Mon, 9 am – Pathfinder RPG

GM: RPGA Staff

When a newly opened Ustalav Pathfinder Lodge goes silent, it's up to you to investigate and report back to the Society as to the source of the disappearance. Pathfinder Society.

PSS-48: The Devil We Know—Pt. 4: Rules of the Swift (lvl 1-7) – Sat, 7 pm –

Pathfinder RPG

GM: RPGA Staff

In the conclusion of the Devil We Know campaign arc, you are called once more to Cassomir, where a mass abduction of the residents of Swift Prison has the entire town in a panic. You will explore an empty prison, delve the tunnels below, and come face-to-face with the source of Cassomir's troubles in a vile grotto deep beneath the city. Pathfinder Society.

Ready to Rock? – Sat, 9 am – Starchildren: The Velvet Generation

GM: Michael Powell

Our world has become a cold, unhappy place. The Ministries of Culture have assumed control of the world's art and music, permitting only works which fit their own agendas. The minds of the people have become property of The Man, and Rock & Roll a thing of the past. Arriving on Earth, it was difficult for the Starchildren to imagine how such a dreary planet could be the origin of the beautiful sounds they adored so.

Rebuilding House Ortan -1 – Fri, 2 pm, Sat, 9 am – Dragon Age

GM: Ron Shaw

The newly re-instated head of house Orta Ortan has hired you to clear out and reclaim the Ortan Taig after its discovery six months ago by The Warden.

Savage Tankards! – Fri, 2 pm, 8 pm – Savage Worlds

GM: Saylor Van Merlin

Hoist a few in this drunken tavern brawl. Will your stout dwarf be the last man standing? Maybe the swift strikes of your elf's martial prowess will win the day. Feeling like a tricky halfling dodging your way to final victory? Grab a tankard and a shank of ham as you lay about you for all you are worth! Last man standing gets ultimate bragging rights plus all the ale he can drink.

Secret of the Darkspawn – Sun, Mon 9 am – Dragon Age

GM: Ron Shaw

The blood of genlocks carries magic. Why? The blood of hurlocks carries magic resistance. Why? Your team has been tasked to delve into the Deep Roads to capture live darkspawn for study.

SPEC2-1 Blinking Eye of Fire (lvl 11-14) – Sun, 7 pm – D&D 4e

GM: RPGA Staff

The second sun above Elturel blesses the land with never-ending light. But deep beneath the streets lurk things determined to see night fall. Living Forgotten Realms.

SPEC2-1 Dogs of War (lvl 4-7) – Sat, 2 pm – D&D 4e

GM: RPGA Staff

The paladins of Elturgard cannot tolerate a threat from the gnolls of the Reaching Woods at this time. Will heroes step forward to undertake a risky mission to foil the gnolls and their demon allies? A Living Forgotten Realms adventure set in Elturgard.

SPEC2-1 Scout's Honor (lvl 14-17) – Sun, 7 pm – 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. Living Forgotten Realms.

SPEC2-1 The Morninglord's Laughter (lvl 7-10) – Sat, 2 pm – 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. A Living Forgotten Realms adventure set in Elturgard.

SPEC2-1 The Scourge of Scornubel (lvl 1-4) – Sat, 2 pm, Sun, 7 pm – 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 while doing it. A Living Forgotten Realms adventure set in Elturgard.

Teapot – Fri, 2 pm, Mon, 9 am – Smallville RPG / CortexK

GM: Josh Roby

Play Clark Kent and his friends in the days before he donned red and blue tights we know so well. The Weather Girls and Randy Klein, the Boiling Shadow, are running amok in Metropolis. How will Our Heroes save the day, and what tangled web of drama will they weave in the mean time?

The Black Dahlia Murders – Fri, 8 pm – GURPS Cops

GM: Mike Kelly

The Famous actress The Black Dahlia was murdered in Hollywood in the 1940's. Never solved. Was it an occult killing? UFO's? Something stranger? The body was cut in half and no blood was found at the scene of the murder. Players are 1940s cops trying to solve the most evil unsolved murder Hollywood has ever had. Characters provided and beginners welcome.

The Blue Moon Branch – Sat, 9 am – Dogs in the Vineyard

GM: Dan Sherer

You are the Dogs, set aside by the King of Life to protect the faithful from the pride that blinds them, the sin that corrupts them, and the demons set upon them. Riding from town to town you do what is needed, what is right. The Blue Moon Branch is haunted by mysterious deaths and weird occurrences. Who will bring the light of the King into the Darkness of the Satan? Beginners Welcome.

The Caretaker – Sat, 2 pm – Buffy the Vampire Slayer RPG

GM: nicholas butler

Every 100 years a being known as the caretaker comes to earth. This marks the Caretaker's 11th time coming and he is at his most powerful. It's up to the slayer and friends to confront the caretaker and end his coming for good.

The Doom of Damocles – Sat, Sun 2 pm – Dresden Files RPG

GM: Morgan Ellis

When you're a Wizard you live by seven unbreakable laws. Break one and it's an instant death sentence. No appeal, no parole, no exceptions. But what happens when you're falsely accused? Your only hope is the Doom of Damocles, a stay of execution and a chance to get your old life back. And that's exactly the choice the White Council has given you: go on a dangerous suicide mission, or face an instant death by the swords of the Wardens. Either way your head is on the chopping block.

The Floating Castle of the Wasp Women! – Sun, 2 pm – Gamma World

GM: Bob Reed

After the apocalypse your people found safety on a floating island, far above the radiation-soaked world below. No time to relax, though, my mutated friends! Your island is under attack by wasp women seeking to purloin your precious gravitron, the ancient device keeping the island afloat! Can you and your band of mutant warriors fend off the wasps, rescue the gravitron, and save the sky island?

The Gift – Sun, 8 pm – Burning Wheel

GM: James Ritter

The Elven Prince and his people have come to the Dwarves in delegation to congratulate the young, recently crowned Dwarven prince and to reopen long dormant relations. If only it were that easy.

The Inglorious Bastards. – Sat, 2 pm – GURPS WW2

GM: Mike Kelly

Based on the hit movie. A crack team of British scientists is in occupied France to kill Nazis. They hear about ... Nazi mystic archmages, SS super "human" troops, secret bases, foo fighters. Now you can fight the occult Nazi menace as well. Beginners welcome. Characters and prizes provided by Steve Jackson Games.

The Penitents – Sat, 8 pm, Mon, 9 am – D6 Star Wars

GM: Gary Mack

The worst of the galaxy have come together to fight the empire, seeking to undo the evil of their past lives. The rebellion promises them absolution of all of their sins. All they ask in return is the completion of a suicide mission.

The Sidereal Scheme of Doctor Zodiac! – Sat, 8 pm – ICONS

GM: Mike Olson

Hey! Steve Kenson has written a new superhero RPG! No, not Mutants & Masterminds 3E – we're talking about ICONS, a FATE-inspired pick-up game with random character creation in the vein of Marvel Superheroes and V&V. Plus, Kenson wrote this Doctor Zodiac thing! As of press time, I haven't read it, but I hear good things. For extra fun, we'll be rolling up characters at the table. Excelsior!

Time and Temp – Sat, 2 pm – Time and Temp

GM: Ed Murphy

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

Tom Cummings Call of Cthulhu – Fri, Sat, Sun 8 pm – Call of Cthulhu

GM: Tom Cummings

A Call of Cthulhu game by Tom Cummings.

Tom Cummings Savage Worlds – Sat, 2 pm, Sun, 9 am – Savage Worlds

GM: Tom Cummings

A Savage Worlds game by Tom Cummings.

Twelve Blitized Jawas - 1 — Sat, 9 am — D6 Star Wars

GM: Gary Mack

An imperial shuttle crash lands in the middle of the Tatooine desert. A small renegade jawa clan, emboldened by booze and guns, seeks to salvage the shuttle by out-witting the rebels, the imperials, and every other pirate scumbag on Tatooine.

Twelve Blitized Jawas - 2 — Fri, 8 pm — D6 Star Wars

GM: Gary Mack

An imperial shuttle crash lands in the middle of the Tatooine desert. A small renegade jawa clan, emboldened by booze and guns, seeks to salvage the shuttle by out-witting the rebels, the imperials, and every other pirate scumbag on Tatooine.

TYMA1-4 Death Before Dishonor (lvl 4-7) — Sat, 9 am, Mon, 2 pm — D&D 4e

GM: RPGA Staff

A secret cabal seeks an artifact of unknown power in the ruins of ancient Unthalass. Unfortunately, the only dragonborn in all of Djerad Thymar with the knowledge to stop them has been declared outcast by his own House. Can you trust one who has already proven himself untrustworthy long enough to keep the relic out of the grasping hands of the cabal? Living Forgotten Realms.

TYMA1-6 Troubled Roads (lvl 11-14) — Sat, Sun, 9 am — D&D 4e

GM: RPGA Staff

A group of young scholars from Ruinspoke has gone missing in the capital city of Djerad Thymar. Although their academy insists that they are simply on a research trip, their families believe otherwise, and the leader of House Jalt has asked you to help. Living Forgotten Realms.

Unknown Armies: Jail Break — Sat, 2 pm — Unknown Armies RPG

GM: Jeff Pedersen

In Unknown Armies, players take the roles of movers and shakers and regular schmucks who get sucked into the occult underground. Loathsome monsters, bizarre supernatural forces, mindbending magic and 10,000 bullets - it's pulp apocalypse and the players have front row seats for the steal cage death match for all eternity. This game of surreal horror is brought to you by the Dead Gamers Society.

UnSpeakable — Sun, 2 pm — InSpectres

GM: Jesse Burneko

InSpectres is a game about running a company involved in the burgeoning supernatural investigation and elimination market. UnSpeakable takes the basic mechanics of the core game and re-works them for 1930s Lovecraftian horror, madness and mystery.

Vampire: Requiem for Rome: The Deathless City — Sat, 2 pm — White Wolf Storytelling System

GM: Louis Garcia

The glory of ancient Rome, a vision of civilization. But, just as in modern nights, the Kindred, vampires, lurk and play their deadly games in the Forums, Amphitheaters and Temples of Rome. Yet, all is not what it seems, for the Empire is crumbling and taking the Kindred with it. The Dead Gamers Society brings you Vampire the Requiem played in the halls of the greatest city of all time, Rome!

Warrens of the Rat King – Sat, 8 pm, Sun, 2 pm – Warhammer Fantasy Roleplay (3rd Edition)

GM: Alan Scott

“They are a myth, Doctor! The idea of such creatures, scurrying about beneath the feet of the Empire for so long? The Order of Sigmar would have found them, and put them to the flame long ago. It is the official position of the order that the Skaven do not exist. You don’t mean to question the order, do you?” – Stanislaus Krün, Witchfinder

WATE1-5 Lost in the Fog (lvl 1-4) – Mon, 2 pm – D&D 4e

GM: RPGA Staff

As a deep fog blankets the Crown of the North, a fish gifts the adventurers with the chance to do a good deed. Returning lost property seems like an easy task. A Living Forgotten Realms adventure set in Waterdeep for characters levels 1-4.

WATE2-2 Closing the Deal (lvl 11-14) – Sat, 2 pm – D&D 4e

GM: RPGA Staff

Lord Stedd Moonstar is expanding his influence and now has a chance to gain the rights to a mithral mine in the Sword Mountains. Are you willing to serve as Lord Moonstar’s trusted agent? The adventurers must chart a route and make deals with the locals while overcoming wilderness threats. This adventure is Part 2 of the major quest, Restoring Splendor, which started in WATE2-1 ending in WATE2-3. Living Forgotten Realms.

White River Crossing – Sat, 8 pm – Dogs In The Vineyard

GM: James Ritter

Something is wrong in White River Crossing. God’s watchdogs have arrived to make things right with the King of All Life. Does the sinner deserve mercy? Do the wicked deserve punishment? Sometimes it’s better for one to die than for many to suffer. Sometimes you have to cut off the arm to save the life... They’re in your hands.

Wild Things – Sun, 2 pm – Fuzion

GM: Robert van Peer

Strange creatures are committing crimes all over the Los Angeles area. Who or what is behind this crime wave. The Fuzion system is a combination of several systems, most notably Hero System (Champions) and Interlock (Cyberpunk). The system was introduced 3 years earlier than d20 and has similar mechanics, so if you have played d20 you should be able to play Fuzion.

Witch Hunt – Fri, Sat 8 pm – Dragon Age

GM: Ron Shaw

With Knight-Commandor Gregor’s forces weakened by the Mages’ uprising, the Templars have been forced to seek outside assistance. You have taken one of the assignments off of the Chanter’s board to hunt down a rogue maleficarum...the pay better be worth it!

World of Darkness: Cold Front: Bastogne – Sat, 9 am – White Wolf Storytelling System

GM: Steve Ramirez

December 1944. Members of Dog Co. have been trucked through a snowstorm to defend the town of Bastogne from a German counterattack, soon they discover something old and sinister in the Ardennes Forest. Surrounded, low on supplies, in the freezing snow, they soon realize that war is not the only reason they may not leave the town alive. This dark game is brought to you by the Dead Gamers Society.

World of Darkness: Cold Front: New York – Sun, 9 am – White Wolf Storytelling System

GM: Steve Ramirez

Christmas 1947. The survivors of Dog Company left the war drastically changed. They discovered something unearthly in the Ardennes Forest and it followed them home. In the snow covered city, the former soldiers find themselves in a race against time before the streets of Manhattan become a mass grave. This dark game is brought to you by the Dead Gamers Society.

World of Darkness: Eight Hours Until Dawn – Sun, 2 pm – White Wolf Storytelling System

GM: Mike Cantin

The World of Darkness meets the classic Slasher film...Take the role of one of several rowdy teenagers on a road through the Rockies in 1976. When the car breaks down in a strange small town in the middle of nowhere, the bodies begin to pile up. Something lurks in the night, cutting and shredding...who will survive to greet the dawn? This fine game is brought to you by the Dead Gamers Society.

X Files - The Animal Row Murders – Sun, 8 pm – GURPS X FILES

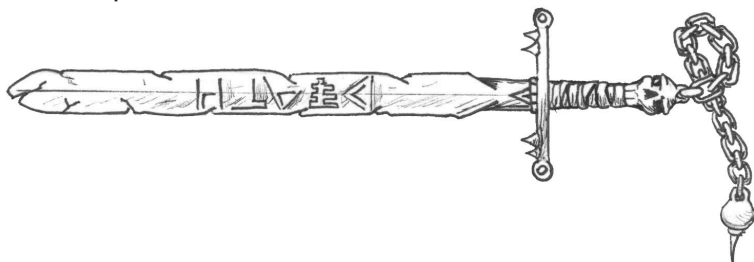
GM: Mike Kelly

Based on the hit SF TV show - GURPS X Files has the players as crack FBI agents on a top secret mission to stop a series of mysterious serial murders across the United States. Is there an Alien UFO conspiracy actually causing these terrible murders? Play an FBI agent in this adventure to find out that the truth is out there. Beginners welcome characters and prizes provided by Steve Jackson Games

Zombie Apoc – Sun, 2 pm – Buffy The Vampier Slayer

GM: nicholas butler

You wake up to find the zombie invasion has started and you and your friends must stand alone against the zombies and the demon controlling them. Do you have what it takes to save the day or will you lose and let the world be engulfed in the zombie apoc.







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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:

APBA Games

AEG

Ape Games

Atlas Games

Avalanche Press

Bastion Games

Blue Panther Games

Columbia Games

Conquest Miniatures

Crusade and Conquer

Days of Wonder

Duncan Toys

Extreme Fight Games

Fantasy Flight Games

Games Workshop

Gamewright

GMT Games

Gozer Games

Impact Miniatures

Looney Labs

Mayfair Games

One Small Step

Out of the Box Games

PKCards

Privateer Press

Reaper Miniatures

Rio Grande Games

RPGA, AD&D Events

Samurai Games

Steve Jackson Games

Stonehouse Miniatures

Upper Deck

Valley Games

Wattsalpoag Games

Well Expeditions

Wizards of the Coast

Wizkids

Z-Man Games



Shopping

Exhibitor Hall

The Exhibitor Hall is located on the first floor in the California Ballroom.

Hours:

Saturday 10 am to 7 pm

Sunday 10 am to 6 pm

Monday 10 am to Closing

On Monday, exhibitors begin tearing down at approximately 3 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.

Orcon welcomes the following exhibitors:

Manufacturers

- * Art of War Terrain
- * Decision Games
- * Duncan (3)
- * Eagle Games (1)
- * Ex-Illus (3)
- * GMT Games
- * Gryphon Games (1)
- * Gameslinger Enterprises
- * GPA Showcase & Gorilla Games
- * Steve Jackson Games (2)
- * Three Sages Games
- * Victory Point Games
- * White Wolf Publishing (2)

Retailers

- * The Game Ogre
- * GMI Games
- * Seth's Games and Anime
- * War House
- * Weekend Warrior

Conventions

- * Origins
- * PolyCon
- * NeonCon

(1) at Three Sages booth

(2) at the War House

(3) at GMI Games

Flea Market

Flea Market tables are rented by the convention at \$10.00 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 strategy games and related products. This entertainment highlight, known as "Bargain Central," 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, etc.

A Note About Lots

A lot is auctioned off as a single unit. It may contain any number of items (such as a trilogy of games or a year's worth of back issues). Mention should be made on the Lot Registration Slip of what specific items are in the lot, along with any concise notes as to any special features of the item(s). These notes might include which edition of the games, unpunched counters, extra sheets or variants included, etc.

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 wrapped together in some way. The convention does not supply twine, rubber bands, or wrapping material! Lots are issued until Monday at 10 am. **YOU MUST HOLD YOUR GAMES UNTIL 10 AM MONDAY BEFORE HANDING THEM OVER IN Ballroom D.**

3. We accept no minimum bids whatsoever for lots to be auctioned.
4. Rare, out-of-print, and collectors' item games will be determined by the auction staff prior to the commencement of the auction. If you want to know if your item qualifies, you should see the auctioneer prior to the start of the auction.
5. A 10 percent commission (\$50.00 max) per lot is charged on all items auctioned.
7. Unsold items not picked up immediately following the auction become the property of the convention.
8. Money due will be distributed in Ballroom D approximately 30 minutes after the conclusion of the Auction.

Auction Buyer rules

1. All sales are cash only. That means no credit cards or personal checks will be accepted. Travelers' Checks and Dealer Dollars from this convention **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 is \$1.00 for all items unless a lower minimum bid is announced by the auctioneer before the sale of a particular item.
4. The emphasis of these auctions is on speed. Hard as the auctioneers may try, bids are occasionally missed or confused. All decisions made by the auctioneer are final and binding.
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. If you made the winning bid for an item proceed immediately to the cashier's table to pay for 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. We understand the elevator situation, and that you grab the first one you see. But this is causing a problem. The elevators can't handle the excess weight and keep breaking down. Do us, the hotel, and yourself a favor and wait for an elevator with sufficient room instead of spending an hour stuck between floors, or waiting days for the one working elevator.
10. No weapons, real or facsimile, are allowed in the hotel. This includes swordcanes, which are illegal and a felony in California. Weapons that are purchased in the dealer room must be wrapped and removed to your room or car immediately.
11. No smoking is allowed anywhere within the Sheraton Hotel.
12. Do not use the fire exits unless there is an emergency.

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 pool-side. 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 9 pm.
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!

2010 Orcon Winners

Game: 1st; 2nd; 3rd

Board Games

1856: Todd Vanderpluym; Joe Gray; Bill Gallagher
1861 Rails of Russia: Joe Gray; David; Jonathan Flagg
1870 - 18XX: Todd Vanderpluym; Jonathan Flagg; Chuck Bass
18XX: Todd Vanderpluym; Bill Gallagher; Jonathan Flagg
18XX Classic: Todd Vanderpluym; Joe Gray; Chuck Bass
18XX Short Slot: Todd Vanderpluym; Bill Gallagher; Chuck Bass
25 words or less: Jim Pinto, Nicole Zweifel; Darrell Stark, Rob Escalante
Abstract Buffet: Tim Maloney; Dustin Gervais; Kyle Greenwood
Acquire - Dave Woolcott Memorial Tournament Description: Eric Downing; Ben Tobin; Cheryl Aday
Age of Empires III: Richard Pothoff; Charlie Kersten; John Spence
Agricola: Kenneth Heilfron, Trey Alsup; Avery Callenback
Alhambra: Robert Neff; Elisa Vomoci; David Terr
American Megafauna: Eric Gerber; Steven Turney
Apples to Apples: Eric Flecher; Bill Gallagher; Priya Bradfield
Axis and Allies Finals: Al Gaines; Joe McCleskey; Jim Foster
Bang!: Maya Bradfield; Chris Bradfield; Rami Silverman
Battle Cry: Tommy Lepere; Eric Downing; George Nickolus
BattleTech - Death By Maumbo: Corey Blair; Howard Huger;
Blokus #1: Darrell Stark; Peter Van Ettinger; Becky McDaniel
Blokus #2: Alex Arjad; Jasmine Baptist; Sean Thompson
Brass: Seth Jaffee; Kyle Greenwood; Jamie Bussio
Burn in Hell: Corey Blair
Carcassonne: Nicole Zweifel; Scott Pease
Carson City DEMO: Daniel Grant

Cash & Guns: Alex Sharp, Adam Taylor, Cody West, Shannon Gonsagowski; Bob LaMare, Krysta Fryer, Edward Roske; Andrew Joyce, Kevin Kawamoto, Nathaniel Taylor
 Cash & Guns LIVE: Edward Roske, Vincent Fryer, Bob LaMarre; Sierra West, Chris Atkins, Jonathan Kolbush; Ryan Davis, Russell Berman, Chris Johnson
 Caylus: David Gerson; Bruce Schlickbernd; Jessica Escobedo
 Central Pacific: Rodney Holmes; Larry Kratz; Paul Bonday
 Chaos in the Old World: Rick Hassler; John Perry; Christina Hassler
 Chez Guevara: Dane Illario; Sean Thompson; Jason Duvall
 Chicago Express: Paul Bonday; Darrell Stark; Mike Sarsoza
 Chicken Cha Cha Cha: Jacob Fraigon
 Coloretto: Peter Van Ettinger; Staphanie Rosa, Scott Samarel
 Cosmic Encounter: Scott Weireck; Walter Withouse; Ethan Stewart
 Cow Poker #1: Dean Taylor; Joshua Griset; Jamie Bussio
 Cow Poker #2: Ronald Fraigan; Tarynne Fraigan; Jason Todd
 Cow Poker #3: Rami Silvermann; Danet Lakion; Heather Suduskas
 Cow Poker #4: Heather Sinauskas; Rami Silverman; Jason Robert
 Dancing Eggs: Priya Bradfield; Rusty Howell; Angie Olsen
 Dominion-Seaside & Intrigue: Jessica Escobedo; Thomas Donnelly; Damon W
 El Grande: David Zevin; Kirk Udvardi; Mike Sarzosa
 Elkfest: Eric Flecher; F. Lane; Dustin Gervqis
 Empire Builder: Eric Verheiden; Steve Jones; Paul Bonday
 Endeavor: David Zevin; Chris Johnson; Stephan Lang
 Erosion: Eric Downing; Mike Sarsosa; Bruce Ballard
 Euro Rails: Jay Shufeldt; Tim Oates; Paul Bonday
 Europick #1: Daniel Eppolito; Winton Lemoine; Shannon Beets
 Factory Manager (Power Grid): David Mines; Michelle Mills; Trey Alsup
 Fantasy Chess Playtest: Alex Sharp; Ben Tobin;
 Finca: David Zevin; Darrell Stark; Kirk Udvardi
 FITS: Jessemine Campbell; Nicole Zweifel; Edward Roske
 For Sale: Stephanie Sarsosa; John Perry
 Formula Motor Racing: Edward Roske; Eric Downing; Chris Johnson
 Friedrich: Phillip Deutsch; Andrew Schoonmaker; Mike Sheeter
 Galaxy Trucker: David Zerine; Krik Udvardi; Shad Schidel
 Game of Thrones: Matthew S; Lei Zhang; Ben Roby
 Greed Quest: Tim Welch; Kyle Greenwood; Dean Taylor
 Greed Quest: Mason Stewart; J.C. Kern; Jason Duvall
 Greed Quest: Jason Duvall; Polly Aylor
 Guillotine: Nick Chavez, Walter Wichowski; Ian Foutz, Paris Themmen
 Gulo Gulo (Young Players): Nadia Bradfield; Priya Bradford; Jacob Fraigon
 Havana DEMO: Tanya Aldrich; Lei Zhang; Bernie Escoroze
 Hearts: Dan O'Farrell; James Thomas; James Cavanaugh
 Hearts - Open Game: Dan O'Farrell; Rachel Klenetsky; Carey Klenetsky
 Here I Stand: Tony Zbaraschuk; Corey Blair; Mark Luta
 History of the World: Scott Cooksley; Tony Zbaraschak; Keith Brush
 Incan Gold: Sarah Boswell; Eric Downing
 Ingenious: Darrell Stark; Ariel Levi; Chris Johnson
 Jamaica: Bruce Padget; Darrell Stark; Jillian Burcar
 Kingsburg: Eric Downing; G. Builta; Grant Z
 Le Havre: Daniel Eppolito; Shannon Beets; Eric Elder
 Liar's Dice #1: Jeff Becker; Eduardo Quiroz; Kevin Kawanoto
 Lifeboat: Mike Sarsoza; Ronald Chavez; Thomas Acuna
 Lord of the Fries: Darrell Stark; Eduardo Quiroz; Nicholas Butler
 Lord of the Fries #2: Charles Peck; Gary Okuma; Nick Chavez
 Lord of the Fries #3: G Builte; Mason; Erin
 Lord of the Fries #4: Angie Olsen; Margo Padilla; Mason Stewart
 Lord of the Fries #5: Robert Neff; Guy Builta; Mary Taylor

Lost Cities: Cathy Kratz; Chris Green; Stephanie Kelleher
 Lost Cities the Boardgame: Jeff Becker; Edward Roske; Elisa Vomocil
 March Madness: Rick Lepore; Steve Stewart; George Nickolus
 Maria: Bob Woodson; Andrew Schoonmaker; Tom Donnelly
 MEGA Dominion: Daniel Eppolito; Stephanie Sarzosa; Peter Van Ettinger 3rd, Kirk Udvardi 4th
 Memoir '44: Leland J Guthrie; Paul Rebeles; Garrett Lepper
 Mille Bornes: Charles Peck; Edward Roske; Damon Watters
 Monopoly Deal: The Card Game: Nick Chavez; Maya Zisliiss; Erin Austin
 Munchkin Bites: Sean Thompson; Sierra West; Sallan Griffin
 Munchkin Bites: Thomas Acuna; Greg Smith
 Munchkin Booty: Danz; Sean; J.C.
 Munchkin Cthulhu: Thomas Acuna; Heather; Marc Ware
 Munchkin Fu: Sallan Griffin; Thomas Acuna; Tom Dunsmore
 Nepal: Jessica Escosedo; Eric Downing; Michael Cerroncione
 No Thanks: Rick Baptist; Bert Hunt; Dustin Gervais
 Pandemic with Matt Leacock: Chris Attains, Nick Chavez, Wolfe Edir, Chad Smith
 Party Game Challenge: Edward Roske; Nikki Grillas; Lana Berman
 Party Game Session: Jeff Becker, Seth Jaffee, Edward Roske; Stephanie Kelleher, Seth Jaffee, Edward Roske; Jeff Becker
 Party Game Session: Al Smith, Lana Berman, Ryan Davis; Darrell Stark, Tim Maloney, Winton Lemoine
 Party Game Session #3: Nikki Grillas, Nick Chavez, Nickolette Donohoe; Sarah Mogan, Myah Zisless, Lana Berman
 Party Game Session #4: Nikki Grillas; Edwardo Quiroz; Edward Roske
 Party Game Session #5: Edward Roske; Stephanie Kelleher; Lana Berman
 Phase 10: Jonathon Kolbush; Debbie Brinkman; Sarah Boswell
 Pit: Edward Roske; Will Peterson; Stephanie Kelleher
 Poker - 5 Card Draw: Dan O'Farrell; Joshua Griset; Alexis Armstrong
 Poker - 7 Card Stud: George Joyce Jr; Dustin Gervais; Kevin Pimenteo
 Poker - Texas Hold 'Em: Tarynne Fraigan; Bruce Schlickbernd; Danny Crouch
 Power Grid: Chris Johnson; David Mines; Jim Foster
 Princes of Florence: Daniel Eppolito; Eric Boehm; Eric Elder
 Puerto Rico: Bruce Schlickbernd; Jessical Callenback; Danny Crouch
 Ra: Bruce Schlickbernd; Karin Kunstmann; Brian Peters
 Race for the Galaxy: Erick Boehm; Alasdair Burton; Stephanie Kelleher
 Race For The Galaxy - 2 Player Tournament: Erick Boehm; Charlie Kersten; Kevin Kawamoto
 Rail Game Challenges: Todd Vanderpluym; Jay Shafeldt; Joe Gray
 Railroad Tycoon: Peter Van Ettinger; Scott Samarel; Burt Hunt
 Robo Rally: Stephanie Schidel; James Thomas; Maya Zisli
 Roll Through the Ages with Matt Leacock: David Zevin; J.C. Kern; Keith Brush
 Saint Petersburg: Marieke Hensel; Jeff Becker; Eric Verhoen
 San Juan: Alasdair Burton; William Beyermann; Cameron Aronson
 Scrabble: Marc Spraragen; Charley White; Jan Martinell
 Seafarers of Catan: Biill Beyermann; Joe Hannon; Connie Mak
 Settlers of Catan: Avery Callenback; Ariel Levi; Steven Buchwald
 Shadow Hunters: Tim Maloney; Robert Neff; Tarynne Fraigan
 Slide 5 #1: Mike Sarsoza; Ralph Tsong; Elisa Vomocil
 Slide 5 #2: Ashley Charboneau; Steven Buchwald; Ari Levi
 Small World: Dave Gerson; John Walls; Paris
 Snow Tails: Kirk Udvardi; Rick Baptist; Abram Udarvi
 Spades #1: James Cavanaugh, Kawamoto; John Hughes, Jaime Estrada
 Spades #2: Dustin Gervanis, Mike McGowan; Jessamine Campbell, Bruce Ballard; Dan O'Farrell, Krysta Fryer
 Steam: Kyle Greenwood; David Mines; David Koontz
 Stone Age: Jeff Becker; Daniel Eppolito; Elisa Vomocil

Talisman: Connor Ryken-Amazon; Cory Ryken-Wizard; Bill Beyerman-Thief
 Tasty Minstrel: Playtest: Seth Jaffee; Eric Fletcher; Andrew Schoonmaker
 Tasty Minstrel: Terra Prime and Homesteaders: Walter Wichowski; Grant Zweifel; Jesse Escobedo
 Thunderstone: Kevin Pimental; Eric Downing; Wayne Sherman
 Thurn and Taxis: Chuck Bass; Scott Samarel; Karin Kunstmann
 Tichu Finals: Rusty Howell, Paris Themmer; James Cavanaugh, Eric Fletcher; Daniel Eppolito, Brian C
 Ticket to Ride: Final Round: Mychael Bueno; Gerald Delker; Ephraim Silverman
 Tikal: Jonathan Degann; Eric Downing; Chad Martinell
 Titan: Ben Tobin; Bill Beyermann; Cory Ryken
 Tobago: Bruce Schlickbernd; Mike Patterson; Steven Buchwald
 Torres: Thomas Acuna; Jon Cassie;
 TransAmerica: Tracy Ashizawa; Kyle Greenwood; Edward Roske
 Twilight Imperium: James; Joe; John Perry
 Ubongo: Edward Roske; Jasmine Baptist; Russell Howell
 Union Pacific: Paul Bonday; Chris Johnson; Burt Hunt
 Uno #1: Bob LaMarre; Nathan Morton; Krysta Fryer
 Uno #2: Sierra West; Nick Chavez; Alisa Armstrong
 Uno #3: Bob LaMarre; Edward Roske; Tarunne Fraigun
 Vasco De Game DEMO: Grant Zweifel; Dr Jay Christenson; Mike Sarsoza
 Vegas Showdown: Jeff Becker; Larry Kratz; Seth Jaffee
 Villa Paletti: Sallan Griffin; Jon Cassie
 Werewolf #1: Miya Zisliss; Nikki Grillas; Jonathon Kolbush
 Werewolf #3: Walter Wichowski; Nathaniel Taylor; Sallan Griffin
 Werewolf #4: AJ Armstrong; Keith Hughes; Cindy Venuti
 Who Would Win: Edward Roske; Steve Pileha; Nikki Grillas
 Winner's Circle: Darrell Stark; Stephanie Sazosa; Robert Nefti
 Wits and Wagers: Dustin Gervanis; Darrell Stark; Jim Pinto
 World Cup Soccer: Rick Lepere; Darrell Stark; Brken Crteay
 Yahtzee Free For All: Eduardo Quiroz; Edward Roske, Kevin Kawamoto, Cathy Kratz
 Yspahan: Daniel Eppolito; Eric Elder; Eric Downing
 Zombie Fluxx: Maya Bradfield; Chris Bradfield;
 Zooloretto: Matt Grimaldi; Maya Bradfield, Priya Bradfield

Collectible Games

Heroscape: Orccon Rumble: Javier Armenta Jr; George E Joyce Jr; Javier Armenta
 Kingdom Hearts "In-Vince-ible": Bob LaMarre; Vincent Fryer; Carlos Garcia
 Kingdom Hearts #1: Vincent Fryer; Bob LaMarre; Kelly Hammon
 Kingdom Hearts #2: Vincent Fryer; Bob LaMarre; Chris Venuti
 Magic: the Gathering Booster Draft: Eric Downing; Gus Enger; Jeff Lake
 Magic: the Gathering Legacy: John Brown; Eric Nguyen; David Koontz
 Magic: the Gathering Poor Man Highlander: John Brown; Tanya Aldrich; Hoss Bennett
 Magic: the Gathering Sealed: Chuck Watson; Dillon Wilke; Justin Nougat
 Magic: the Gathering Sealed #2: Robert Combs; Mike Benton; Steve Sisk
 Meepiles: James Warren; Nick Chavez; John Brown
 Naruto Chunin: Anton Perez; Daniel Collins; Mike Cano
 Pirates Pocketmodel #1: Fred Garmeria; John Brown; Lloyd Adams
 Pirates Pocketmodel #2: Crystal Koontz; John Brown; Heather Sinauskas
 Pirates Sink-N-Keep "Ticket to Sail": Chuck Watson, Brandon Henriksen, Lisa Adams, Crystal Koontz
 Pokemon: Joep Hensel
 Rocketmen: Lloyd Adams; Thomas Farr; Don Tsuchiyama
 Rocketmen Tag-Team: Thomas Farr & Lloyd Adams; Fred Carmelia & John Brown
 Star Wars Miniatures #1: Josh Garcia; Jacob Garcia; Angelo Chiraco
 Star Wars Miniatures #2: Angelo Chiraco; Mel Campbell; Will Peterson

Star Wars Starship Battles Tournament: Angelo Chirakd; Mel Campbell; Lloyd Adams
Vampire the eternal struggle "Betrayal": Dennis Lien; Aaron Clark; Brett McKnight
Vampire the eternal struggle "Friend of Mine": Matt Wedge; Jeff Poole; Brandon Henriksen

Vampire: the eternal struggle "Left for Dead": Dennis Lien; Aaron Clark; Jeff Colman
Warlord: Kerebrus Tournament: Rami Silvermann; Heather Sinausas; Don Tsuchiyama
Warlord: Orcon Championship: Rami Silvermann; Heather Sinausas; Lisa Adams
Warstone: Dan Thomas; Susan Adams; Carlos Garcia
WWE Raw Deal Charity Event: Justin Myers; Eric Shapiro; G. Andrew Marquez
Xtra Heart Pacific Coast Championship: Bobby Doran; Damon Sutton; Cindy Chamey

Computer and Video Games

Guitar Hero Face-Off: Shane Rosser; Conner Ryken; Keith Hughes
Halo #1: Chris Robinson; Tim Jenkins; Conner Ryken
Halo #2: Jeremy Callenbeck; Spencer Schalen; Connor Vassallo
Halo #3 (Teams): Doug Keenan, Keith Hughes; Tim Jenkins, Todd Schlickbernd; Jeremy Callenbeck, Sierra West
Last-Minute Tournament!: Todd Schlickbernd, Alexander Murphy, Amiligue Acuna, Jeremy Callenbeck, AJ Armstrong
Modern Warfare 2: Chris Robinson; Connor Ryken; Mke Carrington
Rock Band: Patrick Wyrick, Trish Ladd, Ian Lynam, Robert Andrusko; Sierra West, Cody West, Bob LaMavre, Krysta Fryer; Gwendolyn Burgess, Alaric Burgess, Christina Burgess, Travis
Super Smash Bros Brawl: Sam Udvardi; Amalique Acuna; Javier Armenta Jr
Tatsunoko Vs. Capcom: Anastasia Lemle; Javier Armenta; Jason Duvall

Miniatures Games

Broadside Bash 40K - Overall: Steve Sisk; Toby Walker
Broadside Bash 40K - Best Sportsman: Anthony Florez
Broadside Bash 40K - Best Painted: Toby Walker
Broadside Bash 40K - Best General: Brad Townsend
Broadside Bash Fantasy - Overall: Mike Mandzak; Jeremy Smith
Broadside Bash Fantasy - Best Sportsman: Bob Felix
Broadside Bash Fantasy - Best Painted: Scott Walker
Broadside Bash Fantasy - Best General: Touradj Mansouri
Flames of War: John Murdock, Tom Hauck; Ed Forbes, Robert Forbes
Warmachine/Hordes Mk2 25pt Brawl: Mike Wijenayake; Paul Main; Greg Sztain

Painting Contest

Best of Show: Jason Nichols
Fantasy Large: Frank Vassallo; Michael Morris
Fantasy Single: Frank Vassallo; Gabriella Payne
Historical Large: William Johnson; Michael Knapp
Historical Single: Sam Schrimsher; William Johnson
Historical Unit: Mark Nicholson; Frank Vassallo; Michael Johnson
Science Fiction Large: Jason Nichols; Frank Vassallo; Sam Schrimsher
Science Fiction Single: Jason Nichols; Frank Vassallo; Bryant Luba
Science Fiction Unit: Jason Nichols; Cory Ryken; Frank Vassallo
Strategikids: Mason Stewart; Maya Bradfield; Nadia Bradfield



STRATEGICON presents

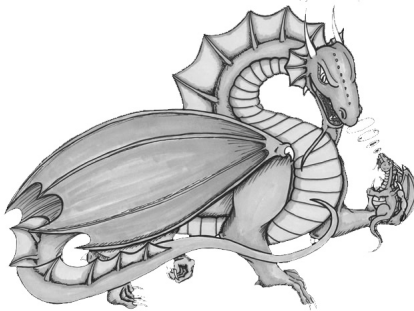
Gateway 2010

Labor Day Weekend
September 3rd - 6th, 2010

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Tom Lehmann (Race For The Galaxy) and
Andrew Looney (Fluxx)!



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