

 **STRATEGICON** presents

GameX 2009



Dan Verssen Games

Guest of Honor Dan Verssen

**Memorial Day Weekend
May 22nd to 26th, 2009
at the Sheraton Gateway Hotel**

Parking

Below is a brief guide to the local parking facilities. For the Sheraton, the Easy Park has a convenient entrance right across from the convention entrances off of Avion Drive. More information can be found at <http://www.strategicon.net/index.php?goto=parking>. If you have any questions, please feel free to stop by the registration desk.

Sheraton: 6101 W. Century Blvd

Map #	Lot Name	Gate Rate	Special Rate	Address
1	Park 'N Fly	\$15.95/day	\$8.95/day online	6351 W. Century
2	Quik Park	\$12.95/day	\$9.95/day online	6151 W. Century
3	Sunrise	\$10.99/day		6155 W. 98th St.
4	All Star Parking	\$13.95/day		6141 W. Century
5	Easy Park	\$10.95/day	1 free day coupon	6101 W. 98th St
6	Valet Air Park	\$11.95/day		9600 S. Sepulveda
N/A	LAX Lot C	\$13.95/day		96th St. & Sepulveda

Prices subject to change without notice.

Solid triangles denote entrances.

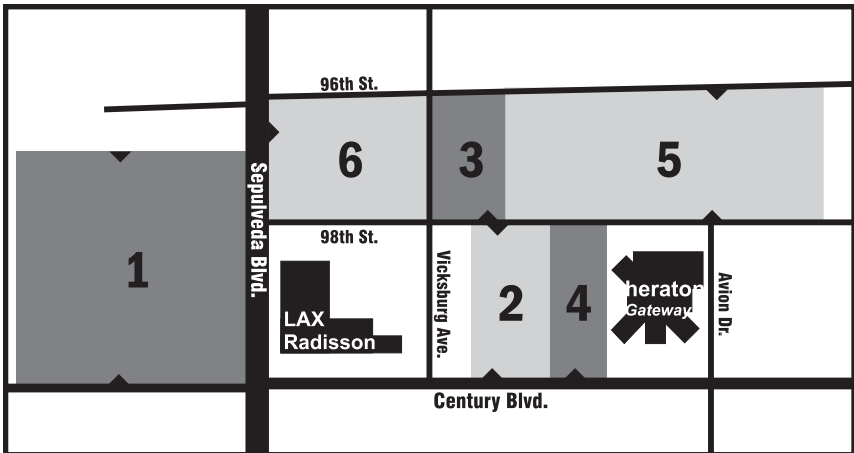


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Welcome

Strategicon welcomes you to Gamex 2009. 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. And Go Lakers!

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 Coordinator	Eric M. Aldrich I
Convention Operations	Norm Carlson , Chris Carlson and Michael Fryer
Exhibitor Hall	Janice Sellers, Steven Ong and RJ Held
Registration	Tracy Fryer
Advisor & Special Projects	John Paiva
Board Games	Patrick Havert, Lori Greene and Karl Kreder
Collectibles	Victor Bugg
Computer and Video Games	Tim Keennon
Live Action Role Playing	Michael Fryer and Ryan McMullan
Miniatures	Jose Mendiola and Robyn L. Nixon
Role-Playing Games	Michael Fryer and Sarah Harrington
Special Events	Eric Burgess, Heather and Devi Hughes
Auctioneer	Alfonzo Smith
Open Gaming Library	Larry York
Webmaster	Tanya Aldrich
Publicity and Propaganda	Eric Downing, Robert Lionheart and Hugh K. Singh
Movie Room	Joseph Eder
Lots of Stuff	Mark Hyman, Eric Nyquist and Michael Russell

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 (spilling ashtrays, etc.).
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!

Exhibitor Hall

The Exhibitor Hall is located on the second floor in the Catalina room.

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.

Gamex welcomes the following exhibitors:

Manufacturers

- * Art of War Terrain
- * Blitzkrieg Studio
- * Chaosium (1)
- * Dan Verssen Games
- * Decision Games
- * Fat Messiah Games (2)
- * Flying Buffalo
- * Gameslinger Enterprises
- * GMT Games
- * GPA Showcase & Gorilla Games
- * Gameslinger Enterprises
- * Hero Games (1)
- * One Small Step
- * Sierra Madre Games (2)
- * Steve Jackson Games (3)
- * Stonehouse Miniatures
- * Temple Games (4)
- * Three Sages Games
- * Two Hour Wargames (5)
- * White Wolf Publishing (3)

Retailers

- * Death Knight/Farrescape Gaming
- * Gaffney Used Books
- * Last Grenadier
- * Seth's Games and Anime
- * War House
- * Weekend Warrior

Events

- * PolyCon

Artists

- * Wadey Graphics

(1) at Strategicon booth

(2) at Flying Buffalo

(3) at the War House

(4) at Seth's Games and Anime

(5) at Stonehouse Miniatures

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, the convention reserves the right to cancel it.

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 \$30 for 1st place and \$15 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.

Our sponsors include:

AEG

Asmodee Editions

Atlas Games

Avalanche Press

Columbia Games

Conquest Miniatures

Crocodile Games

Dark Age Games

Days of Wonder

Duncan Toys

Fantasy Flight Games

FRED Distribution

Games Workshop

GMT Games

Goodman Games

Out of the Box Games

Pair-A-Dice Games

Privateer Press

Reaper Miniatures

Rio Grande Games

RPGA, 4e AD&D Events

Speile aus Timbuktu

Steve Jackson Games

Stonehouse Miniatures

Treefrog Games

Upper Deck

Valley Games

Z-Man Games

Miniatures Painting Contest

Bring your figure(s) for any of the categories listed below. Entries will be accepted beginning at 10:00 am Saturday until noon Sunday at the Painting Contest table in the Exhibitor Hall. Judging will take place at 4:00 pm on Sunday. Prizes will go 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 1:00 and 4:00 pm on Sunday if the original category has been canceled. Check back after 1:00 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.

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 Ballroom D.

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.

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 7 pm to 9 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.

A Guide to Gamex 2009 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!

Dan Verssen in his own words

I was in high school when a friend, Sean Wallace, introduced me to AD&D. He had read the Lord of the Rings books and heard about this mystical game where you could actually play warriors, wizards, and thieves. It was said that while playing you even got to slay monsters, gain treasure, and get more powerful. Today, such gaming ideas are common, but around 1979, the most exotic game we'd ever heard of was Stratego. At that time, there wasn't an Internet, and the first desktop computers were just coming out.

Somehow, we found out about The War House, a game store in Long Beach California, about 30 miles from where we lived. Luckily, my dad was an understanding guy, and he drove us there.

The War House was (and still is) the perfect game store. If I remember right, the main area was about thirty feet on a side and stuffed from floor to ceiling with strange and wondrous game boxes featuring monsters, tanks, knights, and space ships. There were racks of metal miniatures, and boxes of colored dice the likes of which I had never seen before.



In the middle of the store sat a small card table with 4 guys playing a game. There was a large hand drawn map of some underground cavern complex on the table, and 3 unpainted metal miniatures were arranged in one of the rooms. Surrounding the miniatures were a group of green painted monsters of some sort. The guys talked to each other in excited voices, but I didn't understand what they were saying. They spoke an odd language filled with terms like Armor Class, Seven-dee-Six, and Hit Points.

When I walked through those doors, I walked into a different world, and I've never left.

I bought a boxed set of D&D that day, not even AD&D. The box had that famous painting the wizard and archer bursting in on the dragon and its treasure hoard.

I also started looking through the black and white photocopied catalog pages that were included in my bag. They featured all manner of board games ranging from ancient battles to battles for outer space. It wasn't long before I started ordering them.

Sean and I later moved onto AD&D and found a group of gamers at school. We'd meet a couple times a week to play whatever new game someone dragged in.

I started as a game player, and then moved to being a game modder, then game designer, and now a game publisher. It has been a great adventure.

Right now, I devote almost all my time to designing games and the day-to-day operations of our company, Dan Verssen Games. My wife, Holly, myself, and our children Kevin and Kira all work together to make the company the best we can. Our first game, Field Commander Rommel has met with great success and reviews, and we are very proud of it. Since Rommel, we have released Modern Naval Battles, Down In Flames, and Field Commander: Alexander The Great. We look forward to releasing several more games each year as our company grows.

Food

In addition to the fine food served at the Sheraton, the immediate area has many fine eating establishments. For more information, visit <http://www.strategicon.net/index.php?goto=eat>

Restaurants

Subway Sandwiches	6151 W Century Blvd	310-645-5630
Shula's 347	6101 W Century Blvd	310-642-4820
Belle Mode Inc	5959 W Century Blvd #122	310-670-6575
Yo Deli	5933 W Century Blvd #110	310-641-1046
Burger King	9601 Airport Blvd	310-670-5188
In-N-Out Burger	9149 S Sepulveda Blvd	
Pacific Foods	5777 W Century Blvd	310-743-2889
Plaza Cafe	5777 W Century Blvd #104	310-645-7922
Euro Station Crepes & Waffles	5777 W Century Blvd #885	310-645-1211
Courtyard Cafe	8939 S Sepulveda Blvd #107	310-410-0770
Boston Market	8901 S Sepulveda Blvd	310-410-0111
Cilantro Fresh Mexican Grill	6308 W 89th St	310-338-9912
Pizza Hut	6312 W 89th St	310-641-1114
Togo's	6316 W 89th St	310-338-0419
Super Subs	5862 Arbor Vitae St	310-568-0254
Aliki's Greek Taverna	5862 Arbor Vitae St	310-645-9555
Quiznos Sub	8800 S Sepulveda Blvd	310-338-8703

Convenience

Starbucks	6101 W Century Blvd	310-642-4820
Longs Drugs	8900 S Sepulveda Blvd	310-258-0264
Ralphs Super Market	8824 S Sepulveda Blvd	310-645-2035

Pizza Delivery

Pizza Napoli	8730 S Sepulveda Blvd	310-670-6279
Dino's Pizza	1041 W Manchester Blvd	310-215-3700
Hank's Pizza On Arbor Vitae	429 W Arbor Vitae St	310-673-6666
Papa John's Pizza	10003 Hawthorne Blvd	310-412-7400

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 22nd

Noon **Burn In Hell** Sponsored Board

ONEXENO Card Game - DEMO Demo Board

CCG Gathering Coll

Rock Band Jam Session Comp

The Hitchhiker's Guide to the Galaxy Sem

1:00 pm **Mutant Chronicles** Coll

2:00 pm **1856** Event Board

Ticket to Ride: Europe Tournament Board

Bakugan Coll

Savage Worlds Savage Sword of Conan RPG

3:00 pm **Formula Motor Racing** Small Board

Munchkin Islands Sponsored Board

Kingdom Hearts Coll

4:00 pm **British Rails** Tournament Board

Santa Fe Rails Event Board

Slide 5 #1 Small Board

Warball Coll

5:00 pm **Monstercapocalypse demo** Coll

6:00 pm **Small World DEMO** Demo Board

Lost Cities the Boardgame Small Board

Magic: The Gathering- Booster Draft Coll

Monstercapocalypse Coll

Blood Bowl Weekend Mini

7:00 pm **1861 Demo and Game** Demo Board

Amun Re Tournament Board

Start Time
Fri, May 22nd

System Title or Type

Dept.

Archaeology: The Card Game Demo	Board
Guillotine #1 Small	Board
Hanging Gardens Small	Board
Hearts #1 Sponsored	Board
Through the Ages -Demo Demo	Board
Warlord: starter deck tourney	Coll
North Sea Skirmish	Mini
(Living Forgotten Realms - D&D 4e) BALD1-3 Tome of the Traitor (Lvl 7-10)	RPG
(Living Forgotten Realms - D&D 4e) CORE1-5 Touched by Darkness (Lvl 4-7)	RPG
Living Forgotten Realms - D&D 4e EAST1-4 Darkness in Delzimmer (Lvl 1-4)	RPG
Living Forgotten Realms - D&D 4e IMPI1-4 Bandits on a Farm (Lvl 4-7)	RPG
Into the Woods	Sem
18XX Short Slot Tournament	Board
Masters Gallery Demo	Board
Express Event	Board
Lunar Rails Tournament	Board
Ticket to Ride #1 Tournament	Board
Seafarers of Catan Tournament	Board
Small World Event	Board
Through the Ages Event	Board
Uno #1 Small	Board
Wargame Bootcamp Event	Board
World of Warcraft: Quests & Raids	Coll
Dungeons & Dragons 4e Monster Bash!	RPG
GURPS High-Tech Theft at the Getty	RPG
Home-Brew Shadowvale	RPG
Montsegur 1244 Burning For Your Belief?	RPG

8:00 pm

Start Time

Fri, May 22nd

System Title or Type

Dept.

Savage Worlds Savage Sword of Conan

RPG

Star Wars Saga Edition

Order 66: Escape from the Jedi Temple

RPG

Triad System playtest The Celestial Railway

RPG

Tunnels and Trolls Galal's Grave

RPG

White Wolf Storytelling System

Geist: The Sin-Eaters Preview Game

RPG

Flea Market

Sem

9:00 pm

Coloretto Small

Board

Liar's Dice #1 Small

Board

Nexus Ops Small

Board

Phase 10 #1 Small

Board

Poker - 5 Card Draw Sponsored

Board

Princes of Florence Tournament

Board

Underworld: The Extended Cut

Sem

10:00 pm

Rorschach: The Party Game Demo

Board

Ticket to Ride: The Card Game #1 Small

Board

TransAmerica #1 Small

Board

San Juan Small

Board

11:00 pm

Euro Pick 1 of 2 Event

Board

Spades #1 Sponsored

Board

Ubongo Small

Board

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Start Time

Sat, May 23rd

System Title or Type

Dept.

Midnight

Burn In Hell - At the Witching Hour! Sponsored

Board

Pit Small

Board

Start Time	System Title or Type	Dept.
Sat, May 23rd	Shadow Hunters #1 Event	Board
1:00 am	Werewolf #1 Event	Board
8:00 am	Warhammer 40K RTT	Mini
9:00 am	Advanced Civilization Tournament	Board
	Axis and Allies #1 Big	Board
	Blokus #1 Small	Board
	Roll Through The Ages Demo	Board
	Imperial Tournament	Board
	Memoir '44 Event	Board
	Catan Histories - Struggle for Rome Event	Board
	Battle of Jalait	Mini
	Warhammer Ancient Battles Tournament	Mini
	D&D 4E Iron Chef Freeport: Seaweed Battle	RPG
	GURPS ULTRA TECH Blade Runner	RPG
	Hot Chicks: The Roleplaying Game Rampaging Tentacle Demons, Sanju!	RPG
	Living Forgotten Realms - D&D 4e ADAP1-5 Menace of the Icy Spire (Lvl 1-4)	RPG
	Living Forgotten Realms - D&D 4e CORE1-8 Taken (Lvl 7-10)	RPG
	Living Forgotten Realms - D&D 4e DALE1-2 Blades for Daggerdale (Lvl 4-7)	RPG
	Living Forgotten Realms - D&D 4e DALE1-2 Blades for Daggerdale (Lvl 4-7)	RPG
	Living Forgotten Realms - D&D 4e WATE1-3 The Woolmen's Restless Tomb (Lvl 7-10)	RPG
	Mouse Guard RPG Mouse or Moose?	RPG
	White Wolf Storytelling System Geist: The Sin-Eaters Preview Game	RPG
	Worldwide D&D 4e Gameday: Monster Manual 2 Journey through the Silver Caves (Lvl 5)	RPG
10:00 am	1861 Rails of Russia Tournament	Board
	SUPERNOVA Demo	Board

Start Time	System Title or Type	Dept.
Sat, May 23rd	Hearts #2 Sponsored	Board
	Power Grid Big	Board
	Australian Rails Tournament	Board
	Smackatoa! Event	Board
	Titan - DEMO Demo	Board
	Uno #2 Tournament	Board
	Liberty - DEMO Demo	Board
	Montezumas Revenge Demo	Board
	Unhappy King Charles Demo	Board
	Wargame Bootcamp Event	Board
	World Engulfed Event *	Board
	Fight Klub	Coll
	Magic: The Gathering- Sealed Deck	Coll
	Naruto Chunnin Exam Tournament	Coll
	BATTLE OF IUKA, MS -- Sept. 19, 1862	Mini
	Queen of the Skies	Mini
	Miniatures Paint and Take	Mini
	Perfidious Albion Invaded!	Mini
	Classic Arcade Tourney	Comp
	Open Comp/Video Gaming	Comp
Original Dungeons & Dragons Kicking It Olde School	RPG	
Drawing and Sketching Demo	Sem	
Flea Market	Sem	
Kung Fu Hustle	Sem	
11:00 am	A Game of Thrones Event	Board
	Conquest of the Empire Tournament	Board
	Magnet Demo	Board
	Sudoku Tactics Event	Board
	Titan Tournament	Board

Start Time	System Title or Type	Dept.
Sat, May 23rd	Um Reifanbrante Small	Board
	Warball	Coll
	Warlord: Gamex Championships	Coll
	AE-WWII demo	Mini
Noon	ASL DEMO ZONE Demo	Board
	Burn In Hell - At the Witching Hour! Sponsored	Board
	Pirate King Event	Board
	Reiner Knizia's Looting London Demo	Board
	Munchkin Sponsored	Board
	ONEXENO - DEMO Demo	Board
	Ticket to Ride: Nordic Countries Small	Board
	Union Pacific Tournament	Board
	Settlers of Catan Tournament	Board
	Sturm Europa! - NEW grand strategic block game Demo	Board
	Tako Judo Event	Board
	Hammer of the Scots - DEMO Demo	Board
	Modern Naval Battles Demo	Board
	Pirates Pocketmodel Tournament	Coll
	Painting for Beginners	Mini
	Mangle Metal/Tooth and Claw + 1	Mini
Worms Face-Off	Comp	
Super Smash Bros. Brawl # 1	Comp	
1:00 pm	1960 Making of the President Event	Board
	Agricola Big	Board
	Colosseum Tournament	Board
	Juniors Event #1 Event	Board
	Phase 10 #2 Small	Board
	Robo Rally #1 Tournament	Board
	Spades #2 Sponsored	Board

Start Time

System Title or Type

Dept.

Sat, May 23rd

	Taiji Event	Board
	Warriors of God Demo	Board
	Topps Baseball Attax	Coll
	"Bring 'em Back Alive"	Mini
	World of Warcraft Round 1	Comp
2:00 pm	Munchkin Sponsored	Board
	No Thanks! #1 Small	Board
	Age of Steam Tournament	Board
	Iron Dragon Tournament	Board
	Ticket to Ride - Märklin Tournament	Board
	Crusader Rex - DEMO Demo	Board
	Down in Flames - Aces High Demo	Board
	Wargame Bootcamp Event	Board
	Clout West coast Summer Slam	Coll
	Kingdom Hearts	Coll
	Halo 1 Halo Tournament #1 (Halo Classic)	Comp
	Champions How did he (or she) do that?	RPG
	Dirty Secrets Dirty Secrets	RPG
	Dogs in the Vineyard The Black Butte Branch	RPG
	Dying Kingdoms Dying Kingdoms tabletop	RPG
	GURPS 4th Aeon Dawn – A Funny Thing Happened at the Spaceport	RPG
	GURPS Traveller Star Wars	RPG
	Hot Chicks: The Roleplaying Game A Spell Badly Cast	RPG
	Living Forgotten Realms - D&D 4e CORE1-3 Sense of Wonder (Lvl 1-4)	RPG
	Living Forgotten Realms - D&D 4e TYMA1-2 Taking Stock of the Situation (Lvl 4-7)	RPG
	Living Forgotten Realms - D&D 4e WATE1-4 Mystery of Deepwater Harbor (Lvl 7-10)	RPG
	Star Wars Saga Edition Lights in the Darkness	RPG

Start Time	System Title or Type	Dept.
Sat, May 23rd	Starblazer Adventure "Legends of Anglerre" Preview	RPG
	White Wolf Storytelling System Geist: The Sin-Eaters Preview Game	RPG
	World of Darkness Hunter The Vigil: No Time Left	RPG
	Worldwide D&D 4e Gameday: Monster Manual 2 Journey through the Silver Caves (Lvl 5)	RPG
	Q&A with Special Guest Dan Verssen	Sem
3:00 pm	Battlestar Galactica Event	Board
	Merchant of Venus Tournament	Board
	Thurn and Taxis Tournament	Board
	Vegas Showdown Tournament	Board
	Star Wars miniatures: Jedi Master Event	Coll
	World of Warcraft: CCG tournament	Coll
	Yu-Gi-Oh! Tournament	Coll
	Atlantic Meeting Engagement	Mini
	Miniature Assembly and Prep	Mini
	World of Warcraft Round 2	Comp
Boggle Nights: A short film about competitive Boggle	Sem	
4:00 pm	Battlestations: Free Trader Event	Board
	Giants Demo	Board
	Hacker Card Game Sponsored	Board
	Juniors Event #2 Event	Board
	Blue vs Grey Demo	Board
	Combat Commander Demo	Board
	World at War:Eisenbach Gap Demo	Board
	Call of Duty TCG	Coll
Rock Band Tournament	Comp	
5:00 pm	Brass Tournament	Board
	Martin Wallace's Automobile Demo	Board

Start Time

System Title or Type

Dept.

Sat, May 23rd

Friedrich Tournament	Board
Chicago Express Tournament	Board
Epic TCG Tournament	Coll
Heroscape: Gamex Rumble	Coll
Monsterpocalypse demo	Coll
World of Warcraft: CMG Arena Battle	Coll
War of the Rings Tournament	Mini
World of Warcraft Round 3	Comp

6:00 pm

Probe Tournament	Board
China Rails Tournament	Board
Rail Baron Tournament	Board
1835 Tournament	Board
Magic: The Gathering- Legacy	Coll
Monsterpocalypse	Coll
Air Combat Vietnam	Mini
Halo 3 Halo Tournament #2 (Deathmatch)	Comp

7:00 pm

Battlestar Galactica Event	Board
Ra Big	Board
Catan Traders and Barbarians Event	Board
A Game of Thrones LCG	Coll
Huntik	Coll
Warhammer 40,000 Apocalypse Space Hulk!	Mini
City of Heroes Costume Contest	Comp
World of Warcraft Round 4	Comp
Dungeons and Dragons 4e A Fiend in Deed (Lvl 1-10)	RPG
Living Forgotten Realms - D&D 4e BALD1-3 Tome of the Traitor (Lvl 7-10)	RPG
Living Forgotten Realms - D&D 4e CORE1-4 Crystal Clear (Lvl 4-7)	RPG

Start Time	System Title or Type	Dept.
Sat, May 23rd	Living Forgotten Realms - D&D 4e EAST1-4 Darkness in Delzimmer (Lvl 1-4)	RPG
	Pathfinder Society - Pathfinder RPG PSS-05 Mists of Mwangi (Lvl 1-5)	RPG
	Worldwide D&D 4e Gameday: Monster Manual 2 Journey through the Silver Caves (Lvl 5)	RPG
8:00 pm	Dork Tower Sponsored	Board
	Ghost Stories Event	Board
	Lifeboat Special	Board
	Pez #1 Small	Board
	Empire Builder Tournament	Board
	Wits and Wagers Tournament	Board
	Meepiles *	Coll
	Houses of the Blooded Houses of the Blooded LARP	LARP
	Vampire Requiem	LARP
	Champions The Cure	RPG
	Conan! 2nd Edition The Dead Are Dead...	RPG
	Exquisite Replicas Black Eyes	RPG
	GURPS STARWARS Revenge of the Sith	RPG
	Spirit of the Century The Spirit of the Red Planet	RPG
	Starblazer Adventures "Legends of Anglerre" Preview	RPG
	System similar to Star Wars revised Bring back the Pirate	RPG
	The Extraordinary Adventures of Baron Munchausen A Fine Night at the Inn	RPG
9:00 pm	Catch Phrase Small	Board
	Kingsburg Tournament	Board
	Poker - 7 Card Stud Sponsored	Board
10:00 pm	Thingamajig Small	Board
	Tichu - Preliminary Rounds Event	Board
	TransAmerica #2 Small	Board

Start Time **System** Title or Type Dept.

Sat, May 23rd

Who Would Win? Event Board
Open Comp/Video Gaming 18+ Comp
Equilibrium Sem

11:00 pm **Cash N Guns** Event Board
Euro Pick #2 of 2 Tournament Board
Times Up Event Board

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Start Time **System** Title or Type Dept.

Sun, May 24th

Midnight **Burn in Hell** Sponsored Board
Charades #1 Small Board

1:00 am **Werewolf #2** Event Board

8:00 am **Warhammer Fantasy RTT** Mini
Lord of the Rings Marathon Sem

9:00 am **Battlelore** Event Board
Phase 10 #3 Small Board
Historical Scenarios I - Alexander the Great Event Board
The Arkham Horror Event Board
Clash of the Midgets in the Channel! Mini
3.5 Dungeons and Dragons Lich trouble RPG
Call of Cthulhu The Trawler Restaurant RPG
D&D 4e RPG
Beginner's Guide to Learning 4th Edition D&D
GURPS SPACE Star Trek RPG
Living Forgotten Realms - D&D 4e RPG
BALD1-3 Tome of the Traitor (Lvl 7-10)
Living Forgotten Realms - D&D 4e RPG
CORE1-7 Sovereign of the Mines (Lvl 7-10)

Start Time
Sun, May 24th

System Title or Type

Dept.

Living Forgotten Realms - D&D 4e
EAST1-4 Darkness in Delzimmer (Lvl 1-4) RPG

Living Forgotten Realms - D&D 4e
IMPI1-4 Bandits on a Farm (Lvl 4-7) RPG

ORE Monsters and Other Childish Things RPG

Pathfinder Society - Pathfinder RPG
PSS-13 The Prince of Augustana (Lvl 1-5) RPG

White Wolf Storytelling System
Geist: The Sin-Eaters Preview Game RPG

10:00 am **18XX Classic** Tournament Board

Battlestar Galactica Event Board

Battle Cry Tournament Board

Mille Bornes Small Board

Euro Rails Tournament Board

Ticket to Ride - 1910 Mega Tournament Board

Espana 1936 Demo Board

Manouvre Demo Board

Pursuit of Glory Demo Board

Wargame Bootcamp Event Board

Magic: The Gathering- Elder Dragon Highlander Coll

AE-WII Demo Mini

Naval Clash Mini

Miniatures Paint and Take Mini

Uncharted Seas Tournament Mini

Classic Arcade Tourney - Continued Comp

Open Comp/Video Gaming Comp

Flea Market Sem

11:00 am **Caylus** Tournament Board

Uno #3 Tournament Board

War of the Ring Event Board

SPQR Demo Board

Start Time	System Title or Type	Dept.
Sun, May 24th	World Engulfed Event	Board
	Warlord: Kerebrus Tournament	Coll
	"Bring 'em Back Alive"	Mini
	WARMACHINE/HORDES SteamRoller4	Mini
Noon	Burn In Hell - At the Witching Hour! Sponsored	Board
	Cribbage Sponsored	Board
	Munchkin Sponsored	Board
	ONEXENO - DEMO Demo	Board
	Pandemic Tournament	Board
	Ticket to Ride: Europe Tournament	Board
	Ticket to Ride: The Card Game #2 Small	Board
	Mechwarrior Tournament	Coll
	Topps Baseball Attax	Coll
	Super Smash Bros. Brawl #2	Comp
	Gamma World Mutants! Cyborgs! Rayguns!	RPG
	Drawing and Sketching Demo	Sem
	Lord of the Rings Marathon Part II	Sem
1:00 pm	Dominion Tournament	Board
	Frag Sponsored	Board
	Juniors Event #3 Event	Board
	Robo Rally #2 Tournament	Board
	Sekigahara : Unification of Japan Demo	Board
	Talisman Tournament	Board
	Twilight Struggle Tournament	Board
	UFS	Coll
	Warball	Coll
	Counter attack of 22nd armored Brigade at Sidi Rezegh Nov 22 1941	Mini
2:00 pm	Battlestar Galactica Event	Board
	Cloud 9 Small	Board

Start Time
Sun, May 24th

System Title or Type	Dept.
Munchkin Sponsored	Board
Ticket to Ride: Switzerland Tournament	Board
Railroad Tycoon Tournament	Board
Wargame Bootcamp Event	Board
Wings of War Demo	Board
Kingdom Hearts: Coliseum Tournament	Coll
Space Combat! *	Mini
Halo 3 Halo Tournament #3 (Teams)	Comp
Agora: how shall we live? Agora (Preview/Playtest)	RPG
Call of Cthulhu/Delta Green Murder at Vann Aircraft	RPG
GURPS 4th Aeon Dawn – A Funny Thing Happened at the Spaceport	RPG
GURPS Biotech Indiana Jones and the Flying Saucer Men From Mars	RPG
GURPS IOU Dis-Associated Students	RPG
Hero System - Champions Marvel Slugfest	RPG
Living Forgotten Realms - D&D 4e AGLA1-2 At the Foot of the Lighthouse (Lvl 4-7)	RPG
Living Forgotten Realms - D&D 4e CORE1-3 Sense of Wonder (Lvl 1-4)	RPG
Living Forgotten Realms - D&D 4e CORE1-5 Touched by Darkness (Lvl 4-7)	RPG
Living Forgotten Realms - D&D 4e MOON1-4 Black Blood (Lvl 7-10)	RPG
Living Forgotten Realms - D&D 4e SPEC1-2 Zhent's Ancient Shadows Round 1 (Lvl 7-10)	RPG
One Can Have Her One Can Have Her	RPG
Pathfinder Society - Pathfinder RPG PSS-14 The Many Fortunes of Grandmaster Torch (Lvl 1-7)	RPG
Serenity (Cortex) Escape!	RPG
Spirit of the Century The Spirit of the Red Planet	RPG

Start Time

System Title or Type

Dept.

Sun, May 24th

White Wolf Storytelling System
Geist: The Sin-Eaters Preview Game

RPG

3:00 pm

Felix: The Cat in the Sack #2 Small

Board

Russian Rails Event

Board

Steel Driver Tournament

Board

Saint Petersburg Tournament

Board

Starmada Event

Board

Stone Age Tournament

Board

Combat Commander Demo

Board

Command & Colors Demo

Board

Huntik TCG

Coll

Star Wars Miniatures: Sith Lord Tournament

Coll

Dying Kingdoms Dying Kingdoms: Ambition

LARP

4:00 pm

Aquire Tournament

Board

Blokus #2 Small

Board

Juniors Event #4 Event

Board

Stephenson's Rocket Tournament

Board

Scepter of Zavandor Tournament

Board

Scrabble Small

Board

Spades #3 Sponsored

Board

Kutusov Demo

Board

World of Warcraft: CMG Arena Battle

Coll

Yu-Gi-Oh! Tournament #2

Coll

Machinima Movie Making

Comp

Lord of the Rings Marathon Part III

Sem

5:00 pm

Alhambra Tournament

Board

Guillotine #2 Small

Board

Hannibal: Rome vs Carthage Tournament

Board

ONEXENO - TOURNAMENT Special

Board

Trivial Pursuit Small

Board

Start Time	System Title or Type	Dept.
Sun, May 24th		
	Monsterpocalypse demo	Coll
	Pirates: Sink-N-Keep	Coll
6:00 pm	Ingenious Small	Board
	Pez #2 Small	Board
	1870 Tournament	Board
	Empire Builder Tournament	Board
	On the Underground Small	Board
	Silverton Tournament	Board
	Magic: The Gathering- 2 Headed Giant Sealed Deck	Coll
	Monsterpocalypse	Coll
	Guitar Hero	Comp
7:00 pm	Puerto Rico Big	Board
	Settlers of Catan - Players Choice Event	Board
	Wargame Boot Camp Prizes Special	Board
	Zombie Fluxx Small	Board
	A Game of Thrones LCG	Coll
	Clash off Gibraltar	Mini
	Living Forgotten Realms - D&D 4e CORE1-10 Dancing Shadows (Lvl 4-7)	RPG
	Living Forgotten Realms - D&D 4e CORE1-4 Crystal Clear (Lvl 4-7)	RPG
	Living Forgotten Realms - D&D 4e CORE1-8 Taken (Lvl 7-10)	RPG
	Living Forgotten Realms - D&D 4e SPEC1-2 Zhent's Ancient Shadows Round 2 (Lvl 7-10)	RPG
	Pathfinder Society - Pathfinder RPG PSS-15 The Asmodeus Mirage (Lvl1-7)	RPG
	Feedback Forum	Sem
8:00 pm	Apples to Apples Small	Board
	Lost Cities Tournament	Board
	Modern Art Tournament	Board
	India Rails Tournament	Board

Start Time	System Title or Type	Dept.
Sun, May 24th		
	Rails of Europe Event	Board
	Ticket to Ride Tournament	Board
	Zooloretto Tournament	Board
	Magic: The Gathering *Pauper tournament*	Coll
	Arabian Sea Tales (Better Games) The Eyes of the Tiger	RPG
	GURPS Star Trek Wraith of the Romulains	RPG
	Hero System - Champions Avengers Assemble: Firestorm	RPG
	Mouse Guard RPG Mouse or Moose?	RPG
	Paranoia XP (Straight) Infohazard	RPG
	Spione Spione	RPG
	Wilderness of Mirrors The Ambassador's Case.	RPG
	Lord of the Rings Marathon Part III.5	Sem
9:00 pm	World Cup Soccer Tournament	Board
10:00 pm	25 Words or Less Event	Board
	Poker - Texas Hold 'Em Sponsored	Board
	TransAmerica #3 Small	Board
	Race for the Galaxy Tournament	Board
	Tichu Final Rounds Tournament	Board
	Open Comp/Video Gaming 18+	Comp
	AWESOMELY BAD MOVIE NIGHT!	Sem
11:00 pm	Cash N Guns Event	Board

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Start Time	System Title or Type	Dept.
Mon, May 25th		
Midnight	Burn In Hell - At the Witching Hour! Sponsored	Board
1:00 am	Werewolf #3 Event	Board

Start Time	System Title or Type	Dept.
Mon, May 25th		
9:00 am	Mega Dominion Special	Board
	18XX Finals - Puffing Billy Special	Board
	Wargame Bootcamp Event	Board
	Living Forgotten Realms - D&D 4e ADAP1-5 Menace of the Icy Spire (Lvl 1-4)	RPG
	Living Forgotten Realms - D&D 4e CORE1-7 Sovereign of the Mines (Lvl 7-10)	RPG
	Living Forgotten Realms - D&D 4e DALE1-2 Blades for Daggerdale (Lvl 4-7)	RPG
	Living Forgotten Realms - D&D 4e MOON1-4 Black Blood (Lvl 7-10)	RPG
	Living Forgotten Realms - D&D 4e WATE1-3 The Woolmen's Restless Tomb (Lvl 7-10)	RPG
	Primetime Adventures Primetime Adventures	RPG
	Sunday Morning Anime	Sem
10:00 am	Cartagena 1 & 2 Tournament	Board
	Empire Builder Finals - Puffing Billy Special	Board
	The Book Scenario Event	Board
	Uno #4 Tournament	Board
	Magic: The Gathering- Sealed Deck	Coll
	Eastern Front Confrontation	Mini
	Open Comp/Video Gaming	Comp
	Triad System playtest The Celestial Railway	RPG
11:00 am	Napoleonic Wars Sponsored	Board
	Tannhäuser Event	Board
	TransAmerica #4 Small	Board
	Pirates Pocketmodel Tournament #2	Coll
	Auction	Sem
Noon	Burn In Hell - At the Witching Hour! Special	Board
	No Thanks #2 Sponsored	Board
	Pillars of the Earth Sponsored	Board
	Ticket to Ride Puffing Billy Finals Special	Board

Start Time	System Title or Type	Dept.
Mon, May 25th		
1:00 pm	Slide 5 #2 Sponsored Kingdom Hearts Warball	Board Coll Coll
2:00 pm	Fluxx Sponsored Shadow Hunters #2 Event Space Sponsored Bakugan Living Forgotten Realms - D&D 4e CORE1-10 Dancing Shadows (Lvl 4-7) Living Forgotten Realms - D&D 4e EAST1-4 Darkness in Delzimmer (Lvl 1-4) Living Forgotten Realms - D&D 4e TYMA1-2 Taking Stock of the Situation (Lvl 4-7) Living Forgotten Realms - D&D 4e WATE1-4 Mystery of Deepwater Harbor (Lvl 7-10)	Board Board Board Coll RPG RPG RPG RPG
3:00 pm	Family Business Sponsored Puffing Billy Awards Ceremony Special	Board Board

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Board = Board Games, Coll = Collectibles, LARP = LARPs, Mini = Miniatures,

Comp = Computers, RPG = RPGs, Sem = Seminars

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

The points people earn will be faced on the following grid:

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

The # of players relates to the # of players in the actual tournament, not in the individual game.
Party games are harder to determine, so each team member will get the points.

The awards will be presented during the following years Orccon (Presidents' Day weekend) Convention.

For 2008 the winners are:
Jack Butler: Chris Johnson
Card Games: Scott Samarel
Euro Games: Bruce Schlickbernd
Family Games: Chris Johnson
Party Games: Edward Roske
Rail Games: Kenneth Heilfron
Social Games: Mary Taylor
Strategy Games: Alasdair Burton
War Games: Mark Luta



PolyCon XXVII

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July 3-5, 2009

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Board Game Events

Grand Ballroom A-F

1835 – Sat, 6:00 pm

This 18xx game takes the basic mechanics from Tresham's 1829, and adds several new elements. Players seek to make the most money by buying and selling stock in various rail companies located on a map of Germany. The board itself is actually a fairly abstract hexagonal system, with track tiles placed on top of the hexes. Players buy and sell stock in various share companies, whose actions are controlled by the majority stockholder.

1856 – Fri, 2:00 pm

This 18xx game takes the basic mechanics from Tresham's 1829, and adds several new elements. Players seek to make the most money by buying and selling stock in various rail companies located on a map of eastern Canada.

1861 Demo and Game – Fri, 7:00 pm

Demo of the game 1861, and then the game will be played

1870 – Sun, 6:00 pm

This 18xx game takes the basic mechanics from Tresham's 1829, and adds several new elements. Players seek to make the most money by buying and selling stock in various rail companies located on a map of central United States.

18XX Finals - Puffing Billy – Mon, 9:00 am

This will be the finals for the 18XX series champion for the Gamex 2009 Puffing Billy Tournament

A Game of Thrones – Sat, 11:00 am

FFG's A Game of Thrones Boardgame using the ports from a Clash of Kings and up to 6 players.

Age of Steam – Sat, 2:00 pm

Steam-belching iron horses roar across the wild plains in Warfrog's railway game. Age of Steam relives the era when pioneering US railroads built the tracks that transformed America's economy. The cut-throat action is centered on the industrial powerhouses of the growing nation: Pittsburgh, Cincinnati, Chicago and beyond.

Alhambra – Sun, 5:00 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. The game rewards efficiency, as when a player purchases a building from the market for the exact amount of money, the player may take another turn.

Archaeology: The Card Game – Fri, 7:00 pm

Learn this fun new Z-Man Games release about delving into the sands and pyramids to find treasure so you can wheel and deal for the best sets at the local marketplace. Fun for all ages and playable in 20-30 minutes.

ASL DEMO ZONE – Sat, Noon

Come on out and join the Advanced Squad Leader club of Southern California while they demo and play ASL. If you've ever been interested in a great tactical combat system, try the one which has survived the test of time.

Axis and Allies #1 – Sat, 9:00 am

It depicts WWII on a grand scale, full global level. Up to five players can play on two different teams. The Axis which has Germany and Japan, and the Allies which has the USA, the United Kingdom, and the USSR. A full map of the world is provided, broken up in various chunks similar to Risk. The game comes with gobs of plastic miniatures that represent various military units during WWII.

Battlelore – Sun, 9:00 am

Battlelore game using the base game. If there are enough players we could play Epic Battlelore

Battlestar Galactica – Sat, 3:00 pm, 7:00 pm

After the Cylon attack on the Colonies, the battered remnants of the human race are on the run, constantly searching for the next signpost on the road to Earth. They face the threat of Cylon attack from without, and treachery and crisis from within. Humanity must work together if they are to have any hope of survival...but how can they, when any of them may, in fact, be a Cylon agent?

Battlestations: Free Trader – Sat, 4:00 pm

Ply the trade routes carrying questionable cargo past predatory pirates in this early playtest for the next Battlestations expansion with game designer Jeff Siadek. Prizes awarded. Beginners welcome.

Brass – Sat, 5:00 pm

Your goal in Brass is to build cotton mills, coal mines, iron works, canals, railways, ports, and shipyards, and to have them be used so that they score points. Your choices will be limited by the cards you draw, but not as much as by the plans you make. Lots of interesting detail in the historical Lancashire setting

Burn In Hell - At the Witching Hour! – Fri, Noon; Sat, Midnight, Noon; Sun, Noon; Mon, Midnight, Noon

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. The winner of each game will get a token. The player who turns in the most tokens on Monday will BURN IN HELL, um, win a copy of the game.

Cartagena 1 & 2 – Mon, 10:00 am

Cartagena takes as its theme the famous 1672 pirate-led jailbreak from the fortress of Cartagena. Each player has a group of six pirates and the objective is to have all six escape through the tortuous underground passage that connects the fortress to the port, where a sloop is waiting for them.

Chicago Express – Sat, 5:00 pm

In the game the B&O, C&O, Pennsylvania and New York Central railroads drive from the East Coast across the growing eastern US to Chicago. Smaller, more aggressive railroads like the Wabash spring up to further expand America's extensive railroads. The sharpest railroad executives vie for the maximum return on their investment in this business game.

China Rails – Sat, 6:00 pm

Another addition to the venerable Empire Builder "crayon-rails" series of games. This time around, players are building track and making deliveries in The People's Republic of China. This one is rather similar in to other Empire Builder games, plus have some unique events that are tailored to the map (i.e. Congress event). Cards tend to indicate that one needs to venture out west to have any hope of getting the big payoffs.

Coloretto – Fri, 9:00 pm

Draw a card to play to a row, or take a row it's that easy! You score points for collecting cards of the same color.

Crusader Rex - DEMO – Sat, 2:00 pm

Crusader Rex is a block game of the 3rd Crusade. One Player plays the Christian Franks, the other, the Muslim Saracens. The objective of the game is to control important Victory Cities such as Jerusalem, Acre, Damascus, and Antioch.

Dork Tower – Sat, 8:00 pm

Now you can play John Kovalic's Dork Tower characters... as they play their characters... in a magical quest for the ultimate prize where no strategy is too low, no player too Munchkiny, and no rule is safe! Adventure through the land of Aurora, smiting monsters and growing in power, until you are strong enough to challenge the evil wizard in his tower. Slay him and you win.

Empire Builder – Sun, 6:00 pm

The original and flagship of Mayfair's crayon-rails line allows players to draw their train routes over a map of the United States. Players start with enough money to build short lengths of track, and by running their trains and delivering loads to various cities acquire more cash to expand their networks.

Empire Builder Finals - Puffing Billy – Mon, 10:00 am

This will be the finals for the Empire Builder series champion for the Gamex 2009 Puffing Billy Tournament

Euro Pick – Fri, Sat, 11:00 pm

Winton Lemoines late night euro fest. More info on the games and scoring to be posted ASAP

Frag – Sun, 1:00 pm

Frag is a computer game without a computer. It's a "first-person shooter" on a tabletop. Move your fighter and frag your foes draw cards for weapons, armor, and gadgets move through the blood spatters to restore your own health! If you die, you respawn and come back shooting!

Giants – Sat, 4:00 pm

Learn this terrific new release from Asmodee - Fabrice Besson's wonderful new game about Easter Island.

Hacker Card Game – Sat, 4:00 pm

This game inspired by the 1990 Secret Service raid on SJ Games. Players use indials to break into systems and gain root access. Upgrade your hacking tools, deal with other hackers for access, phreak others onto your system all is part of the game. Avoid ICE and law enforcement raids to gain the most root access' to sites to win the game be aware you can't actually hack a computer with cards and dice

Hammer of the Scots - DEMO – Sat, Noon

Hammer of the Scots brings the rebellion of the Braveheart, William Wallace, to life. As the English player, you seek to pacify Scotland by controlling all the important noble lords. The Scottish player also seeks the allegiance of nobles to support a difficult struggle for freedom.

Hanging Gardens – Fri, 7:00 pm

Without an exact reference to follow, the 2-4 players will establish the hanging gardens according to their own tastes. Card follows card with magnificent buildings, sparkling fountains, and exotic plants as the players work to rebuild the legendary gardens. In the end, the queen will be pleased and rewards the victory palm to the player whose work on the gardens most impresses her highness.

Liberty - DEMO – Sat, 10:00 am

Liberty is a fast-playing game covering the American Revolution from 1775-1783. British, American, and French forces are included and the role of the Indians and Navies is depicted. The unique problems faced by each side become clear in this playable game.

Lifeboat – Sat, 8:00 pm

Adrift at sea with your secret love, hated enemy and whatever loot you could salvage from the sinking ship. What could go wrong? Quick and Easy card game about survival on an Edwardian Lifeboat. Prizes awarded.

Lost Cities – Sun, 8:00 pm

Lost Cities is a card game from the Kosmos two-player series. The object is to mount profitable expeditions to one or more of the five different lost cities. Card play is quite straightforward, with a few agonizing moments sprinkled through what is mostly a fast-moving game. If you start a given expedition, you'd better make some progress in it, or it'll score you negative points. If you can make a lot of progress, you'll score quite well. After three rounds, the highest total score takes the day.

Lunar Rails – Fri, 8:00 pm

Part of Mayfair's line of train crayon-rail games. Here you can make deliveries to any part of the moon, which is why they used the double-hemisphere map. You can connect from the edge of one map to the corresponding point on the other hemisphere's map. One addition to the events are meteors. When they strike, any rail connect to the point they strike or connecting to any of the 6 dots around that are destroyed. Other events include Decompression, Solar Flares, and Cosmic Rays.

Magnet – Sat, 11:00 am

Learn this great new abstract game from Z-Man. For two players so plan to join at 11:00 or 11:30.

Martin Wallace's Automobile – Sat, 5:00 pm

Come get an early look at Martin Wallace's favorite game he's ever designed: Automobile. This heavy economic game tracks the early days of the auto industry and plays in 2-3 hours.

Masters Gallery – Fri, 8:00 pm

Reiner Knizia's Modern Art is reimagined as a twenty-minute filler without auctions in FRED Distribution's Masters Gallery. Fun for the whole family.

Mega Dominion – Mon, 9:00 am

In Dominion, each player starts with an identical, very small deck of cards. In the center of the table is a selection of other cards the players can "buy" as they can afford them. Through their selection of cards to buy, and how they play their hands as they draw them, the players construct their deck on the fly, striving for the most efficient path to the precious victory points by game end.

Memoir '44 – Sat, 9:00 am

If enough players we may play an Overlord Scenario, otherwise we may play games from the base set or some of the expansions

Munchkin – Sat, Noon, 2:00 pm; Sun, Noon, 2:00 pm

The World of Munchkin Go down into the dungeon. Kill everything you meet. Backstab your friends and steal their stuff. Grab the treasure and run.

Munchkin Islands – Fri, 3:00 pm

Enjoy Munchkin? Love playing with multiple sets? Hate having to let luck decide what style of door you get to kick in? Then come play a game of Munchkin where the only thing that separates the decks is 1000 gold worth of items. Instead of playing with 1 or 2 sets play with 4 all at once. Munchkins Star, Super, Fu and Bites will be used. become a vampire bounty hunter with phone fu and meat vision.

Napoleonic Wars – Mon, 11:00 am

In The Napoleonic Wars, GMT Games brings you a fast-paced, tension-filled, card-driven wargame with a point-to-point movement system that pushes the envelope in a new direction for a pivotal period of history. Rooted soundly in Mark Herman's award-winning We The People system, The Napoleonic Wars provides refinements that allow two-to-five players to play an exciting game requiring two to ten hours.

No Thanks! #1 – Sat, 2:00 pm

No Thanks! is a card game designed to be as simple as it is engaging.

On the Underground – Sun, 6:00 pm

The goal of the game is to build the most successful Underground lines and in doing so gain the most points. You can gain points by connecting your lines to various destinations on the board, and by having the passenger use your lines to travel from station to station.

ONEXENO - DEMO – Sat, Sun, Noon

ONEXENO is a card game published by Penrose Press. This is the official site for the game. ONEXENO game is played by one to seven players. The goal is to accumulate the greatest number of points. Players gain points by forming rows of five matching cards. The points remaining in a player's hand are deducted. The player or team with the highest score, wins.

ONEXENO TOURNAMENT – Sun, 5:00 pm

ONEXENO is a card game published by Penrose Press. This is the official site for the game. ONEXENO game is played by one to seven players. The goal is to accumulate the greatest number of points. Players gain points by forming rows of five matching cards. The points remaining in a player's hand are deducted. The player or team with the highest score, wins.

ONEXENO Card Game - DEMO – Fri, Noon

ONEXENO is a card game published by Penrose Press. This is the official site for the game. ONEXENO game is played by one to seven players. The goal is to accumulate the greatest number of points. Players gain points by forming rows of five matching cards. The points remaining in a player's hand are deducted. The player or team with the highest score, wins.

Pirate King – Sat, Noon

Be a Pirate . . . Become a King! Great pirate game! You know it and if you don't give it a try and win a prize!

Probe – Sat, 6:00 pm

Alfonzo Smith's classic game

Puerto Rico – Sun, 7:00 pm

The players are plantation owners in Puerto Rico in the days when ships had sails. Growing up to five different kind of crops: Corn, Indigo, Coffee, Sugar and Tobacco, they must try to run their business more efficiently than their close competitors growing crops and storing them efficiently, developing San Juan with useful buildings, deploying their colonists to best effect, selling crops at the right time, and most importantly, shipping their goods back to Europe for maximum benefit. A novel game system lets players choose the order of the phases in each turn by allowing each player to choose a role from those remaining when it is their turn. No role can be selected twice in the same round. The player who selects the best roles to advance their position during the game will win.

Puffing Billy Awards Ceremony – Mon, 3:00 pm

Come and see who will win the prestigious and hard fought awards for the Puffing Billy Tournament.

Rail Baron – Sat, 6:00 pm

Players move trains along historical USA railroad lines and collect delivery payoffs. They compete to purchase the railroads in order to assemble a network that gives access to important map destinations while simultaneously trying to prevent their opponents from doing so.

Reiner Knizia's Looting London – Sat, Noon

Learn this great new game in the Gryphon line from FRED Distribution. About 30 minutes.

Roll Through The Ages – Sat, 9:00 am

Matt Leacock's follow-up to Pandemic is a roll-and-collect civilization building game from FRED Distribution.

Rorschach: The Party Game – Fri, 10:00 pm

Learn this hysterical party game from Bucephalus Games - Rorschach! What do you think it looks like?

Russian Rails – Sun, 3:00 pm

Part of the crayon rail games, this game features unique timeline orchestrated by event cards and a distance warp to accommodate the vast distances of the Soviet Union region. The game begins in the post WWII era, with players drawing rail lines and delivering loads wary of the inevitable fall of the Soviet Union. Build an empire from the Black Sea to the Baltic.

Saint Petersburg – Sun, 3:00 pm

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.

Settlers of Catan – Sat, Noon

Players try to be the dominant force on the island of Catan by building settlements, cities, and roads. On each turn dice are rolled to determine what resources the island produces. Players collect these resources to build up their civilizations to get to 10 victory points and win the game.

Settlers of Catan - Players Choice – Sun, 7:00 pm

Players can choose from any available Catan based games. Options include, Settlers of the Stone Age, Historical Scenarios, Cities and Knights of Catan, Starfarers of Catan, the Fisherman of Catan, the Great River, Settlers of Zarahemla and the scenarios and variants from "The Book".

Shadow Hunters – Sat, Midnight; Mon, 2:00 pm

Try this fun newish game, and see if you think it's close to Werewolf

Smackatoo! – Sat, 10:00 am

Can you escape from the volcanic island reality show? Smackatoo! is the new game from Blue Panther LLC where you are a contestant on a reality TV show set on a deserted volcanic island that begins erupting. You and the other contestants must build a raft to escape! There will be intrigue, cooperation, sabotage, reality show drama, spite & lots of penguins with secret powers!

Small World DEMO – Fri, 6:00 pm

Learn the latest great game from Days of Wonder: Small World! This reimplemented version of the modern classic "Vinci" adds a fun fantasy theme, a more manageable play time and some great artwork to a terrific game system. Learn and then play in the tournament shortly thereafter!

Spac – Mon, 2:00 pm

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

Starmada – Sun, 3:00 pm

While the universe of the Imperial Starmada and its major adversaries is fully detailed in the rulebook, Starmada is much more than just another game, tied down to its own background. Instead, Starmada can be played in just about any science fiction setting you can imagine. There are dozens of optional rules, exotic special equipment items, and menacing weapons that can be used or discarded at your discretion, to create the type of game you want to play!

Steel Driver – Sun, 3:00 pm

A relatively simple train game set in North America and involving shares and building railway lines with a few twists thrown in.

Stephenson's Rocket – Sun, 4:00 pm

Reiner Knizia expands his fleet of tile laying games with this game about colliding railroads in early 1800s England. There are seven different rail companies that players can expand. Each time you extend a rail, the other stockholders can veto your action, but it might cost them their shares. When two companies' rails touch, the railways merge to become one. The game is over when only one company remains or there are no rail tiles remaining.

Sturm Europa! - NEW grand strategic block game – 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.

Sudoku Tactics – Sat, 11:00 am

Sudoku Tactics use the rules of Sudoku to create an instantly understandable and enjoyable experience. Each turn you will choose 1-5 and place them, following the rules of Sudoku. If the next player cannot place you have created a Sudoku Jam and score a point. Tiles are cleared and the challenge begins anew. Will you be cautious with 1 tile or choose 5, risking a Sudoku Jam?

SUPERNOVA – Sat, 10:00 am

This Valley Games "euro-wargame hybrid" is about conflict in a galaxy that will end with a bang. Short version will be played.

Taiji – Sat, 1:00 pm

Taiji is a strategy game for 2 players. The object of the game is to get the highest score summing up the two largest shapes of connected squares of your colour (DARK or LIGHT) by placing TAIJITUS anywhere you want in the board, as long as there's a free space to do so. Be careful! Every time you put a TAIJITU you're playing both colours! So you might be helping your opponent!

Tako Judo – Sat, Noon

In days of old, cephalopods (octopi) would venture forth and compete in friendly wrestling matches. Two, sometimes even four would engage in a three dimensional exhibition of cephalopod cunning, each attempting to pin the other into immobility. This game is a lot like that, minus the smell. Tako Judo is a strategy game of maneuver for 2 to 4 players that is very easy to learn, hard to master.

Tannhäuser – Mon, 11:00 am

The Reich has recovered an object of great power from an archeological dig, which has revealed one of Cardinal Cornerstones of Reality, able to open a portal to hell. The Cornerstone is located under a fort in central Europe and the Reich's elite 13th Occult Division of the Obscura Corps. The Union players must attempt to prevent The Reich players from completing their objectives and vice versa.

The Arkham Horror – Sun, 9:00 am

Dimensional portals are opening up in the sleepy town of Arkham, spewing out creatures that threaten your sanity as well as your health. The signs point toward the impending arrival of a singular Great Old One, who will devour the world if it arrives. You and 7 other intrepid investigators must work together to gather clues and items to close the portals and prevent the Great Old One's return.

The Book Scenario – Mon, 10:00 am

Scenario to be determined.

Through the Ages – Fri, 8:00 pm

Run a 4 player "FULL" game. Will last about 4 hours.

Through the Ages Demo – Fri, 7:00 pm

Need to do 1 hour tutorial/demo 7pm-8pm and then 4 hour game 8pm-midnight.

Ticket to Ride – Fri, 8:00 pm; Sun, 8:00 pm

With elegantly simple gameplay, Ticket to Ride can be learned in 3 minutes, while providing players with intense strategic and tactical decisions every turn. Players collect cards of various types of train cars they then use to claim railway routes in North America. The longer the routes, the more points they earn. Additional points come to those who fulfill Destination Tickets – goal cards that connect distant cities and to the player who builds the longest continuous route.

Ticket to Ride - 1910 Mega – Sun, 10:00 am

Regardless of the version you opt to play, the Ticket to Ride - USA 1910 deck will force even long time Ticket to Ride veterans to reconsider their well mapped-out strategies, and develop fresh tactics. It is sure to bring your family and friends hundreds of hours of further enjoyment, riding the rails across a new America!

Ticket to Ride - Märklin – Sat, 2:00 pm

Ticket to Ride - Märklin Edition is the third installment in Days of Wonder's best-selling Ticket to Ride series.

Ticket to Ride Puffing Billy Finals – Mon, Noon

This will be the finals for the Ticket to Ride series champion for the Gamex 2009 Puffing Billy Tournament

Ticket to Ride: Europe – Fri, 2:00 pm; Sun, Noon

Ticket to Ride: Europe takes you on a new train adventure across Europe. From Edinburgh to Constantinople and from Lisbon to Moscow, you'll visit great cities of turn-of-the-century Europe. More than just a new map, Ticket to Ride: Europe features brand new gameplay elements including Tunnels, Ferries and Train Stations. The game also includes larger format cards and Train Station game pieces.

Ticket to Ride: Nordic Countries – Sat, Noon

Ticket to Ride: Nordic Countries takes you on a Nordic adventure through Denmark, Finland, Norway and Sweden as you travel to the great northern cities of Copenhagen, Oslo, Helsinki and Stockholm.

Ticket to Ride: Switzerland – Sun, 2:00 pm

Officially an expansion that works with either Ticket to Ride or Ticket to Ride: Europe, Ticket to Ride: Switzerland requires the train pieces and train cards from the above mentioned original games to work. It comes with a new board, 46 new destination cards and a set of rules (in several languages) to create a new game. The Ticket to Ride: Switzerland map and rules first appeared as an exclusive map for the Ticket to Ride computer game. In addition to being specifically designed for a smaller numbers of p

Ticket to Ride: The Card Game #1 – Fri, 10:00 pm; Sun, Noon

The Ticket to Ride Card Game delivers all of the excitement, fun, and nail-biting tension of the original Ticket to Ride board game, but with several unique game-play twists in a new stand-alone, card game format.

Titan – Sat, 11:00 am

This classic game of the Fantasy Monster Slug-a-thon is a standby from the Avalon Hill of yore. The game is divided into two realms, the masterboard and the battleboards. On the masterboard, legions of mythical creatures roam about trying to recruit bigger and badder monsters and kill opposing legions in the process.

Titan - DEMO – Sat, 10:00 am

Learn the game then play in the tournament at 11 am.

TransAmerica #1 – Fri, 10:00 pm

A very simple railway game. Each player has a set of 5 cities strung across the US that need to be connected by rail. Players place either 1 or 2 rails each turn. The player who can make the best use of the other players' networks is generally victorious.

TransAmerica #2 – Sat, 10:00 pm

This will be the Vexation Version

TransAmerica #4 – Mon, 11:00 am

This game will not count towards Puffing Billy consideration

Union Pacific – Sat, Noon

Union Pacific is a train-themed stock market game. On each turn, players must choose between expanding a company to increase its value and adding a share of stock to their hand, or playing stock onto the table from their hand to increase their ownership of one or two companies. There are four semi-random scoring events, in which the first and second place share holder in each company are paid dividends. Only stock that has been previously played onto the table is considered during the scoring rounds.

War of the Ring – Sun, 11:00 am

FFG's epic War of the Ring game using the base game.

Wargame Boot Camp Prizes – Sun, 7:00 pm

At 7:30 PM on Sunday we'll be doing the drawing for prizes.

Wargame Bootcamp – Fri, 8:00 pm; Sat, 10:00 am, 2:00 pm; Sun, 10:00 am, 2:00 pm; Mon, 9:00 am

Come and try out some of the great new wargames that are being created with simpler rules, and a 2 hour playing time.

Werewolf – Sat, Sun, Mon 1:00 am

Are you a delicious Villager? or a conniving Werewolf? Maybe you're something in between? Come and join the fun at the all night Werewolf events.

Who Would Win? – Sat, 10:00 pm

Have a blast sneak previewing this lighter than light party game where you get to argue about important things like whether James Bond would make a better beekeeper than Mary Poppins. Game designer Jeff Siadek will be hosting. There will be no prizes whatsoever.

World Cup Soccer – Sun, 9:00 pm

Have fun in this quick playing strategy game of World Cup Soccer. Come early to learn how to play!

World Engulfed – Sat, 10:00 am; Sun, 11:00 am

Barry Lew's Adaptation for the Entirety of World War II. This will be played all day Saturday and Sunday, so drop by, learn a bit and have some fun.

Zooloretto – Sun, 8:00 pm

Each player uses small, large, wild, and exotic animals and their young to try to attract as many visitors as possible to their zoo. But be careful - the zoo must be carefully planned. Before you know it, you have too many animals and no more room for them. That brings minus points! Luckily, your zoo can expand. A zoo of a family game in which less is sometimes more.

Collectible Events

Gatway Ballroom

A Game of Thrones LCG – Sat, 7:00 pm; Sun, 7:00 pm

GM: Crystal Koontz

A Game of Thrones LCG is 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.

Call of Duty TCG – Sat, 4:00 pm

With the Call of Duty® Real-Time Card Game, there's no more waiting for your turn—just a lot of card-playing action. Based on the immensely popular video-game franchise, the Call of Duty® Real-Time Card Game is all about moving as quickly as possible to take down your opponents—and survive. Players who have honed their skills playing the video game will find that the same skills apply to the new Upper Deck real-time card game, which has all the strategy of other card games, plus requires the quick reaction time that defines the Call of Duty® franchise. In this game, your soldiers fire, move, dive for cover, and attack the enemy with precision, accuracy, and speed!

CCG Gathering – Fri, Noon

GM: Victor Bugg

Want to get in a match with your highlander, WWE Raw deal, or Buffy the vampire slayer ccg deck? How about finding an opponent for L5R, Doomtown, battletech or anachronism? Bring your cards and come have fun. Bring enough for 2 to be sure. Door prizes, food, giveaways and fun. All day event.

Clout West Coast Summer Slam – Sat, 2:00 pm

GM: Victor Bugg

Clout Fantasy is the Collectible Throwing Game that tests you mentally and physically as you literally throw your forces into the fray. Bring your chips and join in the fun. Duels, battle royals and a few special matchups. Custom 3-d clout maps will be used.

Epic CCG Tournament – Sat, 5:00 pm

In Epic there are no cumbersome "resource" or "land" cards. Instead, each turn every player has a single action. The most powerful cards cost an action to play, others are free. This simple system allows for incredibly fun and interactive play right out of the pack. Just shuffle any two packs together to make a 30 card deck and you're ready to play!

Fight Klub – Sat, 10:00 am

Fight Klub members are invited to come and battle. Food, fun and prizes.

Heroscape: Gamex Rumble – Sat, 5:00 pm

GM: Bobby Doran

Bring your 400 point army and participate in the greatest battle of all time- when all heroes and warriors of history and fantasy converge on the battlefired. Huge map. Lots of fun and prizes.

Huntik – Sat, 7:00 pm; Sun, 3:00 pm

The Huntik Trading Card Game (TCG) lets you act out your missions with your own Seekers and Titans! You can battle other Seekers to claim ancient treasures, sneak past dangerous traps, use magical powers to solve puzzles, and investigate long-lost ruins!

Kingdom Hearts – Fri, 3:00 pm; Sat, 2:00 pm; Mon, 1:00 pm

GM: Victor Bugg

Constructed format. Prizes for all participants.

Kingdom Hearts: Coliseum Tournament – Sun, 2:00 pm

Players build a deck, team up with another player, and participate in matches vs other teams. Limited edition prize cards for all participants and additional prizes for winner.

Magic: The Gathering *Pauper tournament* – Sun, 8:00 pm

Poor man tourney. Deck is constructed of commons from any set. Fun Fun Fun
1st place- 6 boosters 2nd place- 3 boosters 3rd place- 2 boosters 4th place- 1 booster

Magic: The Gathering- 2 Headed Giant Sealed Deck – Sun, 6:00 pm

Magic: The Gathering- Booster Draft – Fri, 6:00 pm

Magic: The Gathering- Legacy – Sat, 6:00 pm

Magic: The Gathering- Sealed Deck – Sat, 10:00 am; Mon, 10:00 am

DCI Sanctioned. 1st Place- Sealed Booster Box 2nd Place- 10 Boosters 3rd Place- 4 Boosters 4th Place- 4 Boosters

Magic: The Gathering- Elder Dragon Highlander – Sun, 10:00 am

1st Place- Sealed Booster Box 2nd Place- 10 Boosters 3rd Place- 4 Boosters 4th Place- 4 Boosters

Mechwarrior Tournament – Sun, Noon

GM: Chuck Watson

Bring 450 points of your favorite faction and join us to find who is the greatest mechwarrior of all. Fun, food and prizes.

Meepiles – Sat, 8:00 pm

GM: Bobby Doran

Players take turns stacking their Meeples on top of the Megameeples raised arm. The first player to place 7 Meeples on the pile without knocking any meeples off is the meeple master. Play with the creator and get cool prizes.

Monsterpocalypse – Fri, Sat, Sun, 6:00 pm

Constructed format. 1 monster, up to 15 units, and 2-12 buildings

Mutant Chronicles – Fri, 1:00 pm

GM: Victor Bugg

5/5/5 format

Naruto Chunnin Exam Tournament – Sat, 10:00 am

GM: Frank Perkins

Elimination tournament. Subject to official rules Prizes for top eight players

Pirates Pocketmodel Tournament – Sat, Noon; Mon, 11:00 am

GM: Chuck Watson

Constructed format. 40 point fleets.

Pirates: Sink-N-Keep – Sun, 5:00 pm

GM: Victor Bugg

The strategicon tradition continues- Bring 1 unopened regular pack from any set to use. Players ally and combat with each other and the gm as they sail in this special scenario. Any GM ship you sink- you keep (including crew). Pizza, prizes, and many other surprises.

Star Wars miniatures: Jedi Master Event – Sat, 3:00 pm

GM: Fred Carmelia

200 point DCI tournament using figures from all expansions. Faction rules apply.

Star Wars Miniatures: Sith Lord Tournament – Sun, 3:00 pm

GM: Fred Carmelia

200 points. Bring a faction from both sides.

Topps Baseball Attax – Sat, 1:00 pm; Sun, Noon

GM: Victor Bugg

Choose 9 batters and 4 pitchers to create your best 13-player lineup and get ready to take the field. You call the pitches. You chose your batting order. The player with the most runs scored after 3 innings wins.

UFS – Sun, 1:00 pm

Come one, come all! Bring your UFS deck and prove why you're #1.

Warball – Fri, 4:00 pm; Sat, 11:00 am; Sun, Mon 1:00 pm

GM: Victor Bugg

Warball, a collectible card game that adds the unique dimension of Warball marbles to a game that includes the appeal of card collecting and strategic thinking. The marbles add elements of manual dexterity and sharp-shooting skills to a game

Warlord: Gamex Championships – Sat, 11:00 am

GM: Fred Carmelia

4e

Warlord: Kerebrus Tournament – Sun, 11:00 am

GM: Heather Sinauskas

Any warlord combind with a 4E legal deck.

World of Warcraft: CMG Arena Battle – Sat, 5:00 pm; Sun, 4:00 pm

Each player will bring three miniatures of any total points value to the tournament, supported by a total of two Action Bar Cards per miniature. Swiss format

World of Warcraft: Quests & Raids – Fri, 8:00 pm

Come join other World of Warcraft CCG players and raid Onyxia's lair, magatheridon's lair, the molten core or the black temple.

Computer and Video Game Events

Santa Catalina

City of Heroes Costume Contest – Sat, 7:00 pm

Design your very own superhero using the City of Heroes Character Creation system! Costumes will be judged by a panel of judges on coherent appearance, theme, and connection to name and powers. PC.

Classic Arcade Tourney – Sat, Sun, 10:00 am

Do you fondly remember when Pac-Man was Time's Man of the Year? If so, you're a Classic Arcade gamer, and this tournament is for you! Play five classic arcade games, and turn in your scores! The games being played this time are: Dig Dug, Gyruss, Joust, Ms. Pac-Man and Time Pilot This tournament runs over the entire duration of the convention, so come play when it's convenient for you! Xbox 360

Guitar Hero – Sun, 6:00 pm

Come rock out against your friends in the Guitar Hero tournament! Tournament will be run as a head-to-head double-elimination ladder. Tournament will use any Guitar Hero titles that are available, including (but not limited to) Guitar Hero 3 and Guitar Hero Aerosmith. Xbox 360.

Halo Tournament #1 (Halo Classic) – Sat, 2:00 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. Xbox 360.

Halo Tournament #2 (Deathmatch) – Sat, 6:00 pm

Halo 3 Deathmatch. It's every Spartan for himself. 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 (Teams) – Sun, 2:00 pm

Halo 3 Teams. This tournament is 2 man teams, so find a partner. May the best spartans win! 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.

Machinima Movie Making – Sun, 4:00 pm

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! Xbox.

Open Comp/Video Gaming – Sat, Sun, Mon, 10:00 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 Comp/Video Gaming 18+ – Sat, Sun, 10:00 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.

Rock Band Jam Session – Fri, Noon

Come practice before the big night! Rock band will be setup in the Seminar room all Friday afternoon for potential bands to come in, check out the equipment, oogle at the prizes, and practice to their heart's content.

Rock Band Tournament – Sat, 4:00 pm

Do You Wanna Rock? Choose from over 600 different songs to rock out on for this competition. Come As You Are or bring your own band, we'll make sure One Way Or Another you'll get to play. Event is open to ages 5 & up and will feature the Ion Professional Drum Kit and multiple screen displays. Don't miss out on your chance to be a Juke Box Hero.

Super Smash Bros. Brawl – Sat, Sun, Noon

Friendly amateur SSBB tourney. 3 stock, 4 player matches with limited items. Wii.

World of Warcraft Rounds 1, 2, 3, 4 – Sat, 1:00 pm, 3:00 pm, 5:00 pm, 7:00 pm

Come demonstrate your knowledge of Kalimdor! Each of the four events is a "Heat" - people in all four events are competing against each other for one tournament prize.

Worms Face-Off – Sat, Noon

Come blow up your friends in the classic frag-fest, Worms! Take control of a team of four Worms in an artillery-duel style game (like Scorched Earth), and use high-powered weapons like the Homing Missile and Banana Bomb to wipe the other teams off the map! Xbox 360.

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!

LARP Events

Santa Maria, Santa Monica, Santa Rosa

Dying Kingdoms: Ambition – Sun, 3:00 pm – Dying Kingdoms

GM: Jesse Heinig

Illumin courtiers battle with words and influence to determine the fate of the Illumin Empire! Will a new Emperor take the Onyx Throne at last? Will the Empire transform into a Republic? Will civil war consume the Illumin people and reduce them once more to barbarism? And how will the outside pressures of neighboring countries influence the outcome? Come and determine the fate of the Empire!

Houses of the Blooded LARP – Sat, 8:00 pm – Houses of the Blooded

GM: John Wick

In a world of treachery and deceit, the ven play their invisible game of sorcery, seduction and steel. As a minor noble, you seek to carve out your own place in this world. A world where a “friend” is only an enemy you haven’t betrayed yet. The Houses of the Blooded LARP uses a minimal, diceless mechanic that rewards player cooperation and storytelling. Available to players of all skill levels and experience. Prizes for costuming and roleplaying!

Requiem – Sat, 8:00 pm – Vampire

GM: TBD

Requiem, Camarilla game

Miniature Events

Century Prefunction, Gateway Prefunction, San Clemente

“Bring ‘em Back Alive” – Sat, 1:00 pm; Sun, 11:00 am

GM: Larry Stehle and Bruce MacRae

Germany, March 1945. German resistance is heavy. Everyone knows the end is near...but for the SS. Captain says there are reports of unarmed Germans wandering about near a farm house up the road. Thinks it might be an aid station, or some Krauts waiting the war out. Might be a good chance to grab some POWs and get some info on troop movements in the area. So he says “Take a squad up there and check out the story and try bring back some live Krauts this time.”

AE-WII Demo – Sat, 11:00 am; Sun, 10:00 am

GM: Philip Abramowitz

Sign up for a demo of a fast paced small-scale skirmish game. AE-WWII is set in an alternate 1946 Europe where the war continues. The demo will feature both historical German and American forces - or lead German genetic abominations (including a giant Storm Ape and Fire Soldiers) or American ARPA troops (who field Buffalo Power Armor and rocket troopers). Be prepared to learn and have some fun!

Air Combat Vietnam – Sat, 6:00 pm

GM: Jose Mendiola

Dogfight over Vietnam. Up to 6 players. Experienced preferred. All figures and equipment provided.

Atlantic Meeting Engagement – Sat, 3:00 pm

GM: Special Projects Team

German task force led by the Bismark meets a British task force led by the Prince of Wales. Easy rules, lots of destruction, good times.

BATTLE OF IUKA, MS -- Sept. 19, 1862 – Sat, 10:00 am

GM: Steve Phenow

Members of the Drum Barracks Battle Group will host a recreation of this American Civil War battle, a meeting engagement between elements of Gen. W. S. Rosecrans' Army of the Mississippi and Gen. Sterling Price's Army of the West with the Barracks usual RR class terrain. Rules used will be Stephen Phenow's "Mr. Lincoln's War," which focuses on teaching historically accurate tactics at the brigade, regimental and battery levels. Players are invited to come try their hand at re-writing a page of American history.

Battle of Jalait – Sat, 9:00 am

GM: Joe Beckley and Tim Charlesworth

World War I in the Pacific! Battle of Jalait. Germans vs. Japanese. See if Admiral Spee and his Far East Squadron can stay one step ahead of the closing Allied net by escaping the pursuit of the mighty IJN cruiser hunting attempting to hunt them down in the Marshall Islands. This is a fictional Fear God & Dread Nought scenario from the Clash of Arms Admiralty Trilogy series with room for two to eight players. Ships will be in 1/6000 scale and all necessary materials will be provided.

Blood Bowl Weekend – Fri, 6:00 pm

GM: Dennis Bolin

Friday Saturday Sunday evenings in the main foyer with a 3 game event Monday starting at 9:30am Bring you FABBL league team or start with a TV of 1mil this will be a progression builder event.

Clash of the Midgets in the Channel! – Sun, 9:00 am

GM: Rick Hewett and Alex Romero

Clash of the Midgets in the Channel! It is March 1942 and the German S-Boats have ventured across the Channel once again to rattle the cage of the English lion to do their part to straggle the lifeline of supplies to the island empire. Using the Clash of Arms Admiralty Trilogy series Mighty Midget scenario book and the Command at Sea rule system, the Royal Navy will have their hands full trying to keep the sea wolves of the Kriegsmarine at bay using the vessels at their disposal. Ships will be in 1/1250 scale.

Clash off Gibraltar – Sun, 7:00 pm

GM: Special Projects Team

A British task force is heading to Gibraltar to reinforce the straits. A German task force is sent to stop them. Rules are easy, tactics are challenging!

Counter attack of 22nd Armored Brigade at Sidi Rezegh Nov 22 1941

Sun, 1:00 pm

GM: Dan Munson and Paul Symborski

On November 22nd, during Operation Crusader, Rommel chose to make another attack on the Sidi Rezegh airfield from the west. Just after noon on the 22nd the greatly reduced 5th Panzer Regiment attacked the airfield, with the British 25-pounder field artillery doing their best to quell the attack, but to no avail. The 22nd Armoured Brigade counterattacked, and lost 45 of their 79 tanks, but by nightfall the airfield was back in German hands. This will be the largest tank battle the club has ever attempted.

Eastern Front Confrontation – Mon, 10:00 am

GM: Special Projects Team

Russian fighters engage a German attack squadron. Can they make them turn around and save their ground forces from attack? WWII dogfighting in 1/72 scale. Rules are easy, tactics are challenging!

Mangle Metal/Tooth and Claw +1 – Sat, Noon

GM: Darren Shimasaki

Warmachine & Hordes - Players choose a Warcaster/Warlock, Warjacks/Warbeasts, and one solo (lesser warlocks allowed) up to 500 points. All models must be fully assembled Privateer Press models. Single List.

Miniature Assembly and Prep – Sat, 3:00 pm

GM: Katie Gonzalez

Tired of your miniatures falling apart on the gaming table? What about those pesky mold lines? How about basing? Pinning, cleanup and how to deal with integrating your miniature to its base will all be demonstrated or discussed.

Miniatures Paint and Take – Sat, 10:00 am; Sun, 10:00 am

GM: Katie Gonzalez

Everything you need to fully paint a miniature is provided - including a primed miniature that you will take with you when finished. Instructors will be on hand to give you advice or just to chat. The Paint and Take is free, and open from 10AM to 6PM on Saturday and Sunday. Come by in between games and try it out!

Naval Clash – Sun, 10:00 am

GM: Robert Boyens and Tim Green

Clash of Italian and French naval forces in the Mediteranean, WWII. 1/2400 ships. Everything provided.

North Sea Skirmish – Fri, 7:00 pm

GM: Special Projects Team

A German task force is making a run for the open ocean. Can the British stop them or will convoys be in big trouble? Rules are Easy, tactics are challenging!

Painting for Beginners – Sat, Noon

GM: Katie Gonzalez

Tired of playing with unpainted miniatures? Want to get started but don't know where to begin? Just want to pick up some tips and tricks to make the job easier and faster? Join Katie Gonzalez, who has been teaching beginners to paint for over 4 years for a hands on course in miniature painting.

Perfidious Albion Invaded! – Sat, 10:00 am

GM: Jesse Boyens, Robert Guyton

Young Nelson is killed in 1797 during the failed assault on the Canary Islands, and thus is not present at Trafalgar in 1805, leading to a French/Spanish victory. This allows Napoleon to gain temporary naval superiority in the Channel to make his planned invasion of England. Napoleon bribes the young US to assist by offering them a vast tract of land west of the Mississippi River. Britain calls on her allies to protect her homeland. 15mm figures - everything provided.

Queen of the Skies – Sat, 10:00 am

GM: Special Projects Team

B-17s on a bombing run over the Reich run into trouble. Can the Germans knock out the bombers before the payload is released? Aerial combat in 1/72 scale. Rules are easy, tactics are challenging!

Space Combat! – Sun, 2:00 pm

GM: Special Projects Team

Squadrons of space ships battle for supremacy in the galaxy in this large scale space combat system developed by the Special Projects Team. As always, it beer, pretzels and fun with easy rules and challenging tactics.

Uncharted Seas Tournament – Sun, 10:00 am

GM: Robyn Nixon

Bring your basic Stater box set to play in this introductory tournament. Rounds will be 60 minutes long, with a guarantee of 3 rounds. Play Orcs, Dwarfs, Dragon Lords, Elfs, or Humans. Terrain and mats will be provided! Come and check out this new and fun system! Bring your own fleets!

War of the Rings Tournament – Sat, 5:00 pm

GM: Donald Tseng

3 Rounds, priority pairing good vs. evil, 1000pts. Prizes for Best Overall, Best Painted, and Player's Choice. Beginners welcome.

Warhammer 40,000 Apocalypse Space Hulk! – Sat, 7:00 pm

GM: Danno

Bring an army in the 2,000 to 4,000 size range for a two-table colony base and orbital space hulk throwdown run by the B.A.G.G.I.N.S. club! Necrons and Orks encouraged to fight the Imperial War Machine big on the main table. Tyranids ('stealers!'), Chaos, Space Marines, and Inquisition encouraged aboard the hulk. If playing on the cramped space hulk board, plan for smaller armies, and use common sense for your unit choices.

Warhammer 40K RTT – Sat, 8:00 am

GM: Danno

Bring your army of 2,000 points for a Rogue Trader Tournament run by the B.A.G.G.I.N.S. club. Beginners and beardies both are welcome, as pairings are based on composition ratings. Sportsmanship and fun rates highly here! Read the goods at www.baggins.us to prepare your army accordingly. Turn in your army roster ahead so you can sleep in!

Warhammer Ancient Battles Tournament – Sat, 9:00 am

GM: Tim Keennon

Bring your armies and prepare to do battle! 1800 points, 1 day, 3 round Swiss System tournament. 8:30 Check-in, 1st round starts at 9am. Please see the website or email Tim@StuGill.com for further information.

Warhammer Fantasy RTT – Sun, 8:00 am

GM: Danno

Bring your army of 2,250 points for a Rogue Trader Tournament run by the B.A.G.G.I.N.S. club. Beginners and beardies both are welcome, as pairings are based on composition ratings. Sportsmanship and fun rates highly here! Read the goods at www.baggins.us to prepare your army accordingly. Turn in your army roster ahead so you can sleep in!

WARMACHINE/HORDES SteamRoller4 – Sun, 11:00 am

GM: Anthony Nguyen

WARMACHINE & HORDES SteamRoller 4 Tournament Bring two 750-point lists of the same faction. 3-4 rounds to be played using SteamRoller 4 rules and scenarios. Placing will be determined by standings. Models must be fully assembled. No proxies allowed. If you have any questions, feel free to ask.

Role-Playing Events

Second Floor

“Legends of Anglerre” Preview – Sat, 2:00 pm, 8:00 pm – Starblazer Adventures

GM: Mike Olson

Come get your first peek at the “Legends of Anglerre” RPG, scheduled for release later this year from Cubicle 7. “LOA” adapts the popular “Starblazer Adventures,” Cubicle 7’s rock-and-roll space opera RPG, for everything from sword & sorcery to high fantasy. So check it out! Those demons and cultists aren’t going to kill themselves! (Actually, they might, but your help would be appreciated.)

A Fiend in Deed (lvl 1-10) – Sat, 7:00 pm – Dungeons and Dragons 4e

GM: RPGA Staff

A small settlement on the edge of the Great Rift has been attacked by dozens of demons, and devils. A cry goes out for stalwart adventurers to join an expedition into the Underdark to close the portal from whence the fiends came. Are you up for the challenge? Your LFR characters will not receive any experience, gold, or other official rewards. There will be some Adventuring Company tie-ins.

A Fine Night at the Inn – Sat, 8:00 pm – The Extraordinary Adventures of Baron Munchausen

GM: Bay Grabowski

The fire burning brightly, a glass of fine wine no better atmosphere to regale your fellow nobles of your adventures in far away lands. And any knave who doubts the veracity of my tales shall be exiled with the Venusians, the very ones I captured on my third trip to the heavens!

A Spell Badly Cast – Sat, 2:00 pm – Hot Chicks: The Roleplaying Game

GM: Scott Corum

There are about to be ten billion people in the world - who is going to miss a few? In the world of 2015, mankind is on a serving platter, and demons, aliens, and human monsters are all lining up for a slice. But when a human mage tries to cast a spell to save the world, and screws it up beyond all recognition, can a group of heroes stop the damage before the world literally goes to Hell?

ADAP1-5 Menace of the Icy Spire (Lvl 1-4) – Sat, 9:00 am; Mon, 9:00 am – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

Winter has come far too early to the Gray Vale, and the harvest is threatened. Some thirty years ago, the warlock who lived in Draigdurroch Tower disappeared under mysterious circumstances, and the tower was sealed inside a magical cocoon of ice by forces unknown. Can these events be related?

Aeon Dawn - A Funny Thing Happened at the Spaceport – Sat, Sun, 2:00 pm – GURPS 4th

GM: Michale Shupe

The year is 2241, and “home” has many different meanings. It can be Earth, or another planet in the system, or a space station, a spaceship, or even cyberspace. Pregenerated characters provided. Any experience level with GURPS is OK!

AGLA1-2 At the Foot of the Lighthouse (Lvl 4-7) – Sun, 2:00 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

The Sea of Fallen Stars is the lifeblood for many who live along the coast of Aglarond. For the men and women who ply their trades over its dangerous depths, the sight of a lighthouse means a welcome return to the relative safety of shore. That is, of course, unless the lighthouse in question is no longer dedicated to guiding travelers along the safe path.

Agora (Preview/Playtest) – Sun, 2:00 pm – Agora: how shall we live?

GM: Josh Roby

After the galactic civil war that tore civilization apart, six groups of refugees crash-land their collapsing ships in the untouched world of Agora. It is here that they will rebuild civilization... or smother its last gasp. In Agora, players run leaders and their followers in a competitive arena where your spoils are your competitors' character sheets.

Avengers Assemble: Firestorm – Sun, 8:00 pm – Hero System - Champions
GM: Venter Laird

An alien object has crashed into the caldera of Mount St. Helens, creating a hurricane of unnatural fire about the massive volcano. Unable to determine the cause of the swirling superheated flames, scientists know the core of the storm remains untouched by the heat. The situation beyond what normal resources can manage, a call has gone forth for the Avengers to Assemble!

BALD1-3 Tome of the Traitor (Lvl 7-10) – Fri, Sat, 7:00 pm; Sun, 9:00 am –
(Living Forgotten Realms - D&D 4e)
GM: RPGA Staff

When a scribe of Candlekeep betrays his brethren to pursue his own goals, terrible knowledge escapes the walls of the Edificant Library. Who will take the responsibility of wielding this power?

Beginner's Guide to Learning 4th Edition D&D – Sun, 9:00 am – D&D 4e
GM: RPGA Staff

Curious about Dungeons and Dragons, but intimidated by the rules? This four hour event is the perfect way to learn. You'll learn how combat and skill challenges work, details on character classes, and get help building a character. Then you can put those skills to work in a short 90 minute adventure. If you end up wanting more, you can then play in any of the many RPGA games at the con.

Black Eyes – Sat, 8:00 pm – Exquisite Replicas
GM: Ed Murphy

Horrific creatures slink about unseen, stealing indiscriminately and leaving exact replicas in their wake. A person can also be replaced - your neighbors, your friends, your family - anyone can be next. Even you. Your quiet war against this unseen enemy will risk more than just your life... it will risk your humanity itself.

Blade Runner – Sat, 9:00 am – GURPS ULTRA TECH
GM: Mike Kelly

Stolen Nexus 7 Replicants are being sold to the Sony Corporation in Tokyo. The players are Black Ops Bounty Hunters sent to Tokyo to find out why Sony is buying them. Man Has Made His Match... Now It's His Problem.... Bladerunner is the original Cyberpunk vision - chilling, bold, mesmerizing and futuristic. Bladerunner is both a detective thriller and a futuristic adventure. This adventure contains material from "Bladerunner Down" the next Bladerunner movie.

Bring back the Pirate – Sat, 8:00 pm – System similar to Star Wars revised
GM: Darnell Coleman

You are Time Lords and Companions in the defending the rebuilding of Gallifrey, The Gallifreyians are rebuilding their civilization from the Time war. The party belongs to the Protectorate. The party's mission is to capture a Time Lord called The Pirate. The Pirate is hitting Gallifreyian shipping with their client race the Earth Republic. Bring the Pirate back to Gallifrey alive (However you interpret alive) and, if able, break his Pirate Clan's power.

Burning For Your Belief? – Fri, 8:00 pm – Montsegur 1244

GM: Paul Tevis

Do you renounce your heretic beliefs and do you wish to receive the forgiveness of the merciful Father? In March 1244 this question was posed to several hundred Cathars. They had surrendered to the army that had besieged the castle of Montsegur for more than nine months. More than two hundred answered no, and thereby chose death by fire. Who were these people that chose to die for their belief?

CORE1-10 Dancing Shadows (Lvl 4-7) – Sun, 7:00 pm; Mon, 2:00 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

On most occasions, the trip from the ruins of Spellgard back to civilization is reasonably safe. But what happens when the road is more dangerous than expected - especially when shadows bite? First part of Bane of Shadows trilogy.

CORE1-3 Sense of Wonder (Lvl 1-4) – Sat, Sun, 2:00 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

You are summoned to help a cleric of Gond Wonderbringer, who seeks the location of a lost temple to the Lord of All Smiths. Think of all the marvelous inventions, lost since the Spellplague came crashing down on the nation of Lantan, that might lie waiting to be rediscovered and brought back to the lands of Faerun!

CORE1-4 Crystal Clear (Lvl 4-7) – Sat, Sun, 7:00 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

The Low Market of Athkatla is no place for the more delicate flowers of civilization. For those of a less savory character, or whose reputations need not be protected quite so zealously, however, the Low Market is a bazaar like no other. Goods and services of all kinds can be had as long as the price is right and the price is always right. But not today, the coin of the realms is something else.

CORE1-5 Touched by Darkness (Lvl 4-7) – Fri, 7:00 pm, Sun, 2:00 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

The eyes of the young behold the world in ways different than those of adults, but a child claiming to be chased by creatures of the night can alarm even the most steadfast soul. But between the Church of Shar and the Night Knives, the people of Saerloon have reason to fear the night. And uncommon is the soul in Saerloon that has not been touched by darkness.

CORE1-7 Sovereign of the Mines (Lvl 7-10) – Sun, 9:00 am; Mon, 9:00 am – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

Someone is interfering with valuable shipments from the mining community of Ioma Town. Production is way down, and the rulers of Amn aren't pleased. The evidence indicates that it's an inside job... deep inside. Adventurers are needed to go into the mines and find out who (or what) is trying to sabotage the Lomic Crystals. Sequel to CORE1-4 Crystal Clear.

CORE1-8 Taken (Lvl 7-10) – Sat, 9:00 am; Sun, 7:00 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

The Night Knives have been punished for the kidnapping of many children in the city of Saerloon and with it the authorities say the crime has been solved and the abductions stopped. But is it ever that simple? What if some say that there are still children missing that need rescuing from a dark fate indeed? Sequel to CORE1-5 Touched by Darkness.

DALE1-2 Blades for Daggerdale (Lvl 4-7) – Sat, 9:00 am, Mon, 9:00 am – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

Regular attacks by creatures of the wild turn life in Daggerdale into a nightmare. So when mercenaries offer protection for a fee, does it matter that these were the old enemies of the past?

Dirty Secrets – Sat, 2:00 pm – Dirty Secrets

GM: Jesse Burneko

Dirty Secrets inverts the classic RPG setup and features many players guiding a single investigator through a complex web of lies, corruption, and murder as he pursues that most elusive prey: the truth. The result is a contemporary hard-boiled detective story in the vein of Dashiell Hammet, Raymond Chandler and Ross MacDonalld.

Dis-Associated Students – Sun, 2:00 pm – GURPS IOU

GM: Bay Grabowski

Welcome to Election Week here at IOU! Whether you are in the Department of Future History or the Department of Military Biology, we welcome you to make your voices/thought/secretions heard! If you are running, or have found yourself running, for a position in the Student Senate, please note that the destruction of campus buildings is frowned upon, and that disintegration incurs an additional fee.

Dying Kingdoms tabletop – Sat, 2:00 pm – Dying Kingdoms

GM: robert telmar, Jesse Heinig

Join a session of Dying Kingdoms on tabletop. The fate of the Illumin Empire is going to be determined. Get an inside look at the factions vying for the throne. This is a chance to participate in session with a more narrow focus and character development. New players welcome.

EAST1-4 Darkness in Delzimmer (Lvl 1-4) – Fri, Sat, 7:00 pm; Sun, 9:00 am; Mon, 2:00 pm – Living Forgotten Realms - D&D 4e
GM: RPGA Staff

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

Escape! – Sun, 2:00 pm – Serenity (Cortex)

GM: Kenneth Kaler

Bounty hunters have captured most of the crew of Serenity and are going to sell them to that Cheong Bao Ho Tze Ser Toh Niska. What will happen to them when he finally shows up.... Well best not to think on it too much. Best to break out! (Characters provided)

Galal's Grave – Fri, 8:00 pm – Tunnels and Trolls

GM: Scott Anderson

The great elven hero, Galal, died defending the free peoples from the forces of evil. Now those same forces are seeking out the tomb that holds the body of Galal and his powerful magic sword. Can you stop the villains before they rob Galal's Grave of its greatest treasure and use it for evil?

Geist: The Sin-Eaters Preview Game – Fri, 8:00 pm; Sat, Sun, 9:00 am, 2:00 pm – White Wolf Storytelling System

GMs: Louis Garcia, Dead Gamers Society

Geist: The Sin-Eaters. Get a special sneak preview of White-Wolf's newest World of Darkness game. Be the first on the block to experience Geist. This event is brought to you by the Dead Gamers Society: The So Cal World of Darkness Meetup Group. Do you believe in Geists?

How did he (or she) do that? – Sat, 2:00 pm – Champions

GM: Robert van Peer

Well known celebrities start manifesting super powers, and later have no idea how they did it? It's up to the Player Characters to find out. A wide variety of 350 point characters, with most known powers, are available as Player Characters.

Hunter The Vigil: No Time Left – Sat, 2:00 pm – World of Darkness

GM: Chris Czerniak

Yesterday everything was normal. You had a family, job and a dog but that all ended when you ran into that thing. Today you hunt that thing and other things like it to make the world a safer place. You don't care if it is vampires, werewolves, or witches. The only question is are you willing to sacrifice everything you had yesterday to hunt the creatures of today.

IMP11-4 Bandits on a Farm (Lvl 4-7) – Fri, 7:00 pm; Sun, 9:00 am – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

A small farming community is being forced to give up their harvest to protect themselves from bandits. You can protect the people if you can convince them that they will be safe after your intervention.

Indiana Jones and the Flying Saucer Men From Mars – Sun, 2:00 pm –

GURPS Biotech

GM: Mike Kelly

Strange things are happening in the Jungles of Peru - is an ancient curse responsible? Can Indy save the day yet another time? Based on the hit movie. This game will cover information from the next Indy movie in the making too. Prizes and givaways and characters provided.

Infohazard – Sun, 8:00 pm – Paranoia XP (Straight)

GM: Ed Murphy

PRIORITY ALERT. Due to your exemplary record, you have been volunteered to join Special Troubleshooter Team 5. Report immediately to Transbot Tubeway Platform BM1301 and board transbot Beta-Niner. Upon arrival at platform LM1301, a mixed unit will escort you to briefing room DL-221. Delays will be interpreted as an attempt to sabotage the mission, and appropriate corrections will be applied.

Iron Chef Freeport: Seaweed Battle – Sat, 9:00 am – D&D 4E

GM: Mark Shocklee

Portia Poorbelly, a well-known connoisseur of exotic cuisine, needs some exotic seaweed on hand for next week's Iron Chef Freeport competition. Will you be able to procure enough of the secret ingredient for the competition? Join a crew of up to six adventurers to find out whose cuisine will reign supreme. Pre-generated characters will be supplied.

Journey through the Silver Caves (Lvl 5) – Sat, 9:00 am, 2:00 pm, 7:00 pm – Worldwide D&D 4e Gameday: Monster Manual 2

GM: RPGA Staff

A kobold wyrm priest has stolen an ancient book of prophecy from the people of Alburia, a fortress on the borderlands. The kobold has a dark plan for the book – and only you can stop him in time! 5th level characters will be provided.

Kicking It Olde School – Sat, 10:00 am – Original Dungeons & Dragons

GM: Robert Lionheart

Ever wonder what playing D&D with Gygax and Arneson was like in the disco 70s when huge groups of adventurers delved into mega-dungeons all day and deep into the night? We start our Epic Campaign at 10am and keep throwing dice until midnight (and maybe later!) Up to 12 players can join for a few hours or stay all day! Google "Swords & Wizardry: White Box" for a free copy of the original rules!

Lich trouble – Sun, 9:00 am – 3.5 Dungeons and Dragons

GM: Darnell Coleman

10th level game. The party is sent to get the Lich that is stuck in the block of Ice near the realm where the PCs come from. The party has to do this before the Lich's Anti Paladin servant comes and merges with it.

Lights in the Darkness – Sat, 2:00 pm – Star Wars Saga Edition

GM: Kenneth Kaler

In the days of the Old Republic, with the Dark Wars in full swing, a team of Jedi and other good force users is sent to eliminate a Sith Academy and destroy its dark master. (characters provided)

Marvel Slugfest – Sun, 2:00 pm – Hero System - Champions

GM: Venter Laird

Once again, Marvel's mightiest square off in the Slugfest Arena to decide who will claim the coveted trophy and title of champion (not to mention the other prizes). Choose from over 35 of Marvel's most popular heroes, employ cunning, raw power, skill, and a bit of luck, and take your rightful place as Slugfest Champion! Beginners welcome.

Monster Bash! – Fri, 8:00 pm – Dungeons & Dragons 4e

GM: Robert Lionheart

Let's run D&D 4e as a combat wargame! Each player has a team of hideous monsters and travels throughout the dungeon in a brutal slaughterfest! Want to be the Gnoll Berserkers, the Ogre Shaman and his Goblin sharpshooters, or the weird Aberrations? Or be the band of foolhardy adventurers! Beginners Most Welcome! All rules will be taught, monster sheets and miniatures will be supplied. There will be Prizes!

Monsters and Other Childish Things – Sun, 9:00 am – ORE

GM: Chris Czerniak

Your monster is your best friend. He protects you, gets you stuff, and even helps you with your homework if your homework is scaring your little brother... which it usually is. The only problem is that other kids seem to be getting monsters and that isn't fair. You and your monster are going to prove that your monster is the toughest... if you can get your mom to let you stay out after 7.

MOON1-4 Black Blood (Lvl 7-10) – Sun, 2:00 pm; Mon, 9:00 am – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

The Black Blood tribe holds sway over much of the island of Moray. An ambitious young man wants to break their power and make the island safe again. However, he cannot do it alone. Part 2 of "The Fisherman" Major Quest.

Mouse or Moose? – Sat, 9:00 am; Sun, 8:00 pm – Mouse Guard RPG

GM: Paul Tevis

Join the Mouse Guard and defend the Mouse Territories against predators and dangers, in this roleplaying game for the Mouse Guard comic book series! Rumors from all corners of the territories whisper that the Scent Border is failing. Is there any truth to these fears? Beginners welcome. Familiarity with the Mouse Guard comics is not required.

Murder at Vann Aircraft – Sun, 2:00 pm – Call of Cthulhu/Delta Green

GM: Mark Shocklee

The Vann Aircraft Company is in the process of consolidating operations after the sale of most of the property. During the relocation and subsequent reconstruction, several security guards are killed in a particularly grisly manner. Is some mundane agency at work or has the company's past come back to haunt it? Maybe the toxic waste storage area holds the key? Characters supplied.

Mutants! Cyborgs! Rayguns! – Sun, Noon – Gamma World

GM: Robert Lionheart

Come explore Gamma World...on Mars! We start at 12 noon on Sunday and explore this weird world until 7pm. Trade artifacts with the Mi-Go, sail the Seas of Dust, unearth the Temples of the Ancients, save the struggling Colonies of True Men...or Nuke them! Join us for Sci-Fantasy Post-Apocalyptic supertechnological madness. GW is an easy and fun game to learn! Beginners Most Welcome!

One Can Have Her – Sun, 2:00 pm – One Can Have Her

GM: Jesse Burneko

In this 1940s film noir inspired game, players take on the role of men with criminal pasts confronting their enemies, evading the police, and pursuing their life's ambition. They are tied together by relationships with the same woman, The Femme Fatale, but in the end only One Can Have Her.

Order 66: Escape from the Jedi Temple – Fri, 8:00 pm – Star Wars Saga Edition

GM: Kenneth Kaler

The Jedi purge has begun and you and your fellow Jedi are trapped in the Jedi Temple on Coruscant. Now you must try to escape before the Chancellor's men can kill you. (characters provided)

Primetime Adventures – Mon, 9:00 am – Primetime Adventures

GM: Josh Roby

If you enjoy great TV, then you'll love PTA, the game where you create and play the TV show you always wanted to see, complete with meaningful characters and gripping drama. You and the other players will create the show and its cast, then play out actual episodes of the series, exploring the personal struggles of the main characters and cooperatively creating the kind of story TV execs dream of.

PSS-05 Mists of Mwangi (Lvl 1-5) – Sat, 7:00 pm; Sun, 9:00 am – Pathfinder Society - Pathfinder RPG

GM: RPGA Staff

Pathfinder Lugizar Trantos recently returned from the Mwangi Expanse with haunted eyes and a pack full of strange idols. Absalom's famed Blakros Museum purchased his pieces and Lugizar vanished. The strange monkey idols he pulled from the misty jungles of Mwangi carry with them a fell curse. Can the Society uncover the source of the curse in time, or will the Blackros Museum be forever lost?

PSS-14 The Many Fortunes of Grandmaster Torch (Lvl 1-7) – Sun, 2:00 pm – Pathfinder Society - Pathfinder RPG

GM: RPGA Staff

When four statues of unspeakable power were found in a tomb in Osirion and then stolen, the Society assumed they were gone forever. When they appeared again in the illicit inventory of a Qadiran smuggler in the city of Sedeq, the Society wasted little time dispatching you there to recover them. Can you find the statues in time or will Sedeq be swallowed in a plague like nobody has ever seen?

PSS-15 The Asmodeus Mirage (Lvl 1-7) – Sun, 7:00 pm – Pathfinder Society - Pathfinder RPG

GM: RPGA Staff

Appearing only once a century in the western deserts of Katapesh, the Asmodeus Mirage has plagued Golarion for thousands of years. The Society has a vested interest in studying and cataloging the source of its power. You have been sent deep into the deserts of northern Garund to enter the Mirage—but there's a catch! The Mirage only exists on Golarion for 24 hours every 100 years.

Rampaging Tentacle Demons, Sanju! – Sat, 9:00 am – Hot Chicks: The Roleplaying Game

GM: Scott Corum

There are about to be ten billion people in the world - who is going to miss a few? In the world of 2015, mankind is on a serving platter, and demons, aliens, and human monsters are all lining up for a slice. But when an Anime convention becomes the center of a full on demonic incursion, can a group of heroes fight back the raging hordes of Hell's forces before the costume contest?

Revenge of the Sith – Sat, 8:00 pm – GURPS STARWARS

GM: Mike Kelly

This adventure takes place during "Star Wars 3 - Revenge of the Sith". The players are all Jedi Masters and the Chancellor will try to turn Anakin Skywalker into Darth Vader. Will he succeed? Will Anakin become the ultimate evil in the galaxy? Play this adventure to find out! A classic adventure for all Star Wars fans!

Savage Sword of Conan – Fri, 2:00 pm, 8:00 pm – Savage Worlds

GM: Saylor Van Merlin

Forge your own gritty legend in prehistoric Hyboria, the Fast!Furious!Fun! way. Choose your favorite epic adventurer(out of 6 Wild Cards). Your enlistment in the Aquilonian Irregulars has come to an end. Will you re-enlist? Go wenching? Thieving? Exploring? It's up to you and your companions. Your future will be written by your own bold hand, but your unquiet past will not rest so easily...

Shadowvale – Fri, 8:00 pm – Home-Brew

GM: Michale Shupe

Home is a magical word for those who reside on Shadowvale. All of its residents know what it is to be without a real home. No place to consider a safe haven and be oneself. Living in constant fear and/or anticipation of the next confrontation with someone who wishes to deny their right to exist.

SPEC1-2 Zhent's Ancient Shadows Round 1 (Lvl 7-10) – Sun, 2:00 pm

SPEC1-2 Zhent's Ancient Shadows Round 2 (Lvl 7-10) – Sun, 7:00 pm

Living Forgotten Realms - D&D 4e

GM: RPGA Staff

Rumors of an ancient artifact, sacred to Shar, have proven all too true. The church of Amaunator has assembled an expedition to return to Zhentil Keep, enter the dangerous twilight-shrouded southern ruins, and destroy the artifact before it can return to its dark mistress. Will you join the followers of the Light on their quest to purge the Shadow? You must sign up for both rounds.

Spione – Sun, 8:00 pm – Spione

GM: Jesse Burneko

Less Ian Fleming and more John LeCarre, Spione takes a more historical and psychological approach to espionage fiction. Set in Cold War Berlin the group guides two spies caught between the dehumanizing demands of their trade and the personal connections that define their very identity. KGB? CIA? It doesn't matter which side you're on it's all the same morally bleak landscape of The Cold.

Star Trek – Sun, 9:00 am – GURPS SPACE

GM: Mike Kelly

The crew of the Enterprise must find out what happened on Remoulos 12, a planet no one has heard from in years... Based on the hit movie "Star Trek" - in theatres now. This game will cover information from the second movie in the making. Prizes and giveaways and characters provided.

Star Wars – Sat, 2:00 pm – GURPS Traveller

GM: Mike Kelly

Jedi Knights are sent on a quest to find an amazing invention the "Gun-Saber" that will revolutionize the Jedi Order if found. In addition, native on a far away planet are worshiping "The Force" in a most disturbing and unusual manner. Could the galaxy be headed for certain disaster? Play this Star Wars adventure to find out!

The Ambassador's Case. – Sun, 8:00 pm – Wilderness of Mirrors

GM: Dan Sherer

Deep below the CIA headquarters in Langley, Virginia, lies the offices of the Ultra-secret agency code named "C.O.N.T.R.O.L." Little is known of their agents or their methods, but in the cutthroat world of international espionage, they are legend. Play agents in a Mission Impossible style spy game where you create the operation! Beginners welcome, characters provided.

The Black Butte Branch – Sat, 2:00 pm – 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. As you ride into Black Butte, you see smoke rising from middle of town. The townsfolk look to you to aid them. What will you do? Beginners welcome!

The Celestial Railway – Fri, 8:00 pm; Mon, 10:00 am – Triad System playtest

GM: Chris Beilby

You woke up, and found yourself in a railway station, remembering little more than your own name. All you had with you were the clothes on your back, and a ticket. All you know is that to find out who you were, you must board the train...

The Cure – Sat, 8:00 pm – Champions

GM: Robert van Peer

Scientists announce a cure for mutations that cause super powers. Who created the serum and what are their intentions?

The Dead Are Dead... – Sat, 8:00 pm – Conan! 2nd Edition

GM: Special Projects Team

“The dead are dead, and what has passed is done! I have a ship and a fighting crew and a girl with lips like wine and that’s all I’ve ever asked. Lick your wounds bullies and break out a cask of ale! Your going to work ship as she never was worked before. Dance and sing while you buckle to it, damn you! We’re bound for waters where the seaports are fat!” Conan! 2nd edition for 6 players. Mature content. Please no players under 18. Come buckle your swash, CONAN style.

The Eyes of the Tiger – Sun, 8:00 pm – Arabian Sea Tales (Better Games)

GM: Robert Lionheart

Grab you scimitars, turbans and bottled genies! Join me for swashbuckling high adventure in the spirit of Sinbad! Across raging seas, through steaming jungles and over wild deserts you too shall carve your name in history! If you enjoyed Crimson Cutlass, then try freebooting fantasy in the lands of forgotten Arabia! Beginners Most Welcome! The system is very free-form and easy to learn.

The Spirit of the Red Planet – Sat, 8:00 pm; Sun, 2:00 pm – Spirit of the Century

GM: Morgan Ellis

On the blood soaked sands of Mars, a great conqueror has proclaimed himself Emperor. Now only a small ragtag band of Martian rebels and displaced Earthmen can stop him. Daring action on an alien world, swordfights on pirate airships high above ancient canals, and strange technology buried beneath the dead seas of Mars in this pulp Space Opera game of Planetary Romance powered by the Spirit of the Century.

The Trawler Restaurant – Sun, 9:00 am – Call of Cthulhu

GM: Dan Sherer

Have you been to that new restaurant over on Church? That Chef’s Special is amazing every chef from Portland to St. Petersburg wants to get his hands on it. I hear that the chef from that big seafood restaurant out in New York actually hired a team of crack private eyes to get his hands on the recipe! Wonder what the poor fools found?! Beginners welcome, pre-gens provided.

Theft at the Getty – Fri, 8:00 pm – GURPS High-Tech

GM: Bay Grabowski

The heist will make you millions, wealthy for the rest of our days. All you have to do is steal a statue. In the middle of a museum. During a party.

TYMA1-2 Taking Stock of the Situation (Lvl 4-7) – Sat, 2:00 pm; Mon, 2:00 pm – Living Forgotten Realms - D&D 4e

GM: RPGA Staff

In the outlying village of Ruinspoke, someone or something is taking the livestock. Others have attempted to investigate, but they have not returned.

WATE1-3 The Woolmen's Restless Tomb (Lvl 7-10) – Sat, Mon, 9:00 am –
Living Forgotten Realms - D&D 4e
GM: RPGA Staff

A rich Waterdhavian guild wants to lay its former guildmaster to rest in lavish ceremony, but the guild tomb is occupied by undead. Adventurers are sought to clear out the undead and discover clues as to how they came to be there. Beginning of the Quest for the Necromancer.

WATE1-4 Mystery of Deepwater Harbor (Lvl 7-10) – Sat, Mon 2:00 pm –
Living Forgotten Realms - D&D 4e
GM: RPGA Staff

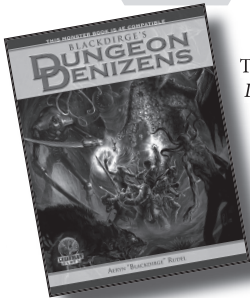
The Necromancer strikes again at Waterdeep and the brave adventurers must unravel the mystery behind his revenge. This adventure is Part 2 of a major quest, Quest for the Necromancer and follows the story in WATE1-3 The Woolmen's Restless Tomb.

Wrath of the Romulains – Sun, 8:00 pm – GURPS Star Trek
GM: Mike Kelly

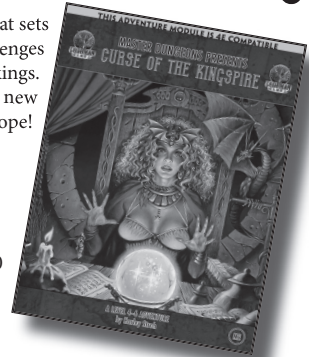
The fate of the galaxy rests in the hands of bitter rivals. One, James Kirk, is a delinquent, thrill-seeking Iowa farm boy. The other, Spock, was raised in a logic-based society that rejects all emotion. As fiery instinct clashes with calm reason, their unlikely but powerful partnership is the only thing capable of leading their crew through unimaginable danger, boldly going where no one has gone. Based on the hit movie "Star Trek" - in theatres now. This game will cover information from the second movie

GOODMAN GAMES IS THE DUNGEON MASTER'S SOURCE FOR D&D 4E!

Some explorers perish in pit traps while others found fiefdoms. What sets them apart? Master dungeons: heroes are chiseled from the challenges they face, and those who conquer master dungeons rise to be kings. From the creators of *Dungeon Crawl Classics*, *Master Dungeons* is a new series of adventures epic in scale and majestic in scope!



Tired of facing the same old kobolds? *Dungeon Denizens* features more than 100 monstrous foes from levels 1 to 30 collected in one hardback!



An indispensable playing aid, the *DM Campaign Record* is an essential tool for fourth edition DMs. Gone are the days of paper scraps and loose-leaf notebooks!



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Seminars and Other Events

Seminar Room

Auction – Mon, 11:00 am

Gaming stuff. Lots and lots of gaming stuff. Gamex brings you the finest and oddest selection of gaming stuff to be found anywhere in Southern California at our Monday morning game auction. Come see what lurks in the closets of gamers everywhere!

AWESOMELY BAD MOVIE NIGHT! – Sun, 10:00 pm

Three Movies One evening No mercy All glory Can you handle it? The rules are simple. Survive three unannounced awesomely horrible movies. The winners gain “the people’s ovation and fame forever!” Past movies screened have included Ice Pirates and Battlefield Earth

Boggle Nights: A short film about competitive Boggle – Sat, 3:00 pm

Join the filmmakers responsible for the short independent film “Boggle Nights” for a screening of the eighteen minute movie and a discussion about the making of the film afterward. The Q&A session is immediately following and will be moderated by Boardgame Babylon host Eric Burgess. Please be advised: the Q&A session will be recorded for podcast on Boardgame Babylon.

Drawing and Sketching Demo – Sun, Noon

Creating characters, creatures, and backgrounds for game use and beyond. This will be held in the Exhibitor Room and will run Saturday and Sunday during open room hours. Participants should bring paper and pencils. Materials will be demoed but NOT supplied.

Drawing and Sketching Demo – Sat, 10:00 am

Creating characters, creatures, and backgrounds for game use and beyond. This will be held in the Exhibitor Room and will run Saturday and Sunday during open room hours. Participants should bring paper and pencils. Materials will be demoed but NOT supplied.

Equilibrium – Sat, 10:00 pm

Equilibrium will be playing in the Seminar Room

Feedback Forum – Sun, 7:00 pm

Ok, so we’re at this new hotel for one show, and it doesn’t really have parking either. What’s up with that? As always, the Strategicon staff wants to know what you’re thinking about the con and what we can do to improve it. Come let us know.

Flea Market – Fri, 8:00 pm

Get first crack at the buying masses! Bring your old games to sell at our Friday night flea market and walk away with enough cash to last the con.

Flea Market – Sat, 10:00 am

Our Saturday flea market returns to its normal time. Foist the stuff that lurks in your closet on unsuspecting gamers and maybe make a few buck in the process.

Flea Market – Sun, 10:00 am

Our Sunday flea market returns to its normal time. You never know what will show up here it might be that game you've been looking for the past 10 years.

Into the Woods – Fri, 7:00 pm

Into the Woods will be playing in the Seminar Room.

Kung Fu Hustle – Sat, 10:00 am

Kung Fu Hustle will be playing in the Seminar Room.

Lord of the Rings Marathon – Sun, 8:00 am

Lord of the Rings will run as a Marathon event, running ALL of SUNDAY! in the Seminar Room (with an appropriate break for the Feedback seminar) The Fellowship of the Ring begins at 8:00am The Two Towers will begin at shortly after Noon The Return of the King will begin at 4pm, taking a break at 7pm for the feedback seminar, and begin again at 8pm.

Lord of the Rings Marathon Part II – Sun, Noon

Lord of the Rings will run as a Marathon event, running ALL of SUNDAY! in the Seminar Room (with an appropriate break for the Feedback seminar) The Fellowship of the Ring begins at 8:00am The Two Towers will begin at shortly after Noon The Return of the King will begin at 4pm, taking a break at 7pm for the feedback seminar, and begin again at 8pm.

Lord of the Rings Marathon Part III – Sun, 4:00 pm

Lord of the Rings will run as a Marathon event, running ALL of SUNDAY! in the Seminar Room (with an appropriate break for the Feedback seminar) The Fellowship of the Ring begins at 8:00am The Two Towers will begin at shortly after Noon The Return of the King will begin at 4pm, taking a break at 7pm for the feedback seminar, and begin again at 8pm.

Lord of the Rings Marathon Part III.5 – Sun, 8:00 pm

Lord of the Rings will run as a Marathon event, running ALL of SUNDAY! in the Seminar Room (with an appropriate break for the Feedback seminar) The Fellowship of the Ring begins at 8:00am The Two Towers will begin at shortly after Noon The Return of the King will begin at 4pm, taking a break at 7pm for the feedback seminar, and begin again at 8pm.

Q&A with Special Guest Dan Verssen – Sat, 2:00 pm

Join Special Guest Dan Verssen for a Q&A session about his games and experiences in the gaming industry on Saturday at 2 PM. Hosted by Boardgame Babylon and moderated by Eric Burgess. A word of warning: this seminar will be recorded for podcast on Boardgame Babylon.

Sunday Morning Anime – Mon, 9:00 am

Trigun will be wrapping itself off, having left at quite a cliffhanger last convention.

The Hitchhiker's Guide to the Galaxy – Fri, Noon

The Hitchhiker's Guide to the Galaxy will be playing in the Seminar room

Underworld: The Extended Cut – Fri, 9:00 pm

Underworld: The Extended Cut will be playing in the Seminar Room. The Movie will begin at 9:30pm, as soon as the previous movie finishes.

2009 Orcon Winners

Game: 1st; 2nd; 3rd

Board Games

1861 Rails of Russia: Joe Gray; Todd Vanderpluym; Jonathan Flagg
18XX Classic: Todd Vanderpluym; Daniel Barnes; Jonathan Flagg
18XX Short Slot: (Todd Vanderpluym, Chuck Bass); (Joe Gray, Daniel Barnes);
(Jonathan Flagg, Bill Gallagher)
1960 Making of the President: Neil Figuracion; Michael Sheefer
Acquire: Eric Downing; Cheryl Aday; Debby Brinkman
Advanced Civilization: Joseph Will; J.C. Kern; Andrew Cohen
After the Flood: Manuel Serpa
Age of Empires III: Charles Hrepschek; Ronald Fraigan
Age of Renaissance: JC Kern/Mike Garcia; Chris Hassler; Ed Wess
Age of Steam: John Margerum; Burt Hunt; Stephanie Kelleher
Agricola: Eric Fletcher; Bruce Schlickbrend; Tim Oates
Alhambra: Jeff Becker; Tanya Aldrich; Darrell Stark
American Megafauna: Steve Williams; Jonathan Boyer
Amun Re: Daniel Eppolito; Seth Jaffe; J.C. Kern
Apples to Apples: Bill Gallagher; Molly Malcom; Andrienne Sorley
Axis and Allies #1: (Chris McHaffie, Anthony Jaffe); (Dale Conklin, Jim Towery)
Bang!: David Whiting; Eduardo Quiroz; Nick Chavez
Battle Cry: Ben Tobias; Rick Lepore; Andrew Larrati
Battlestar Gallactica: Jeremy Langdon; Tim Welch
BattleStations: Paul Haban; Chris Williams; Mathew Eklund
Blokus #1: Tracy Ashizawa; Tanya Aldrich; Martin Padilla
Blokus #2: Tracy Ashizawa; Chris Johnson; Eric Fletcher
Brass: Travis Ball; Seth Jaffe; Ken McMillen
British Rails: Bill Gallagher; Bill Beyermann; Eric Verheiden
Bull in a china shop: Paul Allwood; Eric Burgess; Cameron Patterson
Bump in the Night: Bobby Doran; Travis Albright
Bump in the Night: Mike Lourft; James Slawinski; Klaus Scharpt
Bump in the Night: Erin Fitzsimmons
Cartagena 1 & 2: Darrell Stark; Greg Richardson; Robert Neff
Cash N Guns: Brian Syminston
Catch Phrase: (Jessica Escobedo, David Trice, Stanton Peay, Larry Blumenthal);
(Bill Gallagher, Darrell Stark, Samantha Peay, Scott Van Essen)
Caylus: Avery Callenback; Jessica Callenback; Matthew Smith
Charades #1: (Seth Jaffe, Lana Berman, Martin Padilla, Binky Ding Farquhar,
Vijay Kyrian, Peggy Newvine); (Michael Mindes, Darrell Stark, Edward Roske,
Eduardo Quiroz, Tim Oates)
Charades #2: (Ed Quiroz, Edward Roske, Stephanie Kellher, Martin Padilla);
(Laura Berman, Michael Mindes, Chuck Bass, Phil Fleischmann);
(David Trice, Bruce Nelson, Joseph Webb)
Chez Geek #1: Vicent Fryer; Michale Shute; Andrew McSorley
Chez Geek #2: Chris Atkins; Anna Peay; Francine Ostrum
China w/Michael Schact: Alasdair Burton; Chris Johnson
Cloud 9: Sarah Boswell; Lori Greene; Paul Allwood
Coloretto: Jen Garrett-Smith; Greg Dapkus; David Trice
Coloretto w/Michael Schact: Daniel Eppolito; Michael Sarzosa; Stephanie Sarsoza
Combat Commander: Rick Byrans; S. Stewart
Conquest of the Empire: Leland Guthrie; Mathew Smith; Grant Sweifel
Cosmic Encounter: Steve Stuart; Walter Wachowski; Ethan Stuart

Cranium: (Esther Udvardi, Phil Fleischmann, Bruce Nelson); (Edward Roske, Ed Quiroz, Lana Berman); (Sam Peay, Molly Malcolm, Dane Ilario)
 Cribbage: Lori Greene; Greg Kluwe; Keith Searfoss
 Deep Space Driller Ace: Daniel Hurlbut; Francis Bradford; Bran Hanson
 Dominion #1: Chia Richardson; Bruce Schlickbernd; Joseph Will
 Dominion #2: Greg Richardson; Eliza Vomocil; Daniel Hurlbut
 Downfall of Pompeii: Tom Decker; Michael Mindez; Seth Jaffee
 Draco Mundis: Chad Smith; Greg Dapkus; Ryan Fisher
 Dune: Ben Mack; Alan Humbert; Jim Murphy
 Elk Fest: Chad Smith; Mike Wolfe; David Larson
 Empire Builder: Bill Beyerman/Eric Verheider; Kyle Greenwood
 Espana 1936: Steve Williams; Mark Hom
 Euro Rails: James Thomas; Kyle Greenwood; Chris Geosling
 Felix: The Cat in the Sack #1: Vincent Fryer; Robert Larson; Stanton Perry
 Felix: The Cat in the Sack #2: Sarah Boswell; Nancy Nesbitt; Andrew McSorley
 Formula De #1: Mike Patterson; Matthew Headley; Francine Ostrum
 Formula De #2: Alfonso Wibback; Joseph Smith; Devi Hughes
 Formula Motor Racing: Bradley Burcar; Mike Patterson; Paul Allwood
 Friedrich: Bob Woodson; Andrew Schoonmaker; Barry Lew
 Galaxy Trucker: Chia Richardson; Greg Richardson; Robert Neff
 Giant Zooleretto: Jon Cassie; Bradley Burcar; Avery Callenback
 Guillotine #1: Scott Dunnington; Jeff Becker; Robert Neff
 Guillotine #2: Robert McCall; Nancy Nesbitt/Molly Malcolm; Tracy Ashizawa
 Hanging Gardens: Chris Johnson; Greg Richardson; Stephanie Kelleher
 Hard Vacuum: Brett Lynam; Aaron Cappocchi
 Hearts #1: Heather Hughes; Burt Hunt; David Trice
 Hearts #2: Rick Lepore; Ron McGlaurin; Darrell Stark
 Hogwarts House Cup Challenge: Molly Malcolm; Samantha Peay; Taylor Peay
 Hurry' Cup: Lana Berman; Arron Capocchi; Mike Phillips
 Illuminati: Jeff Becker; Dane Ilario; Eliza Vomocil
 Ingenious: Chad Smith; Matthew Headley; Chia Richardson
 Insecta Mutant Kit: The Hive Wins
 Iron Dragon: Eric Verheden; Chris Geoesling; James Thomas
 Juniors Event #1: Esther Undrandi; Jacob Fraigan; (AJ Armstrong, Nathan Marton)
 Juniors Event #2: (Esther Udvardi, Jacob Fraigan, Travis Albright); (Travis Albright, Jacob Fraigan); (Esther Udvardi, Fumi)
 Juniors Event #3: (Jacob Fraigan, Esther Udvardi); (Mel Fitzgerald, Laura Fitzgerald); (Laura Fitzgerald, Jacob Fraigan, Mel Fitzgerald)
 Juniors Event #4: Esther Udvardi; Kate Bolin; Brianna Bolin
 Khet: Ed Quiroz; Bob Larson; Chia Richardson
 Kingsburg: Bill Beyerman; Louis Newman; Greg Richardson
 Kriegbot: Chris Williams
 Kriegbot: Brett Lynam
 Lascaux: Burt Hunt; Mike Sarsoza; Paul Allwood
 Le Havre: Jamie Busso; Len Breckes; Robert Chavez
 Liar's Dice #1: Nick Chavez; Ed Roske; Greg Richardson
 Liar's Dice #2: Mikey Powell; Bradley Burcar; Krysta Fryer
 Lifeboat: Kevin Hay; Chris Shorb; Alex Shorb
 Lost Cities: Paul Allwood; Grant Zweifel; Chia Richardson
 Lost Cities the Boardgame: Scott Samarel; Mike Patterson; Bradley Burcar
 Merchant of Venus: Bruce Nelson; J. C. Kern; Venteor Laird
 Michael Schact New Game Release: Michael Sarsoza; Brian Symington; Erin Gerton
 Michael Schact New Game Release: Mark; Jessica; Sarah
 Mille Bornes: (Jennifer Larratt-Smith, Paul Allwood); (Tasty Hooligan, Templetacle of all cosmos)
 Modern Naval Battles: Kevin Heilfron; Andreas Pluchar; Ron Roland

Munchkin: Michael Parra; Venter Laird; Heide Nichols
 Munchkin Deluxe: Jeff Cales; Heather Shauskas; Miranda Sharp
 Munchkin Fu #1: John Desan; Martin Padilla; James Baca
 Munchkin Quest #1: Martin Padilla; Daniel Watson; Chuck Watson
 Munchkin Quest #2: James Baca; Martin Padilla; Richard Potthoff
 Munchkin – The Good, The Bad: Guy Yamato; Chuck Watson; James Basa
 Municipium: Grant Zweifel; Walter Wachowski; Steven Sterwart
 Napoleonic Wars: (Mark Luta, Kyle Greenwood); (Tim Porter, Karl Kreder);
 (Brian Croteau, Jesse Escobedo)
 Nexus Ops: Kurt Keckley; Pamela Mines; Darrell Stark
 No Thanks #1: Ryan Fisher; Greg Richardson; Greg Dapkus
 Notre Dame: Darrell Stark; David Zerlin; Jon Cassie
 Old World New World: Jessica Ma
 Old World New World: Eric Fletcher; David Gersen; Jessica Ma
 "Origins, How we became Human": David Siskin; Dan Holte; Phil Eklund
 Pandemic: No Winners (Disease wipes out the world)
 Pez #1: Nick Peay; Molly Malcom; Mary Taylor
 Pez #2: Alex Decker; Dana Decker; Hayden Decker
 Phase 10 #1: Mary Taylor; Stanton Peay; Debra Brinkman
 Phase 10 #2: Joe Elder; Lori Greene; Sarah Boswell
 Phase 10 #3: Stanton Peay; Martin Padilla; Mary Taylor
 Pillars of the Earth: Winton Lemoine; Bradley Burcar; Darrell Stark
 Pit: Peggy Newvine; Michael Mindes; Debra Brinkman
 Pitch Car #1: Edward Roske; Robert Larson; John Albright
 Pitch Car #2: Andrew Larratt-Smith; Elliot Hughes; David Larson
 Poker - 5 Card Draw: Jonathan Kettler; Brad Lapin; Scott Samarel
 Poker - 7 Card Stud: Dan O'Farrell; Solomon Chang; Tom Abbott
 Poker - Texas Hold 'Em: Scott Samarel; Winton Lemoine; Dan O'Farrell
 Power Grid: Bruce Schlickbernd; Daniel Eppolito; Bill Beyermann
 Princes of Florence: Shannon Beets; David Mines; Ted Blegen
 Puerto Rico: Bruce Schlickbernd; Seth Jaffee; Alan Humbert
 Ra: Andreas Pluchar; Jessica Callenback; Stephen Stewart
 Race for the Galaxy: Greg Richardson; David Zevin; Tim Oates
 Rail Baron: Paul Bonday; Roderick Lee; Larry Pollack
 Railroad Tycoon: Stanton Peay; Leland Pike; Eric Sforza
 Red November: Scott Pease; Chris Williams; Scott Everts
 Roads & Boats: Jeff Siadek; Jeff Ridenour
 Robo Rally #1: Phil Fleischmann; David Whiting; Matt Grimaldi
 Robo Rally #2: Andrew Larratt-Smith; Jason Duvall; James Thomas
 Roll through the Ages: Eric Burgess; Paul Allwood; Mark Hom
 Roll through the Ages: Len Brockus; Travis Ball; Erin Gerton
 Saint Petersburg: Kerrin Addis; Todd Vanderpluym; Tristian Towery
 Samurai Swords: Joe Jones; David Gersen; Mike Tan
 San Juan: Winton Lemoine; Eric Fletcher; Scott Dunnington
 Scrabble: Venter Laird; Bob Lamarre; Albert Park
 Seafarers of Catan: David Whiting; Tanya Aldrich; (Alfonso Weilbach, RJ Held)
 Settlers of Catan: Jeff Becker; (Charles Watson, Elisa Vomocil)
 Slide 5 #1: Robert Larson; Sarah Boswell; Robert Neff
 Space Munchkins: James Baca; Michael Parra; Kevin V.
 Spades #1: (Jeff Becker, Elisa Vomocil); (Ed Roske, Ed Quiroz);
 (Anna Peay, Erick Downing)
 Spades #2: Anna Peay/Dan O'Farrell; Derrin Addis/Scott Samarel
 Spades #3: (Dan O'Farrell, Ron Fraigun); (Ben Van Baskirk, Tarynne Fraigun)
 Steel Driver: Ron Hanson; Daniel Hisher; Len Breakus
 Stone Age: Greg Richardson; Abram Udvardi; Walter Wichowski
 Take it easy: Stanton Peay; Robert McCall; Lang Beaman

Talisman: Joseph Will-Monk; Bruce Nelson-Minstrel; Alasdair Burton-Priest
 Terra Nova (Oversized): John Mundy; Alfonso Welbach; Jon Cassie
 The Club: Ryan Fisher; Greg Dapkus; Chad Smith
 Thingamajig: Molly Malcolm; Winton Lemoine; Joe Jones
 Through the Desert: Donald Freely; Robert Neff; Leland Pike
 THUMB WARS: (Jennifer "The Thumb" Shard); (Krysta "The Pinkie" Fryer);
 (Patrick "The Stump" Havert)
 Thurn and Taxis: Robert McCall; Winton Lemoine; Ed Roske
 Tichu Finals: (Eric Fletcher, James Cavanaugh); (David Trice, Cheryl Aday)
 Tichu Preliminary Round(s): (James Cavanaugh, Eric Fletcher); (David Trice, Cheryl Aday); (Jessica Escobedo, Scott Van Essen)
 Ticket to Ride - Marklin: Charles Hrepschek; Nancy Nesbitt; Scott Dunnington
 Ticket to Ride #1: Ken Heilfron; Stephanie Sarsoza; Eric Downing
 Ticket to Ride Card Game: Tarynne Fraigan; Bob Cook; Ronald Fraigan
 Ticket to Ride Europe: Matt Headley; Jonathan Kottler; Tom Cook
 Ticket to Ride Nordic Countries: Cameron Patterson; Louis Newman; Bradley Burcar
 Tigris & Euphrates: David Mines; David Koontz; Daniel Hurlbut
 Tikal: Rick Lepore; Robert Neff; Cameron Patterson
 Times Up: (Vijay Kurian, Edward Roske, Lana Berman);
 (Martin Padilla, Ed Quiroz, Darrell Stark)
 Titan #1: Alasdair Burton; Ben Tobin; Eric Downing
 Titan #2: Andrew Larratt-Smith; Richard Potthoff; Devi Hughes
 Transamerica #1: Stanton Peay; Chris Johnson; Robert Neff
 Transamerica #2: Stephanie Sarsoza; Paul Allwood;
 Treasure Fleet: Mark Hom; Jason Zara; Larry Blumenthal
 Tribune: Michael Sarsoza; Stephanie Kelleher; David Wakefield
 Trivial Pursuit: (Lana Berman, Erin Gerton, Ed Roske, Ed Quiroz);
 (Jessamine Campbell, Darrell Stark, Bruce Ballard, Tim)
 TV Trivia Contest: (David Trice, Nick Chavez, Larry Blumenthal, Cherie Belkin,
 Lloyd Adams, Lisa Adams); (Neil Figuracion, Andy Blanchard, Sam Carter,
 Albert Park, John Armstrong)
 Twilight Imperium III: Bradley Burcar; Ted Blegen; Jim Murphy
 Twilight Struggle: David Gerson; Roderick Lee; Jon Echeverid
 Ubongo: Chris Johnson; Stephanie Kelleher; Greg Richardson
 Union Pacific: Stephanie Sarsoza; Chris Geasling; Ken McMillen
 Uno #1: Stew S; Kraig Beaver; Ethan S
 Uno #2: Edward Roske; AJ Armstrong; Kayla Armstrong
 Uno #3: AJ Armstrong; Bob Lamarre; John Brinkman
 Uno #4: Nathaniel Taylor; Alex Decker; Elliot Hughes
 Vegas Showdown: Stanton Peay; Jonathan Koitler; Anna Peay
 Wallenstein: Ben Tobin; Michael Sarzosa; Ted Blegen
 Warriors of God: Jason Gavin; David Komatz
 Wasabi: David Mines; Stephanie Sersuza; Tim Maloney
 Web of Power: David Koontz; Chris Johnson; Grant Sweifel
 Werewolf #2: Anna Peay; Daniel Brinkman; Josh McFadden
 Werewolf #3: Scott Samarel; Matthew Headley;
 Winners Circle: Mike Patterson; Larry Blumenthal; Shawn Brassard
 Wits and Wagers: Stanton Peay; Robert Neff; Jen Leratt-Smith
 Zombie Fluxx: Greg Smith; Mary Taylor; (Heide Nichols, Martin Padilla)
 Zombinion: Daniel Hurlbut; Stephanie Kelleher; Greg Richardson
 Zooleretto: Erich Sforza; Jennifer Larratt-Smith; Mary Taylor

Collectible Games

Pirates Sink-N-Keep: (Chuck Watson, Crystal Koontz);
(Ethan Carpenter, Brandon Henriksen, Richard Demianiw)
Warlord: Epic Doubles: (Chris Schoenthal, Steve Collier);
(Gregario Abrasan, Roy Esquivel)
Warlord: Kerebrus Tournament: Roy Esquivel; Rich Carter; Lisa Adams
Warlord: Starter Deck Tournament: Eric Fletcher; Gregorio Abrasan;
Dennis Dreischmeyer
Warlord: Turncoat Tournament: Chris Schoenthal; Michael Zaret; Richard Carter
Warlord: West Coast Winter Championships: Dennis Dreischmeyer; Efrain Astorga

Computer and Video Games

Classic Game: Polly Anne Mobley Aylor; Sam Crosbie; Vincent Fryer
Guitar Hero: Molly Malcolm; Chris Robins; Samantha Peay
Halo #1: Matt Johnson; Alexander Ortiz; Reilly Hughes
Halo #2: Todd Schlickbernd; Keith Hughes; Kelvin Fernandez
Smash Bros #1: Sam Udvordl; Shaun Bernard; Sam Mitchell
Smash Bros #2: Sam Udvordl; Todd Schlickbernd; Kelly Mai
Star Wars Battlefront #1: Jarred Morton; Jackson Sharp
World of Warcraft: Shawn Brassard; Stephen Novak; Pamela Mines

LARPs

Boffer Arena: Nick Chavez; Erin Austin; Elizabeth Forbes

Miniatures

Blood Bowl: Ron McLaughlin; Matt Colville; Morgan Ellis
Warmachine/Escalation: Aramis Calderon; Darci Gibson; Ethan Carpenter
Warmachine/Hordes: Parker Gibson; Aramis Calderon

Painting

Best of Show: Katie Gonzalez
Fantasy Large: Parker Gibson; Shawn Hendrix; Katie Gonzalez
Fantasy Single: Malcolm Hee; Katie Gonzalez; Parker Gibson
Fantasy Unit: Parker Gibson; Shawn Hendrix; Hugh Singh
Historical Single: Shawn Hendrix; Janice Sellers; Hugh Singh
Historical Unit: Shawn Hendrix
Science Fiction Single: Shawn Hendrix; Sam Schrimsher
Science Fiction Unit: Shawn Hendrix; Nadine Abbott

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