



# STRATEGICON GAMEX 2007

**THIS CONVENTION IS DEDICATED  
TO THE MEMORY OF JACK BUTLER,  
LONG-TIME FORMER HEAD OF BOARD  
GAMING. JACK MEANT A LOT TO  
ALL OF US, AND OUR COMMUNITY IS  
GREATLY DIMINISHED BY HIS LOSS.**

**JACK, THANK YOU FOR EVERYTHING.  
YOU WILL BE SORELY MISSED.**

# WELCOME

On behalf of the entire staff of Strategicon, our warmest convention greetings! We're sure you'll find GAMEX a pleasant and memorable experience, and hope you'll make many new friends in this wonderful gaming atmosphere.

GAMEX brings you a wide array of family, fantasy, historical, and science-fiction board, card, computer, miniatures, and role playing games. The diversity of these games satisfies every gamer, from expert to novice, from adventurer to land baron, and from diplomat to field general.

There is much to see and do this weekend. We hope that you visit the various game retailers and manufacturers in the Exhibitor Hall and attend the many seminars, demonstrations, displays, events, and tournaments at GAMEX.

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

Please read this program completely and carefully. It should answer most of your convention and gaming questions. If you have further questions, comments, or problems, the Troubleshooting Staff (see next page) can find the right person for your needs. You can always get information from our Help Desk in the Registration area.

## **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.

## **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.

# **~~TROUBLESHOOTING STAFF~~**

If you have any issues regarding an aspect of the convention, please see the person in charge of that department. Since locating individuals at GAMEX is sometimes difficult, you can get information from the Help Desk located in the Registration area.

## **Convention Coordinator/Help Desk**

Eric M. Aldrich I

## **Convention Operations**

Chris Carlson and Norm Carlson

## **Convention Services (Exhibitor Room)**

Janice Sellers

## **Convention Services (Registration)**

Tracy Fryer

## **Advisor**

John Paiva

## **Board Games**

Patrick Havert and Karl Kreder

## **Collectibles**

Victor Bugg, Craig Chenoweth, and Patrick Saul

## **Computers**

Janice Sellers

## **Live Action Roleplaying**

Aaron Kutzmann

## **Miniatures**

Jose Mendiola

## **Roleplaying Games**

Denys Mordred and Paul Tevis

## **Special Events**

Heather Hughes

## **Art Director**

jim pinto

## **Convention Auctioneer**

Alfonzo Smith

## **Open Gaming Library**

Larry York

## **Webmaster**

Tanya Aldrich and Mike Mandelsberg

## **Publicity and Propaganda**

Robert Lionheart and Hugh K. Singh

## **Lots of Stuff**

Michael Fryer, Mark Hyman, and Eric Nyquist

# ~~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 and registered and is therefore required to be worn 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 tables in tournament gaming or demonstration areas for open gaming unless specifically authorized.
3. If you enter a tournament, please bring a copy of game to be played. Otherwise, your participation in the tournament is not assured, since there may not be enough copies of the game (brought by other players) to go around. 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 8am the next morning. After 8am you must re-register and pay the difference in admission fees if you wish to continue your attendance.
6. 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.
7. 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.
8. 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 room instead of spending an hour stuck between floors, or waiting days for the one working elevator.



9. No weapons, real or facsimile, are allowed in the hotel. This includes swordcanes, which are illegal and a felony in California (except those purchased in the dealer room which must be wrapped and removed to your room or car immediately).
10. No smoking is allowed anywhere within the Westin Hotel
11. Do not use the fire exits unless there is an emergency.

## **WESTIN HOTEL RULES**

1. No gaming is allowed in the stairwells, roof, hallways, restaurants, or poolside. Plenty of room has been provided for you by the convention organizers, so please keep your gaming in the convention 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, and 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.
6. If you use valet parking, expect to pay full hotel rates.
7. No running or sliding on the escalator, no propping open fire exits, and no hallway horseplay (spilling ashtrays, etc.)
8. Water coolers are not to be opened. Please do not reach inside to get ice as this is a health hazard. The hotel will prosecute anyone, regardless of age, to the furthest extent of the law!

## **EXHIBITOR HALL**

The Exhibitor Hall is located on the Second Floor Concourse Ballroom.

|                 |                        |
|-----------------|------------------------|
| <b>Saturday</b> | <b>9am to 7pm</b>      |
| <b>Sunday</b>   | <b>10am to 7pm</b>     |
| <b>Monday</b>   | <b>10am to Closing</b> |

On Monday, Exhibitors begin tearing down at approximately 3pm.

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.

## **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 Games, Demonstrations, Live Action Role Playing Games, Miniatures, Role Playing Games, 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 the tournament or event.
2. Judges and GMs may adjudicate a winner when time allotted for the completion of the round has elapsed.
3. 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.
6. Please arrive at an event location 15 minutes prior to its scheduled start time and be ready to play

## **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 exactly one hour prior to the event's scheduled starting time. Role Playing events are an exception. Role Playing sign-up sheets are in RPG HQ all day and are moved to the event location when that event starts, thus allowing walk-in registration.

All on-site registration is strictly first-come/first-served, closing 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).

## **MULTIPLE SECTION TOURNAMENT ENTRY LIMIT**

In some cases, two or more tournaments are staged for a particular game. 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 gives the first chances at registration to those who haven't played in one of the tournaments for the game. We want to ensure that as many people as possible get to play at least one tournament. 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 wish to play. Space for walk-in entries is available in a first-come, first-served basis, beginning approximately five minutes prior to the event starting time. If you have been unable to register for a event, it's worthwhile to walk in. Bring a copy of the game you want to play as this greatly increases your registration chances.

## **LATE ARRIVALS**

Show up on time for your game events. Even if you've registered, if you're more than a few minutes late, it's assumed you're not going to show up, and your place may be given away to someone else.

## **TOURNAMENT PRIZES**

Prizes are awarded by GAMEX to winners of Board Game 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.

### **Our Sponsors**

Avalanche Press  
Chaosium, Inc.  
Connector Distribution  
Reaper Miniatures  
RPGA, AD&D Events  
Shadowstar Games  
SoCal Gamers  
Steve Jackson Games  
Stonehouse Miniatures  
Venatic Inc.  
Wizards of the Coast

## **ROLEPLAYING GAMES**

Now it's easier for you to sign up for the roleplaying events you want. RPG Headquarters is now located next to Board Games HQ.

Sign-up sheets are located at RPG HQ and are first available the morning of the day the event is being run. That means that as long as there is a slot available in the event, you can sign up at any time for any RPG event run that day (e.g. you could sign-up for a Saturday 8 pm game on Saturday morning). No more having to line up an hour before the next game!

Keep in mind that you cannot sign up for more than one game per time slot.

Please show up at your event on time as games start within a few minutes of the listed time. If, for some reason, the GM isn't there within 15 minutes of the start time, come down to RPG HQ and we'll do our best to get you into another event.

## **MINIATURES PAINTING CONTEST**

GAMEX sponsors a figure painting contest, which takes place in the Exhibitor Hall. Bring your figure(s) for the categories listed below. Entries will be accepted from 10 am Saturday until 1 pm Sunday in the Exhibitor Hall, during Exhibitor Hall hours only. Judging takes place at 4 pm Sunday, with prizes awarded no earlier than 5 pm.

### **Miniature Painting Contest Categories**

40K Single  
40K Unit  
Beginner (up to 12 years old)  
Diorama  
Historical Single  
Historical Unit or Group  
Non-GW Fantasy Single  
Non-GW Fantasy Unit or Group  
Non-GW Sci-Fi Single  
Non-GW Sci-Fi Unit or Group  
Warhammer Fantasy Single  
Warhammer Fantasy Unit  
Warmachine Warband

The Dave Weaver (Best of Show) prize is awarded to the best overall entry.

### **PAINTING CONTEST RULES**

1. You may not enter any figure(s) that has previously won any prize or award at a prior Strategicon convention.
2. Due to display restrictions, only one (1) entry per category. An entry may be refused if it is too large.
3. If there are not enough entries in a category, the judges reserve the right to cancel that category and/or to reassign the entries to a different category.
4. You must have a valid badge for that day to enter.
5. You need a picture ID to pick up your figure(s).

# GAME AUCTION

The convention hosts, as one of its prime attractions, the auction of strategy games and related products. This entertainment highlight, known as “Bargain Central,” will be held on Monday at 11 am in the Theater.

## AUCTION REGISTRATION RULES

What is sellable at the auction includes any boxed, bagged, or envelope-packaged games or game-related materials (originals only please; we will not auction off wholly copied rip-offs of a publisher’s product). This includes magazines, variants, dice, spare components, etc.

## AUCTION 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 Slips 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 10AM MONDAY  
BEFORE HANDING THEM OVER IN THE THEATRE.**

3. We accept no minimum bids whatsoever for lots to be auctioned.
4. Rare, out-of-print, and collector's item games will be determined by Ken Fonarow of the Weekend Warrior prior to the commencement of the auction. If you want to know if your item qualifies, you should see Ken prior to the start of the auction.
5. A 10% commission (\$50.00 max) per lot is charged on all items auctioned.
6. Unsold items not picked up immediately following the auction become the property of the convention.
7. Money due will be distributed at the Theater 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.
6. If you made the winning bid for an item proceed immediately to the cashier's table to pay for and receive it.



## **FLEA MARKET TABLES**

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 10pm to midnight and Saturday and Sunday 10am to 2pm.

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.

**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 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 will 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 as long as this condition exists.
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 or designee, of new games produced by an attending manufacturer or designee is prohibited and constitutes a violation of this policy.

In addition, the selling of any appreciable quantity of 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 typically include persons who have cleared out their garages of their own used items, and who sell those items.

## **~~A GUIDE TO GAMEX 2007 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 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 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 even 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, and 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 in these very popular tournaments, just like you.

Another section 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 your 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.

In addition we have added many party games, such as Wits and Wagers, Liar's Dice, 25 Words or Less, and Times Up to the schedule so that people can play what they want to.

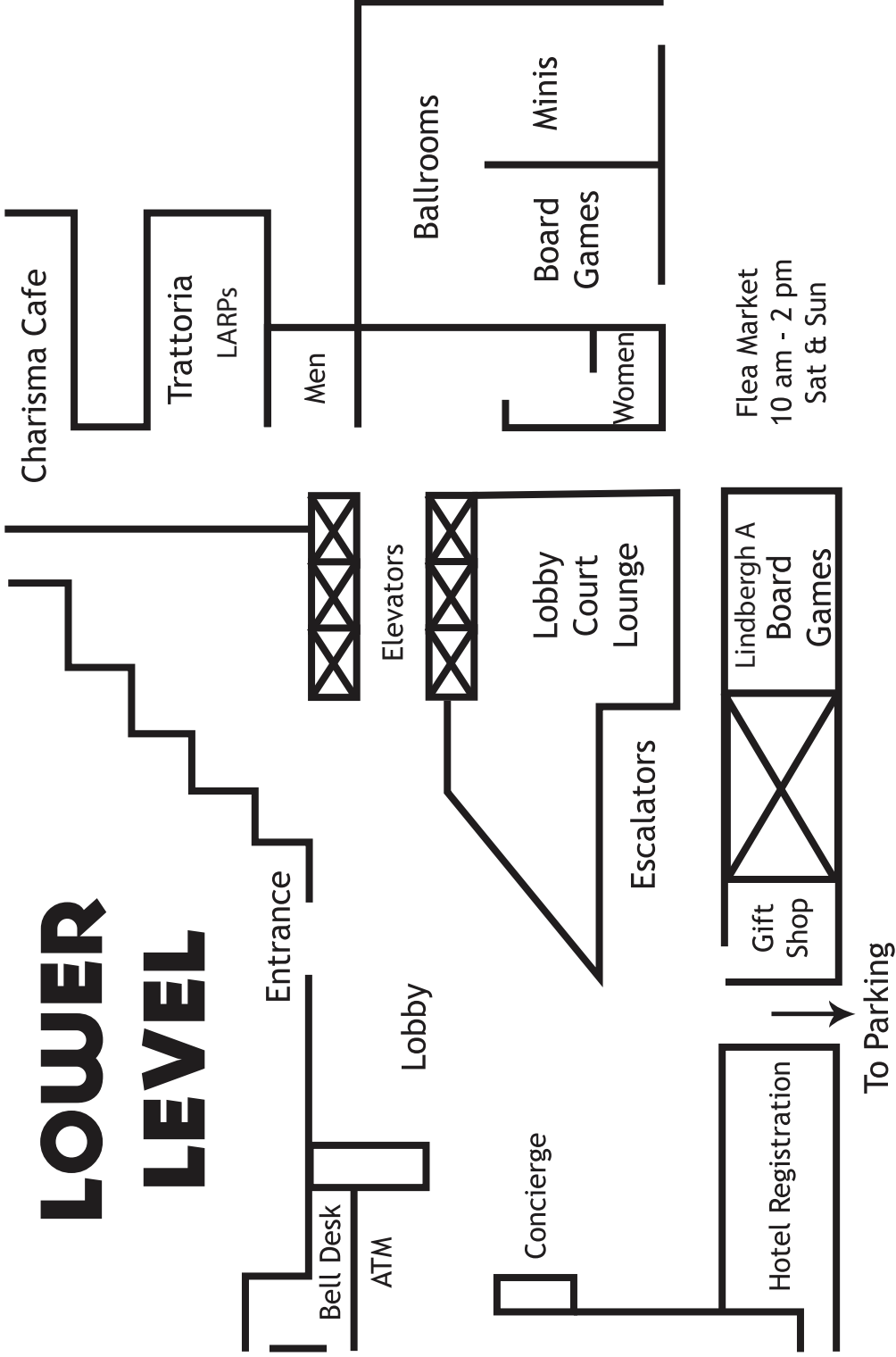
We have worked hard to assure that the opportunity is here for you to have lots of fun in the gaming hobby. If you have any questions or suggestions, please stroll over to the Help Desk in the Registration area and a friendly staff person will see to your needs. It is, admittedly, our hobby, and we do love it. One thing better than gaming, though, is sharing our games with new friends.

Enjoy the con!

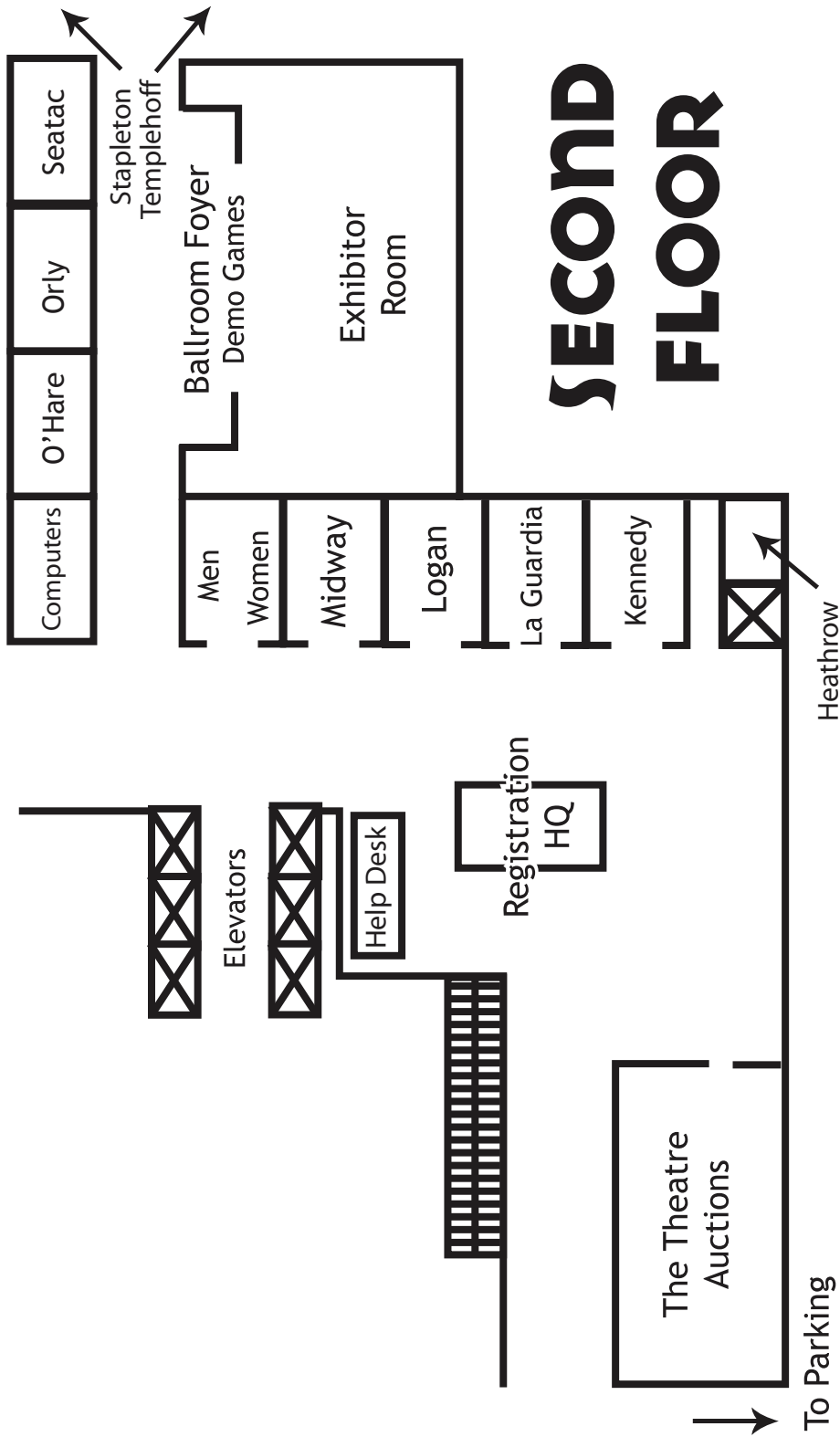
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# LOWER LEVEL



# SECOND FLOOR



# BOARD GAMES

## ~~THEATRE FOYER~~

We are trying to actively improve the board games area, but we need your help too. This is a volunteer community, and if there is a game you'd like to see run at the con, then we need you to let us know you're willing to run the event. A person that loves the game is the best person for the job anyway.

### ~~FRIDAY~~

|      |                         |            |          |
|------|-------------------------|------------|----------|
| 3pm  | Monsters Menace America | Tournament | Strategy |
| 4pm  | Rail Slot #1            | Tournament | Rail     |
|      | Royal Turf              | Tournament | Euro     |
| 5pm  | Formula Motor Racing    | Small      | Family   |
| 6pm  | Amun Re                 | Tournament | Euro     |
|      | Hearts #1               | Sponsored  | Cards    |
| 7pm  | 18XX Short              | Tournament | Rail     |
|      | Dungeons & Dragons      | Tournament | Strategy |
|      | Guillotine #1           | Small      | Social   |
|      | Seafarers of Catan      | Tournament | Euro     |
| 8pm  | Friedrich               | Tournament | Strategy |
|      | Princes of Florence     | Tournament | Euro     |
|      | Ticket to Ride          | Big        | Rail     |
|      | Uno #1                  | Tournament | Social   |
| 9pm  | C&C Ancients            | Tournament | Strategy |
|      | Phase 10 #1             | Small      | Social   |
|      | Spades #1               | Sponsored  | Cards    |
|      | Through the Desert      | Tournament | Euro     |
| 10pm | Liar's Dice #1          | Small      | Party    |
| 11pm | Poker: 5 Card Draw      | Sponsored  | Cards    |
|      | Ubongo                  | Small      | Social   |

# SATURDAY

| Mid  | Pit #1   | Small   | Party  |
|------|--|---|--|
| 1am  | Are You a Werewolf #1  | Event   | Party  |
| 9am  | Advanced Civilization<br>Axis and Allies #1<br>Blokus #1<br>Rio-Grande Event   | Tournament<br>Big<br>Small<br>Special   | Strategy<br>Wargame<br>Family<br>Special   |
| 10am | 1830 Rail Slot<br>ASL Event<br>Descent:<br>Journeys in the Dark<br>Europe Engulfed<br>Hearts #2<br>Juniors' Event #1<br>Merchant of Venus<br>The War Game<br>Tigris & Euphrates<br>Titan #1<br>Traumfabrik<br>Uno #2 | Tournament<br>Sponsored<br><br>Event<br>Event<br>Sponsored<br>Juniors'<br>Tournament<br>Event<br>Tournament<br>Tournament<br>Tournament<br>Tournament | Rail<br>Wargame<br><br>Strategy<br>Wargame<br>Cards<br>Juniors'<br>Strategy<br>Wargame<br>Euro<br>Strategy<br>Euro<br>Social |
| 11am | A Victory Lost<br>American Megafauna<br>Iron Dragon<br>Spanc #1<br>Vegas Showdown<br>Wizard Kings  | Event<br>Event<br>Tournament<br>Small<br>Tournament<br>Event  | Wargame<br>Strategy<br>Rail<br>Social<br>Euro<br>Wargame   |
| Noon | Mille Bornes #1<br>Prophecy<br>Twilight Struggle   | Small<br>Tournament<br>Sponsored  | Social<br>Strategy<br>Wargame  |
| 1pm  | Battletech<br>Game of Thrones<br>Juniors' Event #2<br>Phase 10 #2<br>Railroad Tycoon<br>Robo Rally #1<br>Settlers of Catan<br>Spades #2  | Sponsored<br>Tournament<br>Juniors'<br>Small<br>Tournament<br>Tournament<br>Big<br>Sponsored  | Wargame<br>Strategy<br>Juniors'<br>Social<br>Rail<br>Strategy<br>Euro<br>Cards   |

# SATURDAY

2pm

Bang!  
Cleopatra & the Society  
Hard Vacuum  
Lunar Rails

Event  
Tournament  
Event  
Tournament

Party  
Euro  
Strategy  
Rail

3pm

Battle Lore  
Britannia  
Citadels  
Escalation  
Modern Art  
Thing a ma jig

Tournament  
Tournament  
Tournament  
Small  
Small  
Small

Wargame  
Strategy  
Euro  
Family  
Euro  
Party

4pm

Blue Moon City  
Dominoes  
Juniors' Event #3  
Pirates Cove

Tournament  
Small  
Juniors'  
Tournament

Euro  
Family  
Juniors'  
Family

5pm

Age of Steam  
Hannibal  
Rome vs Carthage  
Nuclear War  
Scepter of Zavandor

Tournament  
  
Tournament  
Small  
Tournament

Rail  
  
Wargame  
Social  
Euro

6pm

Apples to Apples  
Chez Geek  
Lord of the Sierra Madre  
Pillars of the Earth  
Ticket to Ride: Marklin

Small  
Small  
Event  
Tournament  
Tournament

Party  
Social  
Strategy  
Euro  
Rail

7pm

Memoir '44  
Pitch Car #1

Tournament  
Tournament

Wargame  
Family

8pm

Midgard  
Nexus Ops  
Pez #1

Tournament  
Tournament  
Small

Euro  
Strategy  
Social

9pm

Palabra  
Poker: 7 Card Stud  
Ra Big

Small  
Event  
Euro

Family  
Cards



## **SATURDAY**

|      |   |  |   |
|------|---|--|---|
| 10pm | Catch Phrase<br>Modern Naval Battles<br>Tichu<br>Transamerica #1<br>Uno #3 Pajama Party | Small<br>Small<br>Tournament<br>Tournament<br>Tournament | Party<br>Social<br>Euro<br>Rail<br>Social |
| 11pm | Killer Bunnies<br>Liar's Dice #2  | Small<br>Small   | Social<br>Party                           |

## **SUNDAY**

|      |  |  |  |
|------|--|--|--|
| Mid  | Charades   | Small  | Party  |
| 1am  | 25 Words or Less   | Event  | Party  |
| 9am  | Axis and Allies #2<br>Phase 10 #3  | Tournament<br>Small  | Wargame<br>Social  |
| 10am | Battle Cry<br>Caylus<br>Giant Settlers<br>Juniors' Event #4<br>Mille Bornes #2<br>Starfarers of Catan<br>Titan #2<br>Union Pacific<br>Up Front | Tournament<br>Tournament<br>Event<br>Juniors'<br>Small<br>Tournament<br>Tournament<br>Tournament<br>Tournament | Wargame<br>Euro<br>Euro<br>Juniors'<br>Social<br>Euro<br>Strategy<br>Rail<br>Wargame |
| 11am | 18XX Classic<br>B&B<br>Imperial<br>Insecta Mutant Kit<br>Origins<br>Twilight Imperium<br>Uno #4  | Tournament<br>Sponsored<br>Tournament<br>Event<br>Event<br>Tournament<br>Tournament                            | Rail<br>Wargame<br>Euro<br>Strategy<br>Strategy<br>Strategy<br>Social                |
| Noon | Cribbage<br>Euro Rails<br>History of the World   | Small<br>Tournament<br>Tournament  | Family<br>Rail<br>Strategy   |

# SUNDAY

1pm

Antike  
Illuminati  
Ingenious  
Juniors' Event #5  
Puerto Rico  
Robo Rally #2  
Talisman

Tournament  
Sponsored  
Tournament  
Juniors'  
Tournament  
Tournament  
Tournament

Euro  
Social  
Family  
Juniors'  
Euro  
Strategy  
Strategy

2pm

Airships at War,  
1914-1941  
Cloud 9  
Frag  
Rail Baron  
San Juan

Event  
Small  
Sponsored  
Tournament  
Tournament

Wargame  
Family  
Social  
Rail  
Euro

3pm

Combat Commander  
Federation Commander  
Fluxx #1  
Rumis  
Thurn and Taxis

Event  
Tournament  
Small  
Small  
Big

Wargame  
Wargame  
Social  
Family  
Euro

4pm

Blokus #2  
Juniors' Event #6  
Lost Cities  
Saboteur  
Spades #3  
Ticket to Ride Europe

Small  
Juniors'  
Tournament  
Small  
Sponsored  
Tournament

Family  
Juniors'  
Euro  
Social  
Cards  
Rail

5pm

Guillotine #2  
Hammer of the Scots  
Power Grid  
War of the Ring

Small  
Tournament  
Big  
Tournament

Social  
Wargame  
Euro  
Wargame

6pm

Carcassonne  
Fortress America  
Lords of the Spanish Main  
Pez #2  
Transamerica #2  
Wits and Wagers

Tournament  
Tournament  
Event  
Small  
Tournament  
Small

Euro  
Strategy  
Strategy  
Social  
Rail  
Party

# SUNDAY

|      |   |  |  |
|------|---|--|--|
| 7pm  | Diplomacy<br>Fluxx #2<br>Pitch Car #2<br>Saint Petersburg<br>Shadows Over Camelot | Tournament<br>Small<br>Tournament<br>Tournament<br>Event | Strategy<br>Social<br>Family<br>Euro<br>Strategy |
| 8pm  | Goa Tournament<br>Jigsaw Puzzle<br>Santy Anno<br>Silverton                        | Euro<br>Tournament<br>Tournament<br>Tournament           | Family<br>Social<br>Rail                         |
| 9pm  | Mao   | Small  | Social   |
| 10pm | Hey that's my Fish<br>Poker: Texas Hold 'Em<br>Quelf #1                           | Small<br>Event<br>Small                                  | Family<br>Cards<br>Party                         |
| 11pm | Are You a Werewolf #2   | Event  | Party  |

# MONDAY

|      |  |   |                                    |
|------|--|---|------------------------------------|
| Mid  | Pit #2   | Small   | Party                              |
| 1am  | Times Up   | Event   | Party                              |
| 10am | Cartagena<br>Juniors' Event #7<br>On the Underground<br>Uno #5 | Tournament<br>Juniors'<br>Tournament<br>Sponsored | Euro<br>Juniors'<br>Rail<br>Social |
| 11am | Napoleonic Wars<br>Spanc #2                                    | Sponsored<br>Sponsored                            | Wargame<br>Social                  |
| Noon | Alhambra<br>No Thanks  | Sponsored<br>Sponsored                            | Euro<br>Family                     |
| 1pm  | Juniors' Event #8<br>Quelf #2<br>Space Dealer                  | Juniors'<br>Sponsored<br>Sponsored                | Juniors'<br>Party<br>Euro          |
| 2pm  | Blokus #3  | Sponsored   | Family                             |
| 3pm  | Family Business  | Sponsored   | Social                             |

# **BOARDGAMES NOTES**

1. We are all here to have fun. Please show courtesy and sportsmanship to others.
2. Bring a copy of the game. We want every person that shows up at an event to be able to play, but frequently have to turn people away because enough copies were not brought.
3. The moderator's decisions are final. We welcome comments about games, but the moderator is the judge on the scene and will be the final arbiter.
4. Ask the moderator before the tournament begins what rules are in effect. The moderator should tell you beforehand what rules are in effect, but we're all human, so show some courtesy to the person willing to volunteer and ask if you are uncertain.
5. Please show up a few minutes early for your event, and ask at Board Game HQ if you can't find it
6. Board Game HQ is in the Theater foyer.
7. Signups are also in the Theater foyer.
8. DO NOT remove the signup books from the table for any reason.
9. After the GM has handed in the paperwork, you can speak to the people at Board Game HQ about your prize. Board Game HQ is open from 1 pm to midnight on Friday, 9 am to 11 pm on Saturday and Sunday, and 9 am to 5 pm on Monday.
10. You need to sign that you received your prize, so no proxies are accepted. You can also have your picture taken by Board Game HQ staff, and be entered as the winner of the tournament on the website.



Labor Day Weekend. 2007.

11. Who gets the prizes? Look under the Game Type to see what you have a chance to win if it matters to you.
  - For Tournaments 1st place gets 10 Dealer Dollars, 2nd gets 6 Dealer Dollars
  - For Big Tournaments 1st place gets 30 Dealer Dollars, 2nd gets 15 Dealer Dollars
  - For Small Tournaments 1st place gets 6 Dealer Dollars, 2nd gets 3 Dealer Dollars
  - For Sponsored events, 1st place receives a game or expansion
  - Special Events awards something different every time. Ask at Board Game HQ
  - Events and Demo Events do not award a prize, you play for the fun of it.

Card games such as Poker, Spades, and Hearts award 2 decks of cards to the winner.

12. If you haven't played the game before, PLEASE show up early. Some games will have a demo by the GM ½ an hour before the tournament starts, others you may be able to learn in a few minutes before the tournament starts. Please let the GM know ahead of time, as they may be able to help you learn the game.
13. Advice and observations from other players or bystanders is not permitted. It slows down the games, and can be manipulated to an unfair advantage.
14. Can people discuss tactics during the game? If it is allowed by the game and moderator then yes, but ask the moderator. Some players may attempt to influence the game by speaking to other players, and if the game does not allow it then you can be dismissed from a game for doing so, as it will slow the game and affect EVERYONE playing.
15. If you do not have time to play the entire game, then please do not participate under the pretense that you do, as it is rude to the other players and not acceptable.
16. Each player should play for themselves to win. To do otherwise is cheating, and may get you expelled from the convention.
17. We have an open gaming area that is perfect for you to play games and recruit other players to play if a game you wanted to play in is full or unscheduled.

## **EVENTS**

Participants are allowed to play in a given event based on the following criterion in the following order:

1. People who bring a copy of the game
2. People who pre-register online
3. People who signup at the con

## **RIO GRANDE SPECIAL EVENT**

This is a free-form tournament encompassing all games by Rio Grande Games. It runs 9am to 7pm on Saturday, with no set schedule. Players choose which games they want to play and when. Players earn points based on how they rank against other players, and game length. The player with the most points at the end of the tournament wins. See Tournament HQ for more information.

## **JUNIORS' EVENTS**

There are eight Juniors' Events run throughout the convention for children under the age of 12. These are not babysitting services, but a chance to introduce kids to gaming. It makes the convention fun and helps them become a part of the hobby. Please keep this in mind when bringing a young gamer to a Juniors' Event.

## **ANNUAL AWARDS**

The convention tracks players' final positions in each tournament according to the following 8 categories:

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

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

\* This is the number of players in the actual tournament, not in an individual game.

\*\* For party games each team member gets the points.

Annual Awards are given on the Monday of the Labor Day Convention (GATEWAY).

## 18XX SHORT

1846 is the default, but 1826 and 18EU are optional games.

## ADVANCED CIVILIZATION

First round is six hours. Victory determined per section VI (paragraphs 34 and 35) of the Advanced rules. Some modified rules are used to speed play.

## ADVANCED SQUAD LEADER

The SoCal ASL club is here to help people learn and play Advanced Squad Leader (ASL). Come meet gamers that truly love what they play and want to help you play it too.

## AMERICAN MEGAFUNA

2nd Edition.

## ARE YOU A WEREWOLF?

Each night, multiple games run. The rules and special positions are altered each night depending on the number of players.

## AXIS AND ALLIES

Tournaments use third edition rules, as published with no variants, unless both teams on a board can mutually agree on a different version or variant. Teams can include one to many players, and beginners often team with veterans to learn the game. GAMEX uses chess clocks to mark time.

## BATTLETECH

Level 2 rules. Variable weather. Black book is default rules set used. Standard Inner Sphere pilots. Standard Inner Sphere tech circa 3062. No repairs and or ammo reloads between battles/ rounds. No floating critical hits. Random Local Defense Force units will be in play. The planet Maumbo. Not much to see. At the moment the place is being torn up. Every faction in the Inner Sphere is trying to seize the place! Your unit has been ordered to advance into the city and link up with the rest of your company. So far nothing has gone right. Your unit has taken heavy losses. Reports have confirmed that the local defense force is actively engaging all off world forces. Rumor has it that the LDF are not taking prisoners. Nice. At least the weather is starting to clear.

## DETRAYAL AT HOUSE ON THE HILL

Uses revised scenarios from the website whenever possible.

## CHARADES

All phrases provided.

## COMMAND AND COLORS ANCIENTS

Includes scenarios from expansion #1, if enough people bring copies. There is a demo 30 minutes before the game.

## DESCENT: JOURNEYS IN THE DARK

The expansion is available for use.

## EUROPE ENGULFED

This event runs all day Saturday. We will attempt to play the campaign scenario.

## FEDERATION COMMANDER

Players choose races, but must play a different race each round. There is a demo 30 minutes before the game.

## FORMULA DE

Two laps. Up to 10 can play. No Pit Lane Blocking (virtual cars in the pits). Standard 2-lap racing sheet. No weather, Standard Tires only.

## HEARTS

Different rules each Event. Check with your GM.

## IMPERIAL

Variant setup. All players will have the chance to invest in all nations at the start, starting with Austria-Hungary.

## NUCLEAR WAR

Whatever versions are available, but the original is the default.



## SEAFARERS OF CATAN

Seafarers of Catan only, \*no\* Islands of Catan.

## SPACE DEALER

Playing advanced rules, but without the neutral planets, or the following cards: Sabotage Probe, Interstellar Rocket. The only “additional action” for advanced players is the exchange of technology cards.

## SPADES

Different rules each Event. Check with your GM.

## TALISMAN

A modified Prophetess is used. Expansion sets may be used.

## TICKET TO RIDE

If the 1910 or other options are decided on we may use them.

## TITAN

2 player or multi player, decided by players.

## TWILIGHT IMPERIUM

3rd Edition. Up to 8 players. Using components from the Shattered Empires expansion as needed to support the additional players. Play to 10 victory points. The Distant Suns and Leaders optional rules will be used. The Age of Empire option will be used only if a majority of players agree.

## TWILIGHT STRUGGLE

2nd Edition. Perhaps the 2nd Edition cards.

## WAR OF THE RING

Two-round event. If all players agree, the Twilight of the Third Age strategy expansion from Battles of the Third Age will be used as well. Players, please bring your own copy of the game.

## WEREWOLF

See Are You a Werewolf?

# COMPUTER GAMES

## NATIONAL

The Computer room returns with an eclectic collection of games and machines from the past 20 years. Come play your favorite new and classic games.

Tournaments last one to two hours, with a few lasting longer. You can enter each tournament only once per day. Awards will be given only for tournaments having sufficient participation. The winner is the person who has the best overall score by the last day of the convention. Tournaments are not scheduled, but should enough players be available, GAMEX offers the following games:

Civilization III • Dawn of War • Diablo II  
Nethack • Rogue • Snood  
Tris Suite • Unreal

## PolyCon 25: Return of the Dragon

June 22nd -24th 2007

Special Guest Randy Milholland,  
Creator, author and artist of  
Something Positive

Participate in the PolyCon Independent  
Game Design Prize  
\$500 award for best new game

### Special Events:

Dungeons and Dragons Tournament, Cake and Cider Social, Saturday Evening Barbeque, RPGA Interactive, Costume Contest, Poker Tournament, Live Action Battleship in the pool, Anime Viewing Room, and other events abound.

### Featured Games:

Dungeons and Dragons, Serenity, 7th Sea, Savage Worlds, Shadowrun, White Wolf, Magic: The Gathering, UFS, Warhammer 40k, Warmachine, DDR, Guitar Hero, Settlers of Catan, Robo Rally, and much more!

San Luis Obispo, @ the Embassy Suites Hotel  
REGISTER NOW!

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# COLLECTIBLES

## ~~KENNEDY AND LA GUARDIA~~

Collectibles includes collectible card games and miniature games. Players are expected to provide their own cards and miniatures unless an event is a demo. Sealed deck and booster draft events have their own rules. See individual event descriptions for details.

### ~~FRIDAY~~

5pm Magic the Gathering: Sealed Deck

6pm Pirates

6pm L5R Standard Event

7pm World of Warcraft

7pm Magic the Gathering Booster Draft

### ~~SATURDAY~~

930am Magic the Gathering Booster Draft A

11am Clout: Clinch

11am Anachronism Mixed Doubles

11am Legend of the Five Rings: Truest Test Pre-Release

Noon Magic the Gathering Sealed Deck

Noon Axis & Allies Naval Miniatures

1pm Anachronism Five Warrior Open

2pm Dungeons & Dragons Miniatures

3pm Heroclix: Battle Royale

3pm Magic the Gathering: Type 2 Standard

3pm Legend of the Five Rings: Main Event

4pm Clout

6pm Magic the Gathering: Booster Draft B

7pm World of Warcraft  
7pm Anachronism Hearts (multiplayer)  
7pm Legend of the Five Rings: Late Night

8pm Horrorclix: Monster Mash  
8pm Doomtown

## **SUNDAY**

930am Magic The Gathering Sealed Deck A

11am Anachronism Highlander (short)

11am L5R Sunday Multi-Player

11am Pirates Sealed Event

Noon Star Wars Miniatures

Noon Magic the Gathering Booster Draft

1pm Anachronism Three Warrior Open

2pm Pokemon

3pm Magic the Gathering Booster Draft

3pm Legend of the Five Rings: Last Call

7pm VS

### **ANACHRONISM FIVE WARRIOR OPEN**

GM: Josh DeVore

Best three of five. Standard rules. No duplicates. Be ready to play.

### **ANACHRONISM HEARTS (MULTIPLAYER)**

GM: Josh DeVore

Multiplayer format, four players per board. Bring your single best hand to play three opponents simultaneously. Printed rules and description will be handed out before play. Be ready to play

### **ANACHRONISM HIGHLANDER (SHORT)**

GM: Josh DeVore

Bring one warrior and 3 support hands. Best two of three format. No duplicates. Be ready to play at start time.

## ANACHRONISM MIXED DOUBLES

**GM: Josh DeVore**

Bring one male and one female warrior, each with a support hand. Best 2 of 3 format. Standard rules apply. Please appear ready to play at start time.

## ANACHRONISM THREE WARRIOR OPEN

**GM: Josh DeVore**

Best two of three format. Standard rules. Play begins at start time.

## AXIS & ALLIES NAVAL MINIATURES

**GM: Victor Bugg**

Standard Scenario. 100 point fleets. 15 units max.

## CLOUT: CLUNCH TOURNEY

**GM: Victor Bugg**

Constructed. Swiss format. 15 chips, 25 points total. Medallions awarded.

## CLOUT TOURNAMENT

**GM: Victor Bugg**

Constructed. Multiplayer format. 15 chips, 25 points total. Battle each round versus multiple opponents

## DOOMTOWN

All cards (including promos such as “Start Again” and online home cards approved by the town council) will be legal. The event runs in strict accordance with the rules, FAQ, and accumulated rulings. Decks constructed using standard deck construction rules.

## DUNGEONS & DRAGONS MINIATURES

**GM: Craig Chenoweth**

This will be an Assault format. 200 point constructed war bands. Swiss tree pairings with rounds based on number of players

## HEROCUX: BATTLE ROYALE

**GM: Victor Bugg**

Old School 300 point team. 10 figures max. No dupes, no medics, no cards. Shock the turtle in effect.

### HORRORCLIX: MONSTER MASH

**GM: Victor Bugg**

200 points constructed. Build your force, choose groups of hapless victims for your monsters to chase down, and assemble a crypt of plot twist cards. Achieve victory by killing enemy monsters, devouring screaming victims, and keeping your own monsters alive through the course of the brutal combat.

### LEGEND OF THE FIVE RINGS: LAST CALL

**GM: Anthony Oshmago**

Standard 40/40 constructed. \$10 entry fee. Great prizes and promos to all who attend.

### LEGEND OF THE FIVE RINGS: MAIN EVENT

**GM: Anthony Oshmago**

Standard 40/40 constructed. \$10 entry fee. Great prizes and promos to all who sign up. Special event details TBA.

### LEGEND OF THE FIVE RINGS: LATE NIGHT

**GM: Anthony Oshmago**

Standard 40/40 constructed. \$10 entry fee. Prizes and promos to all

### LEGEND OF THE FIVE RINGS: STANDARD EVENT

**GM: Anthony Oshmago**

Standard 40/40 constructed. No entry fee. Great prizes and promos to all who attend.

### LEGEND OF THE FIVE RINGS: MULTI-PLAYER

**GM: Anthony Oshmago**

Standard 40/40 constructed. \$10 entry fee. Up to six people per table multi-player game. Design your decks accordingly. Special rules TBA. Great prizes and promo.

### LEGEND OF THE FIVE RINGS: TRUEST TEST

**GM: Anthony Oshmago**

The Truest Test Pre-Release sealed deck. \$20 for one starter and two boosters. Limited quantities available. First come first choice for clan decks. Great prizes and promos for all who sign up.

## MAGIC THE GATHERING: BOOSTER DRAFT A

**GM: Anthony Oshmago**

Future Sight draft \$15 for three boosters. Keep what you draft. Prizes based on number of entries.

## MAGIC THE GATHERING: BOOSTER DRAFT B

**GM: Anthony Oshmago**

Time Spiral Block Draft. \$15 for three boosters. One Time Spiral, one Planar Chaos, and one Futuresight. Keep what you draft. Prizes based on number of entries.

## MAGIC THE GATHERING: BOOSTER DRAFT C

**GM: Anthony Oshmago**

Booster Draft. \$15 for three boosters. Keep what you draft. Prizes.

## MAGIC THE GATHERING: SEALED DECK

**GM: Anthony Oshmago**

Time Spiral block sealed deck \$20 for one tournament pack and two boosters. Keep all your cards. Prizes based on number of entries

## MAGIC THE GATHERING: TYPE 2 STANDARD

**GM: Anthony Oshmago**

Standard Type 2 constructed. No entry fee. Prizes.

## PIRATES

**GM: Victor Bugg**

Test your 30 point fleet in a multiplayer rumble. Beginners welcome

## PIRATES SEALED EVENT

**GM: Victor Bugg**

“Kill and keep” Sealed event. Bring 1 sealed booster. GM has fleet of limited edition ships. Keep what you kill from GM. Other prizes.

## POKEMON

Constructed deck format. R3\*

## STAR WARS MINIATURES

**GM: Victor Bugg**

200 points constructed. Team play.



## VS TCG TOURNAMENT

**GM: Craig Chenoweth**  
Golden Age format. R3\*

## WORLD OF WARCRAFT TCG

**GM: Craig Chenoweth**  
This will be a constructed deck format. R3\*

R3\* = Swiss tree pairings with rounds (minimum of 3) based on number of players.

# QUEST OF HONOR

## JAY TUMMELSON

Jay Tummelson is the founder of Rio Grande Games, and it's his mission to promote family strategy games in the United States. He's been accomplishing that mission one game at a time by publishing English-language editions of great German board games since 1998, and has recently produced a few original game titles of his own.

Jay has been instrumental in bringing about the board gaming renaissance in this country. He has made family strategy board games more accessible and cost effective, helping move these games out of the niche they would have otherwise occupied.

He's also known for the great customer service he provides to Rio Grande Games customers, and has had significant design input into a number of game titles, including Saint Petersburg and Gloria Mundi. It's Jay's love of games, gamers, and gaming that motivates him to bring these great games to us.

Jay's involvement with German board games predates Rio Grande Games. While working for Mayfair games in 1996, Jay was responsible for licensing and producing the "first wave" of English-language editions, including Klaus Teuber's *The Settlers of Catan* and Reiner Knizia's *Modern Art*. Without his contributions to the board gaming community, we'd have fewer games to play, as well as fewer people to play them (and our German would have to be a lot better).

# LIVE ACTION ROLEPLAYING

## TRATTORIA

### SATURDAY

|     |                                   |                 |
|-----|-----------------------------------|-----------------|
| 2pm | Mage the Awakening                | Camarilla       |
| 3pm | Call of Cthulhu/Roadhouse, Part 1 | Barbara Fuentes |
| 8pm | Vampire Requiem                   | Camarilla       |

### SUNDAY

|      |                               |                 |
|------|-------------------------------|-----------------|
| Noon | Camarilla Recruitment Seminar | Camarilla       |
| 2pm  | Werewolf the Forsaken         | Camarilla       |
| 3pm  | In Nomine/Roadhouse, Part 2   | Barbara Fuentes |
| 8pm  | Vampire Requiem               | Camarilla       |

### MAGE: THE AWAKENING

**GM:** Camarilla

The world still whispers of it's past. The marks and portents are around us everywhere, everyday in everything, though most people are too blind to see them. The throng of humanity shuffling through it's day to day monotony like so many drones. Awake but not really aware, or perhaps asleep and walking though life as though it were a dream. What if you could wake from the eternal slumber that drives you into ordering couches from the Martha Stewart catalogue? What if you could lift your head to the wind and hear the voice of the ether calling you, feel the pull of the dead that walk among you, wield the power that the gods once held, run the earth like the beasts or sift through the sands of time and read the fates... What if all it took was to believe?

## ROADHOUSE, PART 1

**GM: Barbara Fuentes**

Call of Cthulhu Live. Route 66 was the artery of the Inland Empire, and the Roadhouse was its dusty heart. Strange and dangerous happenings here are the norm, but when rumors that demons and worse are gathering here it can only mean trouble.

## ROADHOUSE, PART 2

**GM: Barbara Fuentes**

In Nomine Live. Legend has it that the Roadhouse off old Route 66 once held a door between Hell and Earth. Most believe that's just legend, but with Highway 210 now ending just outside its door, some folks aren't taking chances. Continuation of Roadhouse Part 1: Call of Cthulhu Live. You may attend either or both games.

## VAMPIRE: THE REQUIEM

**GM: Camarilla**

As the sun sets and the tyrants of Hollywood lay down to sleep, the real rulers of the City of Angels rise. Cloaked in Darkness, they stalk the neon streets, engaged in a danse that never ends. All are pawns in their grand game. They are the great deceivers, fooling even you, for you are certain they do not exist. Come and walk with us. Listen closely to the winds of the nights, hear the notes of a song never ending. See the flutter of the Raven's wings, bask in the brilliance of the shadows. Walk in the eclipse of centuries, feel the bliss of the black kiss. Join the Danse Macabre, slip your fangs into the veins of eternity. Let your Requiem begin.

## WEREWOLF THE FORSAKEN

**GM: Camarilla**

The world is in shadow. To one side stretches the forest, to the other the city. Your claws are stained with blood. Your senses whisper of prey that runs before you, and of predators who stalk even the likes of you. You hear the howls of your brothers and sisters. Luna rises. Your blood boils. It is time to hunt.

# MINIATURES

## LINDBERGH

The Strategicon Miniature Room is located in the Lindbergh Room of the Westin Hotel. Some events are in the second floor Concourse Ballroom.

The time slots for the events listed for short games and demonstration games. Each time slot for each day has five-hour block time slots. Some games have special starting times due to their size and participation set up. Check each event description.

### FRIDAY

6pm Blue Max  
8pm Blue Max

### SATURDAY

8am 6mm ACW: Gettysburg  
28mm Warhammer 40,000: Cities of Death  
Hannibal's Triumph  
Rumble in the Wasteland  
The Battle of Auerstadt

9am Nuts!

10am 15mm DBA  
Thermopylae: Last Stand of the 300  
Warhammer 40K RT

11am Nuts!  
Six Gun Sound

130pm 28mm Warhammer 40,000: Cities of Death  
The Battle of Auerstadt  
The Lord of the Rings Battle Strategy Game  
Rumble in the Wasteland  
The Surge Takes Back Baghdad  
Warmachine/Hordes: Battle of the Field

## **SATURDAY**

3pm Section 8

4pm Askari: Finding the Lost City of Timbuktu

5pm BUGS!

7pm Battlefleet Gothic  
Circus Maximus  
Confrontation 3

8pm Battletech: Auto Match  
The Federation Invades Georgia

## **SUNDAY**

8am 6mm ACW: Gettysburg  
The Battle of Auerstadt  
The Battle of Plataea

9am Warhammer Fantasy RT

10am Warmachine/Hordes: Warhordes

11am OGRE/GEV

Noon 15mm ACW  
Valley of the Dead

130pm The Battle of Auerstadt  
The Battle of Plataea  
Hannibal's Triumph  
The Lord of the Rings Battle Strategy Game

4pm Finding the Lost City of Timbuktu

7pm Bedienung Skorpion: Greifen Sie auf Punkt 208 an

## **MONDAY**

10am Warhammer Fantasy: Siege of Matorca



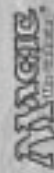
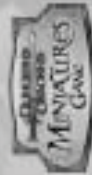
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## 6MM ACW: GETTYSBURG

GM: Robert Boyens and Jesse Boyens

Day two of the battle. 6mm ACW battle of Gettysburg PA. The clash that set the course of this country's history between the Northern and Southern Army of a divided United States.

## 15MM ACW

GM: Adam Hammer

1863. The Army of Northern Virginia has just crossed the Potomac into Southern Pennsylvania. The Army of the Potomac's best corps is reinforced by Buford's cavalry and is poised to stop the invasion by the Army of Northern Virginia reinforced by Stuart's cavalry. If this battle ends in a decisive conclusion, Gettysburg never happens.

## 15MM DBA

GM: Robert Runnels and Dan Henderson

DBA rules, version 2.2. Four-round tournament. Each player can choose any army from the DBA 2.2 Army Lists. The army list must remain the same for all four games. No change in army composition is allowed. There will be a one-hour lunch break after Round 2. Remember, fun and camaraderie are the keys to a good day's gaming. Also, the best part about DBA is the short game times... you will have many chances for glory today! We will use the DBA 2.2 rules today with no changes. Cheat sheets provided. Prizes awarded! Up to 20 players.

## 28MM WARHAMMER 40,000: CITIES OF DEATH

GM: Chris Brockmeimer and Paul Robles

1,500 points per player, each player also gets 2 Stratagems to use from the new codex. The game is 3 vs. 3, good vs. evil. Terrain provided. Experienced players requested. Bring your own armies.

## ASKARI: FINDING THE LOST CITY OF TIMBUKTU

GM: Al Maurer

Imagine the desert city of Timbuktu, built by the desert Tuareg and home to fabulous wealth. Only a few European travelers have ever seen it. The French covet the treasure and want to add the city to their empire. To capture the city, the Ministry of the Marine has sent an expeditionary force from Senegal. Not to be outdone, the Army of Africa has sent the Foreign Legion to get there first. Who will win the race? And what sort of reception will they get?



## THE BATTLE OF AUERSTADT

GM: Jim Mattatall and Douglas Trumble  
Grand Tactical Napoleon's Battles. Up to 4 players. French Marshal Davout's III Corps, on its way to the main French army in Jena, bumped into the main Prussian army.

## THE BATTLE OF PLATAEA

GM: Harmon Ward and Skip Gardella  
After the Battles of Thermopylae and Salamis, the united Greek armies met the Persians at the Battle of Plataea. Whereas Leonidas had 300 Spartans to command, you can have 10,000! Or you can take the part of one of the Persian generals and change the course of history. Knowledge of the Warrior rules is not necessary to join either army.

## BATTLEFLEET GOTHIC

Bring your ships to fight for control of the sector. Imperial, Eldar, and Chaos ships in a desperate fight to the death. New players welcome. Set up at 7 pm.

## BATTLETECH: AUTO MATCH

GM: Mario Acuña  
Battletech (Classic). Classic struggle of the Clan versus Innersphere. Take a random mech assignment into battle. All materials provided. Show up and play. New players welcome.

## BLUE MAX

GM: Rick Brown and David Brown  
1/72nd scale WW-1 aerial combat. The popular board game Blue Max brought to life using 72nd scale miniatures. Easy to learn. Several games played during the evening. Up to 6 players.

## BEDIENUNG SKORPIAN

GM: Dan Munson and Steve Phenow  
Greifen Sie auf Punkt 208 an - 15mm Modified Crossfire: Werstenkrieg/ Quantum. In order to flank the British positions on Halfaya, elements of the 8th Panzer Regiment attacks the Commonwealth tank guard and artillery battery at Point 208, 15 June 1941.

## BUGS!

GM: Ed Teixeira

Two Hour Wargames rules set 5150. Warfare between man and Bug the way it was meant to me. Join the Star Army and beat back the Bug hordes. No experience necessary all materials supplied.

## CIRCUS MAXIMUS

GM: Mark Yoshikawa

The ever-popular game of Circus Maximus Chariot Race. Run a Ancient Roman Chariot and race against others in this fun filled game. Test your skill and try to get across the finish line in one piece. Whipping other racers is acceptable. Up to 20 players. Beginners are welcome.

## CONFRONTATION 3

GM: Donald Tseng

We got the tables and terrain let's play 400 pts. Bring it. Or learn how to play that's cool too.

## DARK AGE: RUMBLE IN THE WASTELAND

GM: Robyn Nixon, Dragonlady, and Scott Parsons

Dark Age Miniatures is a post-apocalyptic Science Fiction based 25mm game set on a far off world. Dark Age presents an introductory tournament. Army groups provided. 8 or more players are required for the ultimate prize support of a free 350-point army to the tournament winner. Introductory level. Requires only rudimentary knowledge of miniature gaming. Rules taught and demonstrated prior to the first round.

## THE FEDERATION INVADES GEORGIA

GM: Steve Phenow

15mm Modified Crossfire. Volume of Fire. Russian attack on the Georgia border. Situation. A FD (Forward Detachment) of a motorized recon battalion enters Georgian land to scout for the invasion force. The Georgian boarder guard – an anti-armor company – attempts to slow the down the force. The T-90 makes its 21st century combat debut.

## HANNIBAL'S TRIUMPH

GM: Dave Maupin and Greg Kildare

Hannibal leads the Carthaginian army against a newly raised Roman army at the Battle of Cannae. Historically, this was Hannibal's crowning victory. Can you repeat Hannibal's achievement and destroy the Roman legions? Can you lead the Romans to victory over the Punic invader and rewrite the annals of history? A triumph awaits you in Rome should you succeed. 10mm Ancients rules "Might of Arms" pits a Camillan Roman army against a Late Carthaginian army. Fun is mandatory. Your enthusiastic and freshly bathed gamemasters await you. All figures are provided. Beginners will be carefully and lovingly taught and promptly thrown into the game to sink or swim.

## LORD OF THE RINGS STRATEGY BATTLE GAME

GM: Larry Stehle and Bruce MacRae

The Fellowship has crossed the Misty Mountains but were attacked by Orcs and Warg Riders on the journey South. Sam, Merry & Pippin have been captured and taken to an Orc lair in the mountains. Aragorn has tracked the Orcs to their lair and is planning their rescue. The players have to try to get into the stronghold, rescue their friends and escape, and try not to rouse the Orcs. And are those the tracks of a... Cave Troll !?!

## NUTS!

GM: Ed Teixeira

Two Hour Wargames rules set 5150. World War II, platoon-level game. Normandy 1944, Germans vs Americans. No knowledge of game system needed. Ages 8 and up with parent. 20 mm figures and boards.

## OGRE / GEV

GM: Brian Bradford

The ceasefire collapses between the ruling powers and the massive Ogre once again is unleashed to rumble across the landscape. Bring destruction wherever it thunders forward. Up to 4 players.

## SECTION 8

GM: Chris Mazourek and Donald Tseng

1/8th scale skirmish game using G.I. Joes' fight on Ice World. Up to 12 players/Beginners are welcome. Homebrew rules.

## SIX GUN SOUND

GM: Ed Teixeira

Two Hour Wargames rules set 5150

A prerelease of the updated game. New mechanics and a lot of Old West fun.

## THE SURGE TAKES BACK BAGHDAD

GM: Steve Phenow

15mm Crossfire/Quantum. As the surge continues, an old power plant must be reclaimed from the neighborhood insurgents in order for the new regime to regain the trust of the sector. A US/Iraqi force is sent in to drive the insurgents away.

## THERMOPYLAE: LAST STAND OF THE 300

GM: Brinton Williams

The army of Persia - a force so vast it shakes the earth with its march - is poised to crush Greece, and snuff out the burning light of progress and reason. Standing between Greece and this tidal wave of destruction is a tiny detachment of warriors led by King Leonidas, including the famous 300 Spartans. Here, at the pass of Thermopylae they will make their heroic last stand, as seen in the film *300*.

## VALLEY OF THE DEAD

GM: John Paul Bakshoian

The Fantasy Trip (Melee and Wizards). Yesterday, the Liche Lord was terminated. He is being brought to The Valley of the Dead to be laid to rest in the Tomb of the Kings. The valley is right now filling up with undead in preparation for the official internment ceremony. You have been planning your tomb raid for 8 months now. Your sponsor, Luigi, has provided you with charms and wards ... and Guido in case you have second thoughts about defaulting. You need to get in and get out before it is too late. I will issue all characters and figures. This is a terrain environment.

## WARHAMMER 40K RT

2000-point armies. All RT rules apply. No Forgeworld variants beyond Codexes. No proxies of models (75 percent of unit must be modeled as equipped). Conversions must have significant GW parts. Scores based on Win/Loss, Painting, Sportsmanship/Rules Knowledge. Your list MUST be typed and orderly (Army Builder lists preferred) and we need 3 copies. 1 for you, 1 for opponent to review at conclusion of game, and 1 for judges to review throughout the tournament. Detailed RT rules are posted on the Games Workshop Website. You will be playing 3 games. Sponsored by Games Workshop.

## WARHAMMER FANTASY RT

Warhammer Fantasy RT

This will be a three game tournament with missions selected from the Rogue Trader rules. All Rogue Trader rules are in effect. Players must provide 3 typed copies of their lists upon registration (Army Builder Preferred). Each model must be 75 percent Games Workshop. Forge world models are only allowed if they are in the rules of their appropriate GW Codex. Players will be judged on game scores, paint jobs, theme, and sportsmanship. Sponsored by Games Workshop.

## WARHAMMER FANTASY SIEGE OF MATORCA!

GM: R. T. Maitreya

The Princes of Men are defending the coastal city of Matorca against piratical Foes that have sailed up the Black Gulf to wreak havoc on the beleaguered countryside. Good forces defend with 1200-point armies, and Evil brings 1800-point armies. We will be playing with RTM Siege Rules refined from previous Siege! events and additional play testing e-mail ahead for a copy. ALL attackers get a free siege tower if you model it up and bring it, same with ladders, oil, grapnels, etc., because this is your chance to put them to use! Warhammer-scale ships are welcome as reinforcements from the Black Gulf. Up to 12 total players can be accommodated on this large board.

## WARMACHINE/HORDES BATTLE OF THE FIELD

GM: Robin Nixon

This is a king of the hill style scenario for Warmachine and Hordes players. Bring a 400 point army group with a single Warlock or Warcaster. See how many of your opponents units, beasts, jacks and warcaster/warlocks that you can kill before you are eliminated yourself. The person with the highest total wins at the end of the scenario. Official WM/Hordes figures only.

## WARMACHINE/HORDES: WARHORDES

Bring your 750-point army and expand your domain! This is the next level beyond the basic battle boxes. Armies must include 1 Warcaster or 1 Warlock. Swiss style rounds. Battle honors awarded to the top 3 players. Add those infantry units and solos to your basic box set and come out stomping! Privateer Press Tournament rules are in effect. All figures must be Privateer Press figures and must be assembled. Absolutely NO substitute or generic figures for use in the tournament. Bring Two lists! You get to choose your army from your two lists each round of play! Check in time is 1/2 hour prior to the tournament

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# GAMEX TO-DO LIST

- PLAY PIRATE-RELATED GAME
- BUY PIRATE-RELATED STUFF
- PLAY RA, SETTLERS, AND PIT
- BUY RA, SETTLERS, AND PIT
- PLAY POKER
- PLAY MINIATURES DEMO
- BUY MINIATURES GAME
- PLAY RIO GRANDE GAMES
- VISIT RIO GRANDE GUY
- BUY RIO GRANDE STUFF
- INVEST IN RIO GRANDE
- PLAY APPLES TO APPLES
- PLAY AGAIN
- BUY AN APPLE
- PLAY AN INDIE GAME
- ~~EAT~~
- ~~SLEEP~~



# ROLEPLAYING GAMES

## ~~THEATRE FOYER~~

We've made some changes to the RPG department. Most importantly, how you sign-up for games has changed, making it easier for you to get into the games you want. The RPG Headquarters is now located on the 1st Floor in Ballroom A, not far from Boardgames HQ. Sign-up sheets are located at RPG HQ and are first available the morning of the day the event is being run. That means that as long as there is a slot available in the event, you can sign-up at any time for any RPG event run that day (e.g. you could sign-up for a Saturday 8pm game on Saturday morning). No more having to line-up an hour before the next game. Keep in mind that you cannot sign-up for more than one game per time-slot.

Please show up at your event on time as games start within a few minutes of the listed time. If, for some reason, the GM isn't there within 15 minutes of start-time, come down to RPG HQ and we'll do our best to get you into another event.

## ~~EVENTS~~

The Event Schedule is listed in Chronological order. The Event descriptions are listed in alphabetical order based on the title of the adventure and NOT the name of the game. All RPGA Living City events are listed in alphabetical order based on the code number of the event and appear at the end of this section.

DMs reserve the right to modify rules or make fiat decisions about the game rules. Games marked with a double asterisk (\*\*) are modified from the original game mechanics.

Gamemaster names can be found under each individual event description on page 55 and on.

~~RPG EVENTS ARE LOCATED ON THE 3RD FLOOR~~



## **FRIDAY**

3pm Pulp Cthulhu/Spirit of the Century

8pm Classic D&D/Trial by Donjon!

Call of Cthulhu/Spoil  
Discordia!

Dogs in the Vineyard/Rudridge Lake Joshua BishopRoby

Dungeons & Dragons 3.5/City of Orcs, Part 1

Dungeons & Dragons 3.5/The Ties That Bind

Hero System/Marvel Slugfest

Scion: Heroes/Of Shadows Yet To Come

Stargate SG-1 (D20)/Send in the Irregulars

## **SATURDAY**

10am Buffy the Vampire Slayer/The New Girl

Call of Cthulhu/Spoil

Cat/A Pirate's Life for Me

D20 Modern: Urbana Arcana/The Mystery of Gray Lake

Hero System/Avengers Assemble!

Hollow Earth Expedition/The Drilling Machine

Space Blade!/Far Future Fantasy

Spirit of the Century/Star Wars: Spirit of the Force

Spycraft 2.0/Holiday

Stargate SG-1 (D20)/Stargate Atlantis: Save the Day

3pm Buffy the Vampire Slayer/A Slayer Missing

Dungeons & Dragons 3.5/City of Orcs, Part 2

Dungeons & Dragons 3.5/Galthias: A Metropolis, Part 1

Houses of the Blooded Preview

Indie RPG Taste Test

Fantasy Hero/The Darkest Art

Full Light, Full Steam/Shiver Me Timbers

HeroQuest/Heroes of Middle-Earth:

The Throne of Fornost

octaNe/Doctor Who

Paranoia XP (Classic)/How Many Troubleshooters

Does It Take...

Savage Worlds/Resurrection City

Shadowrun 4e/Meat Puppet Mayhem

Spycraft 2.0/World On Fire: Ground Zero

## SATURDAY

8pm Buffy the Vampire Slayer/Beach Blanket Bloodbath  
Call of Cthulhu/The Dead Presidents vs. Treebeard  
Dogs in the Vineyard  
Dungeons & Dragons 3.5/Binding, Deception,  
and Creation, Part 1  
Dungeons & Dragons 3.5/The Ties That Bind  
Dungeons & Dragons 3.5/Galthias: A Metropolis, Part 2  
Dungeons & Dragons (Classic)/Trial by Donjon!  
HeroQuest/Heroes of Middle Earth:  
The Throne of Fornost  
Indie RPG Taste Test  
Stargate SG-1 (D20)/SG-1 End Run  
Teenagers from Outer Space/  
Fast Times at Valleyville High

Mid Don't Rest Your Head/Forever and a Day Colin J

## SUNDAY

10am After the Bomb/Fateful Encounters with Random Mutants  
Buffy the Vampire Slayer/When in Rome  
D20 Modern (Darwin's World)/Feeding Grounds  
Dungeons & Dragons 3.5/  
Binding, Deception, and Creation, Part 2  
Fantasy Hero/The Tomb of Ulgra Drox  
GURPS Space/Aeon Dawn  
Savage Worlds/Resurrection City  
Space Blade!/Far Future Fantasy

3pm Buffy the Vampire Slayer/Ghost Assassin  
Call of Cthulhu/Spoil  
Dungeon & Dragons 3.5/City of Orcs, Part 3  
GURPS/The Mutant in the Mine  
GURPS Space/Aeon Dawn  
Hollow Earth Expedition/In Search of Parts  
Houses of the Blooded Preview  
Sensical Roleplaying/Spec Ops: Soldiers of Fortune  
Spirit of the Century/  
Star Wars: Spirit of the Force  
Toon/How to Bake a Figg

## SUNDAY

8pm Buffy the Vampire Slayer/The Slayer of Sherwood  
Call of Cthulhu/Spoil  
Dungeons & Dragons (Classic)/Trial by Donjon!  
Sensical Roleplaying/Vikings 1000 AD:  
Escape From Jotunheim  
Sorcerer & Sword/Wilderness of Madness  
Spirit of the Century/Pulp Cthulhu

### AEON DAWN

Game System: GURPS Space

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. The many governments of Earth have branched out across the System, but over time have consolidated into seven major powers. The remaining minor powers are mainly Earthbound.

### AVENGERS ASSEMBLE!

Game System: Hero System (Champions)

GM: Venter Laird

It isn't often the Master of the Mystic Arts needs help, but when Wong shows up badly injured at the door of Avenger Mansion, the Earth's Mightiest Heroes must do exactly that.

### A PIRATE'S LIFE FOR ME

Game System: Cat

GM: John Wick

On the good ship Agamemnon, life for the sailors is always full of adventure. Little do they know their ship's mascots are protecting them from monsters they could never imagine. Cat is a roleplaying game for beginner and advanced players. This particular adventure is for both parents and children: the grown-ups playing the pirates and children playing cats.

### A SLAYER MISSING

Game System: Buffy The Vampire Slayer

GM: Nicholas B

The Slayer has gone missing and it is up to her friends to try and find her. Will she be found or lost forever?

## BEACH BLANKET BLOODBATH

Game System: Buffy the Vampire Slayer RPG

GM: Morgan Ellis

Surf's Up! It's 1965 and it's party time in Sunnydale California the hottest little surf spot on the coast. The new Slayer has been called and she's the hottest little surfer girl on the beach! Just in time too, because a Diabolical Doctor has a fiendish plan to bring the party to an end! The blood, bikinis, and surf are all up and folks are just dying to Go-Go-Go!

## BINDING, DECEPTION, AND CREATION: PART 1 AND 2

Game System: Dungeons & Dragons 3.5

GM: Jason Dauer and Jordan Meyers

Eberron Campaign Setting. Zilargo, a land toiled with deception, creation, magic, and heroic destiny.... The Nation, known for its Elemental binding practices, runs into trouble when some powerful items are stolen from a magic vault.

Part 1: Brave adventurers are needed to find the thief who stole these items, and return them to the vault. Problems may arise if such items are turned against the adventurers or the Nation itself...

Part 2: Investigation has revealed the whereabouts of the stolen items. Now, adventurers must delve into the crypts of Xen'drik to recover these items. Navigate through dark, winding passages to discover the secret of Lolth evolution and make it home alive to tell everyone.

## CITY OF ORCS, PART 1, 2, AND 3

Game System: Dungeons & Dragons 3.5

GM: Saylor Van Merlin

Eberron Campaign Setting.

Part 1: Our heroes, on a lightning rail journey from Sharn to Passage, become involved in some curious doings...

Part 2: All aboard the lovely Sea Wyvern as our heroes travel to the furthest human outpost in Xen'drik to search for the mysterious ancient orcish city...

Part 3: The final chapter in this amazing story in which the heroes enter the lost city of orcs...

This adventure is presented in 3 sessions, each four hours in length, starting with a 5th-level party of pre-generated characters. There will be several level-ups throughout and continuing players will have the chance to shape their characters' career paths.

## THE DARKEST ART

Game System: Fantasy Hero

GM: Venter Laird

An unexpected visitor has put the Wizard Maxwell and his companions on a deadly race through the long forgotten dungeon of Ulgra Drox. This is an ongoing campaign run only at convention. New players welcome.

## THE DEAD PRESIDENTS VS. TREEBEARD

Game System: Call of Cthulhu\*

GM: Darnell Coleman

This is part two of the Dead Presidents series. In part one, the Dead Presidents were raised by the Masons to fight the Scourge from The World of Warcraft in Washington, DC. They won, but Woodrow Wilson died closing the gate. Now it's on to Chicago to face the Ents from the Lord of the Rings and their Leader, Treebeard.

## DISCORDIA!

Game System: Discordia!

GM: John Wick

In the world of DISCORDIA everything is true. Even false things. Even mutually exclusive things. The world is flat, round, and hallow. And hollow! All at once. The adventure is designed by using provocative words and phrases drawn from a hat — a magic hat. Become a Discordian Double Agent and infiltrate the world's most dangerous conspiracies ... if your dare!

## THE DRILLING MACHINE

Game System: Hollow Earth Expedition

GM: Mark Shocklee

Join Professor Leventhal in a thrilling adventure of a lifetime — the chance to be the first humans to travel deep within the earth's surface riding inside a radium powered drilling machine. This is an adventure for up to six intrepid explorers.

## DOGS IN THE VINEYARD

GM: Jesse Burneko

You stand between God's law and the best intentions of the weak. You stand between God's people and their own demons. Sometimes it's better for one to die than for many to suffer. Sometimes you have to cut off the arm to save the life. Does the sinner deserve mercy? Do the wicked deserve judgment? They're in your hands.

## DOCTOR WHO

Game System: octaNe

GM: Jesse Burneko

The Doctor and his companions embark in the TARDIS on an old-school adventure across time and space. Enjoy this four-part Saturday afternoon serial played out in just four hours using the fast and furious octaNe system.

## EAR FUTURE FANTASY

Game System: Space Blade!

GM: Robert Lionheart

Come playtest my new gonzo scifi / fantasy RPG where psychic space ninjas with chainsaw katanas, shape shifting dinosaurs controlled by sorcerous robots, and mutant cyborgs toting triple barrel icer rifles are all part of the magic and mayhem!

## EAST TIMES AT VALLEYVILLE HIGH

Game System: Teenagers From Outer Space (TFOS)

GM: Ed Murphy

You're all gathered in Greg Cadaver's Cosmology class. Only five more minutes to go before the end of school. Suddenly, the PA system crackles to life. Your blood chills as the words echo eerily across the dimly lit classroom. "Okay, you lazy, good-for-nothing deadbeats! This is the Vice Principal, so listen up or it's detention for the lot of you! I've got a little surprise for you today... a special treat, if you will."

## FATEFUL ENCOUNTERS WITH RANDOM MUTANTS

Game System: After the Bomb (Teenage Mutant Ninja Turtles and Other Strangeness)

GM: Joshua BishopRoby

It's Teenage Mutant Ninja Turtles and Other Strangeness, the game that you and I cut our roleplaying teeth on, and it's back. We'll roll random character creation to create our mutant animal characters and then take them through the postapocalyptic world of After the Bomb, rolling on the random encounter table the entire way. Terrible and awesome at the same time.

## FEEDING GROUNDS

Game System: D20 Modern (Darwin's World)

GM: Juan Natera

Once brave soldiers ready to fight and die for America, you and your unit have awoken from cryosleep to find centuries have passed and the devastation of the Great War irreversible. Intended as a cradle of humanity in case of a natural disaster, the facility where you have slumbered for centuries, where thousands others sleep and await to awaken and rebuild the world is being preyed upon by hideous cannibals. They're farming the future of humanity, men women and children like corn. Only one thing stands in their way: you and your unit. Outnumbered a thousand to one. They call it the feeding grounds, you are the food.

## FOREVER AND A DAY

Game System: Don't Rest Your Head

GM: Colin J

The last thing you remember is falling asleep in the Mad City and an Oath that would last forever and a day. But now you have woken up. Can you escape the Oath and leave the Mad City behind forever and reclaim your lost life? Don't Rest Your Head is a character driven game of Insomnia and Madness. Whatever you do, don't fall asleep and don't rest your head.

## GALTHIAS: A METROPOLIS. PART 1 AND 2

Game System: Dungeons & Dragons 3.5

GM: Phil Weinberg

This large metropolis is an independent kingdom and the largest city on the continent with a population of 150,000 people. There come troubles with a large city: river pirates, sea pirates, marauding bandits and tribes of barbarians, there is always something for adventurers to do. The whole city is governed by a council of people from each district. The bar known as Lillith's, an extremely swanky hotel and bar in the Merchant's Quarters is where you start, summoned by Lillith.

## GHOST ASSASSIN

Game System: Buffy The Vampire Slayer

GM: Nicholas B

There is an invisible force on the loose, and it is killing without regard. Who is this assassin, and how do you stop something you can't see?



## HEROES OF MIDDLE-EARTH: THE THRONE OF FORNOST

Game System: HeroQuest

GM: Denys Mordred

In the centuries before The Lord of the Rings, the free peoples are threatened by the forces of evil. A fellowship of heroes, mortal and immortal, struggle against the machinations of the mighty Witch-king of Angmar, braving the magic and mystery of these ancient realms. This campaign uses the dynamic and easy to learn HeroQuest RPG engine. The future is not set in stone: Forge your own destiny in Middle-earth! This is the second chapter of an \*ongoing campaign\* that's run only at the convention. It's easy to drop in and play any or all of the chapters.

## HOLIDAY

Game System: Spycraft 2.0

GM: Patrick Kapera

Welcome to Chateaux de la Mer, exotic resort and cozy nook where Agency operatives are sent for downtime. After an impossibly rugged mission, your team is ordered to enjoy some much-needed R&R. Unfortunately, the folks at the home office aren't the only ones interested in you today. This event showcases the basic Spycraft 2.0 game system!

## HOUSES OF THE BLOODED PREVIEW

Game System: Houses of the Blooded

GM: John Wick

John Wick reveals his next "big game!" Houses of the Blooded is a roleplaying game of ruthless politics where a sharp wit is just as valuable as a sharp sword. Enter a world where Blood, Lust and Treachery are the coin of the realm. Pre-release demo.

## HOW MANY TROUBLESHOOTERS DOES IT TAKE ...

Game System: Paranoia XP (Classic)

GM: Ed Murphy

Good morning, citizens. Today you will perform a simple resupply operation. First, you must take a 633-A requisition form up the hall to supply depot GCO-614 and use it to take possession of a standard 64-watt lightbulb, part number 2110658-64. Then you will take a public intersector transbot to hallway 393-010-006 in COG Sector. When you reach the destination hallway, you will visually identify which light has failed and replace it with the new bulb.



## HOW TO BAKE A FIGG

Game System: Toon

GM: Ed Murphy

A flying saucer has been spotted hovering above The City, and there are stories of a strange army running amok. Your superiors in the Space Aeronautics Patrol Squad fear that these unknown invaders plan to disrupt the festivities scheduled for later today at the newly-completed Kruller King Building – the First Annual Kruller King Cake-off and Calorie Count.

## INDIE RPG TASTE TEST

Game System: Multiple

GM: Mark Vallianatos

Players and GM choose 3 games from a buffet of 10 somewhat lesser known indie rpgs – Dread, Empire of Satanis, Fulminata, Knights of the Road/Knights of the Rail, Mazes & Minotaurs, Puppetland, Schauermarken, Wuthering Heights Roleplay, and Wyrd is Bond. Scenarios last approximately one hour each; enough to give a flavor and feel of the systems and games.

## IN SEARCH OF PARTS

Game System: Hollow Earth Expedition

GM: Mark Shocklee

Join the ill fated Leventhal Expedition that accidentally ended up within the hollow earth. Can you help the good professor locate the necessary parts to fix his radium powered drilling machine? An adventure for six intrepid explorers using Hollow Earth Expeditions.

## MARVEL SLUGFEST

Game System: Hero System (Champions)

GM: Venter Laird

Ever wonder who would come out on top in battle between Marvel's greatest heroes? Will Quicksilver hold the title of Slugfest Champion, or will a new winner be crowned?

## MEAT PUPPET MAYHEM

Game System: Shadowrun (4th Edition)

GM: Ryan McMullan

The Yakuza have a shipment of persona chips of the latest Japanese porn stars ready for distribution to their bunraku parlors. However, The Family has other plans for them. That's where you come in.

## THE MUTANT IN THE MINE

Game System: GURPS

GM: Jeffrey Scott Nuttall

The postapocalyptic town of Custer has long survived mostly from the income from mining. But now rumor has it a terrible mutant monster has moved into the town's biggest mine, and the last would-be heroes to try to hunt it down never came back. The townspeople are hoping the next group will have better luck.

## THE MYSTERY OF GRAY ISLAND

Game System: D20 Modern, Urban Arcana

GM: Jeffrey Scott Nuttall

A group of investigators is hired to get to the bottom of some strange goings-on on a remote Pacific island.

## THE NEW GIRL

Game System: Buffy the Vampire Slayer

GM: Nicholas B

Strange things begin to happen when a new girl arrives in school. It is up to you to figure out why things are going from bad to worse.

## OF SHADOWS YET TO COME

Game System: SCION: Heroes

GM: Adam Ness

Demo game for White Wolf's new SCION: Heroes roleplaying game.

## PULP CTHULHU

Game System: Spirit of the Century

GM: Denys Mordred

Reckless adventures and eldritch horror! In 1933, the world lies in chaos while a brave few fight a secret war on behalf of humanity. These anonymous heroes battle unspeakable cults, mad scientists, and their monstrous allies. Daring men and women are all that stand between us and those who seek to unleash dark horrors upon our planet and their hard-won victories may yet save us.

## RESURRECTION CITY

Game System: Savage Worlds

GM: Tom Cummings

Los Angeles once had a population of over ten million. Now a dark structure towers over the city that holds less than fifty thousand

people. The current inhabitants of the city have one thing in common, they have lived and died and now live once again in Resurrection City. Day One. Religious fanatics block the Heaven and Hell Roads. King Phillip II of Spain declares himself king of the city. Former military personnel attempt to obtain nuclear weapons.

### RUNDRIDGE LAKE

Game System: Dogs in the Vineyard

GM: Joshua BishopRoby

You stand between God's law and the best intentions of the weak. You stand between God's people and their own demons. Sometimes it's better for one to die than for many to suffer. Sometimes, Dog, sometimes you have to cut off the arm to save the life. Does the sinner deserve mercy? Do the wicked deserve judgment? They're in your hands.

### SEND IN THE IRREGULARS

Game System: Stargate SG-1 (D20)

GM: Kenneth Kaler

The System Lord Baal has infected the Tauri of the SGC with a bio-plague. Now it's time for SG-14, the only all extraterrestrial team in the SGC to save the day. Players will select between Tok'ra, Asgard, Reol, Unas and Jaffa characters. Characters provided.

### SG-1 END RUN

Game System: Stargate SG-1 (D20)

GM: Kenneth Kaler

Earth's Stargate is disabled by Goa'uld action and can only be kept open for a split second. Now SG-14, the all extra-terrestrial SG team based at the beta site must destroy the Goa'uld's Stargate jamming device. Players will select between Asgard, Tok'ra, Reol, Unas and Jaffa characters. Characters provided.

### SHIVER ME TIMBERS

Game System: Full Light, Full Steam

GM: Joshua BishopRoby

HMS Imperial returns to the asteroid belt, but in its absence the pirates of the belt have got... uppity. Now, with a green crew the captain must address these insults to British honor and trade. The only question is, who will break first: the pirates, the captain, or the crew?

## THE SLAYER OF SHERWOOD

Game System: Buffy the Vampire Slayer RPG

GM: Morgan Ellis

England 1193 and Prince John's vile henchmen the Sheriff of Nottingham, Guy of Gisburne, and the cruel Sorcerer Baron de Valory have been taxing the people of Nottingham, bleeding them dry of gold and blood. Only the bold outlaw Robin Hood and his Merry Men with the help of the Slayer Maid Marian can put a stop to their sinister plans. A Tales of the Slayer Game: Robin Hood meets Buffy the Vampire Slayer.

## SPEC OPS: SOLDIERS OF FORTUNE

Game System: Sensical Roleplaying

GM: Matt Eklund

In the spirit of detente, America has distanced itself from its most successful Black Ops Units. Funding has been cut, support has been withdrawn, and official communications and ties with the American government have ceased. A wealthy British Adventurer named John Banks has decided to capitalize on the sudden influx of mercenary talent, and has fabricated a private mercenary company to sell its "professional" services to the world. It is amusing irony that the company's first customer is the United States government. This is the start of a new campaign, beginners welcome, quick and clever character design will be done at the beginning of each session. Survive and complete missions to gain experience.

## SPOIL

Game System: Call of Cthulhu

GM: Tom Cummings

A war trophy disrupts the lives of UCLA students when they come in contact with it.

## STAR WARS: SPIRIT OF THE FORCE

Game System: Spirit of the Century

GM: Colin J

Long, Long Ago, In a Galaxy Far, Far Away. . .

The Jedi Temple has fallen! The remnants of the Jedi Order have fled to the Outer Reach of the Galaxy, but the Empire will not rest until the last of the Jedi has fallen.

This high action game will be played using the Spirit of the Century rule set, which is fast and easy to learn.

Will you take up your Lightsaber and join the Rebellion?

## STARGATE ATLANTIS: SAVE THE DAY

Game System: Stargate SG-1 (D20)

GM: Kenneth Kaler

A team of Athosians from Atlantis chose the wrong time to visit some of their trading partners. Three of them were culled by the Wraith. If the Wraith decide to interrogate these people, they will discover that Atlantis is still very much intact. Your team is being sent to rescue the Athosians. Characters provided.

## THE TIES THAT BIND

Game System: D&D 3.5

GM: J-P Spore

Experience Fantasy Noir in the City of Night!

A desperate mother hires the PCs to find her missing son. But is it a simple missing person case, or is something more sinister happening? Find out in this 5th-level mystery adventure set in a whole new campaign setting!

This is a PLAYTEST EVENT for the new Dark Renaissance campaign setting. All players must sign a non-disclosure agreement before play, and players under the age of 18 will need a guardian's signature to participate in the event. For more details, see [www.darkren.com](http://www.darkren.com).

## THE TOMB OF ULGRA DROX

Game System: Fantasy Hero

GM: Venter Laird

Deep within the heart of Ulgra Drox, the adventurers must choose to trust an ancient evil, or cooperate with a power hungry Necromancer.

## TRIAL BY DONJON!

Game System: Dungeons & Dragons (Classic)

GM: Robert Lionheart

You adventurers are found guilty of thievery and the Crimson King gives you a terrible choice: life in prison or trial by donjon! Join us for some Olde Skool tourney madness!



**STRATEGICON**  
**GAMEX 2007**

## VIKINGS 1000 AD: ESCAPE FROM JOTUNHEIM!

Game System: Sensical Roleplaying

GM: Matt Eklund

The viking clan has been trekking through the peculiar, frozen, and dangerous landscape of Jotunheim. Hounded by dwarves, hunted by giants, and bewildered by fatal puzzle stones, the clan has finally deduced a way back to escape Jotunheim. The troll mountain looms ahead. Somewhere deep within its heart, past the endless tunnels, traps, and terrors (not to mention trolls), there must lie a path to Midgard. Campaign, beginners welcome.

## WHEN IN ROME

Game System: Buffy the Vampire Slayer RPG

GM: Morgan Ellis

The City of Rome in the year 80 AD, only a few months have passed since the eruption of Mount Vesuvius that buried the city of Pompeii, now the Colosseum is near completion and a grand celebration is planned. But the portents are bad, all the signs point to another fiery upheaval. It is up to the Slayer, a young Roman noblewoman to stop it or Rome may be the next city to burn. Buffy the Vampire Slayer meets Gladiator and Rome.

## WILDERNESS OF MADNESS

Game System: Sorcerer & Sword

GM: Jesse Burneko

Sorcerer & Sword brings to life the pulp fantasy adventure of the 1920s and 30s. Add in the sensibilities of the late eighteenth century gothic novel and the result is a unique blend of romance, religion, violence and weird horror in a dark fantasy world consumed by passion and power.

## WORLD ON FIRE: GROUND ZERO

Game System: Spycraft 2.0

GM: Patrick Kapera

Twenty minutes ago, your London field office was leveled by the latest in a string of deadly terrorist bombings. Luckily, you were in the field at the time. Now your team has been diverted to find the bombers before they strike again! Too bad you're not the only ones on the trail. Too bad the others can't tell you from the bad guys. Happy hunting! This event showcases Crafty Games newest setting, World on Fire!

# GEORGE'S CHILDREN

JON HODGSON  
JIM PINTO



THE FUTURE DIES AT 13

**all proceeds to benefit  
the children's defense fund  
[georgeschildren.blogspot.com](http://georgeschildren.blogspot.com)**

# RPGA

Signup and muster for these events is in RPGA HQ, room 315.

## FRIDAY

- 8pm
- COR6-12, Calm Before the Storm (LG)
  - COR7-01, Wrath of the Tomb of Horrors (LG)
  - COR7-02, Bitter Fruit (LG)
  - COR7-03, Second Chances (LG)
  - COR7-04, A Freak of Nature (LG)
  - COR7-05, City of Malice (LG)
  - NMR6-05, Gift of the Tempest (LG)
  - NMR7-02, The Wake of the Tempest (LG)
  - NMR7-03, Draconic Dreams (LG)
  - NYR7-02, The Abbey of the Ice (LG)

## SATURDAY

- 9am
- COR6-12, Calm Before the Storm (LG)
  - COR7-01, Wrath of the Tomb of Horrors (LG)
  - COR7-02, Bitter Fruit (LG)
  - COR7-03, Second Chances (LG)
  - COR7-04, A Freak of Nature (LG)
  - COR7-05, City of Malice (LG)
  - NMR7-02, The Wake of the Tempest (LG)
  - NMR7-03, Draconic Dreams (LG)
  - NYR7-02, The Abbey of the Ice (LG)

- 2pm
- COR6-14, Cloud of Darkness round 1 (LG)
  - COR6-15, The Shrouded Shores Of Abanfyl, Round 1 (LG)
  - COR6-16, Dominion over Bright Sands, Round 1 (LG)
  - NMR7-01, The Village, Round 1 (LG)
  - NYR6-S02, Demons are Upon Us (LG)
  - NYR7-03, Requiem to Maglubiyet (LG)

- 8pm
- COR6-14, Cloud of Darkness round 2 (LG)
  - COR6-15, The Shrouded Shores Of Abanfyl, Round 2 (LG)
  - COR6-16, Dominion over Bright Sands, Round 2 (LG)
  - NMR6-05, Gift of the Tempest (LG)
  - NMR7-01, The Village, Round 2 (LG)
  - NYR7-03, Requiem to Maglubiyet (LG)



## **SUNDAY**

- 9am COR6-12, Calm Before the Storm (LG)  
COR7-01, Wrath of the Tomb of Horrors (LG)  
COR7-02, Bitter Fruit (LG)  
COR7-03, Second Chances (LG)  
COR7-04, A Freak of Nature (LG)  
COR7-05, City of Malice (LG)  
NMR7-02, The Wake of the Tempest (LG)  
NMR7-03, Draconic Dreams (LG)  
NYR7-02, The Abbey of the Ice (LG)
- 2pm COR6-14, Cloud of Darkness round 1 (LG)  
COR6-15, The Shrouded Shores Of Abanfyl, Round 1 (LG)  
COR6-16, Dominion over Bright Sands, Round 1 (LG)  
NMR7-01, The Village, Round 1 (LG)  
NYR6-S02, Demons are Upon Us (LG)  
NYR7-03, Requiem to Maglubiyet (LG)  
NYR7-M01, The Chains that Bind Us (LG)  
XMH-4, To Spawn the Churning Discord (MoH)
- 8pm COR6-14, Cloud of Darkness round 2 (LG)  
COR6-15, The Shrouded Shores Of Abanfyl, Round 1 (LG)  
COR6-16, Dominion over Bright Sands , Round 1 (LG)  
EXP-3, Cairn of Stone Hearts (XEN)  
NMR6-05, Gift of the Tempest (LG)  
NMR7-01, The Village, , Round 1 (LG)  
NYR7-03, Requiem to Maglubiyet (LG)  
NYR7-M01, The Chains that Bind Us (LG)

### **COR6-12 CALM BEFORE THE STORM**

By Tim Sech. Tension is high in Safeton since the brutal attack on Narwell. The Pomarj is a flurry of activity and the high seas have become rife with danger. Whisperings of the Mak making his move, numerous disappearances in the middle of the night, and the sighting of ships sailing the yellow flags has the entire region on edge. A core adventure set in the Wild Coast for characters level 1-15 (APLs 2-12).

### **COR6-14 CLOUD OF DARKNESS**

By Creighton Broadhurst. A dark cloud hangs motionless above a sacred site buried deep in the Bright Lands. An ancient power awakes in the Bright Lands... The concluding part of Sins of Ages Past. A core adventure set in the Empire of the Bright Lands for character levels 8- 15 (APLs 10-16).

### ~~COR6-15 THE SHROUDED SHORES OF ADANEYL~~

By Derek Schubert & Donovan Hicks. His capital city retaken, Duke Labahlah extends his healing embrace over more of western Tenh, but peril awaits at every border. The young ruler needs staunch friends to fight old enemies and win new allies. Turn your face toward the chill winds blowing from the Griff Mountains and pierce the mysteries of the lost lake. Part 2 of the Legacy of Life series. A two-round core adventure set in and around the rebuilding Duchy of Tenh for characters level 6-15 (APLs 8-16).

### ~~COR6-16 DOMINION OVER BRIGHT SANDS~~

By Greg Marks & Creighton Broadhurst. For two years, the paladin Karistyne has sought to stymie the Archmage Raryís seemingly insatiable lust for power. Now, at the threshold of a darkness beyond even the reason of light, the fate of the Bright Lands must be decided. You must make the choice. A two-round Core adventure set in the Empire of the Bright Lands for characters level 6-15 (APLs 6-16). The concluding part of Blight on Bright Sands.

### ~~COR7-01 WRATH OF THE TOMB OF HORRORS~~

By Pierre van Rooden. The Bleak Academy has long been quiet. But now the spawn of Acererak have lent their support to the Wastrian armies that threaten to overrun the south of the Kingdom of Sunndi. It is time to put a stop to this...but will you stoop to murder to achieve your goal? A one-round, core adventure set in the Vast Swamp for characters level 9-15 (APLs 10-16).

### ~~COR7-02 BITTER FRUIT~~

By Theron Martin. “The Scarlet Brotherhood is one of the most powerful institutions in the Flanaess,” your employer says, “with dark tendrils that stretch into many lands. But even such a mighty organization as they are dares only cross some people at their peril. For the great loss they have dealt to me, I want you to forcefully remind them of that.” A mission of vengeance peripherally related to COR5-03 Atonement for those with no love for the Scarlet Brotherhood. A one-round Core adventure set in Rel Astra and the Olman Islands for characters levels 8-15 (APLs 10-16).

### COR7-03 SECOND CHANCES

By Christian Alipounarian. The Free City of Greyhawk can be cruel, and in a place where one can find anything, the hardest thing to obtain might be a second chance. Can you solve a decades-old murder and free a needy soul? This adventure is investigative and roleplay intensive. It is a loose sequel to COR5-04 Desecrators of the Lordis Tomb; however, it is not necessary to have played that adventure to participate in this one. A one-round Core adventure set in the Free City of Greyhawk for characters level 1-8 (APLs 2-8).

### COR7-04 A BREAK OF NATURE

By Eric Menge. The Greyhawk soldier shows you the letter from home, which tells of a terror that grips the village of Mardin's Field. A horrific beast prowls in the night, gruesomely killing at random. The war against the Pomarj has called the militia from this hamlet on the edge of the Gnarley Forest, leaving it undefended. "Please help my family," the soldier begs. "I am not there to protect them." A one-round, core adventure set in the Domain of Greyhawk for characters level 1-11 (APLs 2-8).

### COR7-05 CITY OF MALICE

By Tim Sech. Slaves keep disappearing at an alarming rate and Highport begins to thrive once more. The Wild Coast has been engulfed by Makis forces and the last bastion of freedom is Safeton, but for how long? A one-round Core adventure set in the Wild Coast and Highport for characters levels 1-15 (APLs 2-12). This is a sequel to COR6-12 Calm before the Storm.

### EXP-3 CAIRN OF STONE HEARTS

By August Hahn. Hearts of stone can break like any other, some may even crumble with the slightest touch. Beyond the pillars of the sun and along the great waste, twenty thousand stones mark the harvester's tomb. In the sacred place fire points the way to what, once broken, can never mend. The crumbling thing, thrown into the hydra's mouth, can stop the great shadow for a measure of three score and seventy. An Expeditions adventure optimized for 6th level characters (scalable for 4th to 8th level).

### LKOK-44 ANCHORS AWEIGH

The spy is delivering news of the movements of the Pekalese navy and, worse, the locations of government operatives abroad. Can the adventurers find the spy and close the leak? Part one of the Sons of Pekal series. For characters 1st through 11th level.

### LKOK-45 FAMINE

An unexpected turn in the weather has caused a food shortage in Baneta. Ice has blocked in the fishing fleet, but driven off the Kalamaran fleet. Can you help end this drastic change in the weather before hunger breaks the siege of Baneta. For ATLS 1-9

### NMR6-05 GIFT OF THE TEMPEST

By Pieter Sleijpen. Taking shelter from a storm in the village of Montesser, the adventurers awake to find that more than seaweed is being washed ashore by the tide... A one-round Meta-regional adventure set in Medegia (or Ratik) for characters level 1-13 (APLs 2-10), Part 1 of Terrors of the Deep. [Not for those with a dislike for the ocean.] Note that NMR6-05 is ill-suited for centaurs, definitely large-sized centaurs. I left this in because it is the blurb but I have run this several times and don't see a problem for a large centaur.

### NMR7-01 THE VILLAGE ROUND 1 AND 2

By Bryan Bagnas. Villages in civilized lands are always quaint. Though often banal to the experienced adventurer, each village has characteristics that make it stand out from the rest. This village is no exception. Unrelenting fog, mysterious deaths and voices in the darkness terrify the local inhabitants. It also has a secret to die for. A two-round Metaregional adventure set in the Duchy of Urnst for characters level 2-16 (APLs 4-14).

### NMR7-02 THE WAKE OF THE TEMPEST

By James Dempsey. The good ship Kalandra lies wrecked, victim to the furious storm that cast it onto rocky cliffs, its cargo looted and its secrets revealed. But is that truly the case? What more is to be found in the shattered belly of the sunken ship? Visionary messages would have it that mysteries are yet to be found. A one-round Nyronid and Environs meta-regional adventure set in Ratik for characters level 1-13 (APLs 2-10). Part 2 of Terrors of the Deep. (Not for those who hear ěrun awayí in the seaís song.).

### **NMR7-03: DRACONIC DREAMS**

By Jean-Philippe 'JP' Chapleau. A letter, a dream and a promise of a journey, this is how you got involved on a rather unique voyage on the Nyr Dyv. An old worshipper of the Sea Dragons dream of his youth may get you involved in more than a simple boat trip. A one-round meta-regional adventure mostly set in the County of Urnst for characters level 4-15 (APLs 6-14).

### **NYR6-S02: DEMONS ARE UPON US**

By Joshua Freeman. Traveling to the river port city of Hammensend was peaceful enough. Will your thirst for adventure be quenched by a boat ride down the Franz River? Or, will adventure that takes you deep into the Celadon Forest hunting down demons within the many ruined keeps that stand on the riverbanks of the Franz River be enough for you? Whichever it is, it is sure to start here in Hammensend. A one-round Introductory adventure set in Nyronnd for 1st level characters only (APL 2).

### **NYR7-02: THE ABBEY OF THE ICE**

By Art Severance. The Rel Mord Wizards Guild asks you to answer an urgent plea from the Greater Gnomish Guild of Raker Mountain Sherpas and Gamboge Forest Guides. Can the Wizards Guild rely on you to aid its allies and secure its supply of important spell components? Sojourn to the bone-chilling heights of the Rakers highest glaciers and beyond. A one-round regional adventure set in Nyronnd for heroic characters from levels 1 to 12 (APLs 2-10). This adventure is a sequel to NYR6-02 A Trip to the Glacier.

### **NYR7-03 REQUIEM TO MAGLUBIYET**

By Bryan Bagnas. Curtulenn, a town along the County of Urnst and the Kingdom of Nyronnd, is boiling over with gossip and tall tales. You can scarcely eat Palins fine spiced meats without hearing fantastic stories of evil goblins, wandering ghosts and missing villagers. The recent trouble caused by a band of goblins uncovered a dark secret near Curtulenn. And your old friend Kelwyn may have a clue to the mystery. Part Two of the Kelwyn Series. A one-round adventure set in Nyronnd for characters level 1-9 (APLs 2-6).

### **NYR7-04 ON THE TAKE**

By Joshua Freeman & Thomas Timmons. Influence is never cheap to buy, but in a port city like Hammensend, it's cheaper than you think... now that a new Thieves Guild that has formed in the Lower District. And what about the recent sightings of the mysterious Rhennee barge folk? What part do they play in all of this? Always remember that when you are talking to someone in the city you can never be sure if they are on the take. This is an investigative one-round Kingdom of Nyronde module set in the river port city of Hammensend for characters level 1-8 (APLs 2-6). Part Two of the Hammensend Series. Part One was NYR6-S02 Demons are Upon Us. It is not necessary to have played that module, but player who have done so may enjoy this adventure the most.

### **NYR7-M01: THE CHAINS THAT BIND US**

By Gordon Smith. Reports of caravan raids threaten to destabilize trade in Almor. Isolated incidents or something more? Luckily, there are safe towns along the trade routes where you can ponder these and other questions. A one-round Nyronde regional adventure set in Almor for characters level 1-12 (APLs 2-10).

### **YMH-4 TO SPAWN THE CHURNING DISCORD**

By Greg Marks. This is the grand finale adventure for the Mark of Heroes campaign. Who will live? Who will die? What is the fate of the Sarlonan Puzzle Orb? Optimized for 10th-level characters (written for characters levels 10-12).

## **SOCAL GAMERS**

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# SEMINARS AND SPECIAL EVENTS

## FRIDAY

10pm Flea Market

1st Floor Foyer

## SATURDAY

10am Flea Market

1st Floor Foyer

8pm Fellowship of the Dice

Theatre

## SUNDAY

10am Flea Market

1st Floor Foyer

1pm Q&A Session with Jay Tummelson

Theatre

7pm Feedback Forum

Theatre

## MONDAY

11am Game Auction

GRAPHIC DESIGN BY:

**KNIGHTTIME**  
STUDIOS



### FEEDBACK FORUM

So now we've run our second con. What did we do right? What did we do wrong? Did we improve? What can we do better given the circumstances? Come see the *organizers* of GAMEX 2007 attempt to answer all questions. No weapons, please.

### FELLOWSHIP OF THE DICE

Come see a special screening Tough Cookie Productions' latest film, "A mockumentary about a night in the life of a group of role playing gamers."

### Flea Market

Clean out your closet of old gaming stuff and make some cash or buy more stuff for your closet. Either way, you never know what you'll find here

### GAME AUCTION

All sorts of games for bargain prices can be found here. Who knows what you'll find, but it's always entertaining.

### Q&A SESSION

#### WITH JAY TUMMELSON OF RIO GRANDE GAMES

This is your opportunity to ask questions of Jay Tummelson, founder of Rio Grande Games and one of the prominent forces in bringing the "eurogames" hobby to the United States. While at Mayfair games, Jay was instrumental to bringing Settlers of Catan and other games to our shores. Today, Jay continues to be involved in importing, producing, and translating European board games, but also now works with American board game designers to bring their games to the world-wide market.

## VISIT US ON THE WEB

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[greatcleave.blogspot.com](http://greatcleave.blogspot.com)

# ORCCON WINNERS

|  | 1st  | 2nd   | 3rd   |
|--|--|---|---|
| 10 Days in TBD<br>18XX Short<br>25 Words or Less                                   | Jim Rasfeld<br>Todd Vanderpluym<br>Michael Fryer, Victor Darrell Stark, Seth Jason Lioi  | Bradley Burcar<br>Allen Stancius<br>Bugg, Eric Burgess, Tom Jolly, Lori Greene, Mary Taylor | Fred Carmelia<br>Ken McMillan                             |
| A&A Bulge<br>Acquire   | Dave Sanchez   | Bruce Schlickbernd  |   |
| Advanced Civilization<br>Age of Steam<br>Airships at War,<br>1914-1940<br>Alhambra | Todd Vanderpluym<br>Richard Irving<br>Kellen Snook<br>Mike Patterson   | Brad Keller<br>Ken McMillan<br>Terry Hill   | Mike Powell<br>Eugene Hourany                             |
| American Megafauna<br>Anno 1503<br>Antike  | Steven Turney<br>Robert Neff<br>Eugene Hourany   | David Siskin<br>Phil Fleischmann<br>Grant Zweifel   | Sarah McMullan<br>Barbara Newton<br>John Walls            |
| Apples to Apples<br>ASL Starter Kit  | Eduardo Quiroz<br>Trevor Bender  | Doreen Calderon<br>Will Huggins   | Edward Roske  |
| Attika<br>Australia<br>Axis & Allies #1  | Winton Lemoine<br>Paul Allwood<br>Erich Sforza, Stanton Peay   | Roderick Lee<br>Kyle Greenwood<br>Peay  | Thomas Danuj<br>Daniel Dunn<br>Michael Tan                |
| Battle Cry<br>Battlelore<br>Battletech<br>Betrayal at House<br>on the Hill         | Rick Lepore<br>Paul Grasshoff<br>Warren Johnson<br>Karl  | Glen Lasker<br>Ben Tobin<br>Patrick Saul<br>Nick Szegedi                                    | Leland Pike<br>Brandon Eads<br>Tom Sutton<br>Rick         |
| Blokus #1<br>Blokus #2<br>Bohnanza<br>C&C Ancients                                 | Robert Neff<br>Tanya Aldrich<br>Keith Brush<br>Bruce Schlickbernd  | Cameron Patterson<br>Bruce Ballard<br>Tracy Ashizawa<br>Walter Wichowski                    | Mike Patterson<br>Ian Rodriguez<br>Paul Grasshoff         |
| Cancellation Hearts<br>Carcassonne<br>Catch Phrase                                 | Everett Betts<br>David Sanchez<br>Edward Roske, Samantha Peay, Anna Peay, Stanton Peay, Todd Schlickbernd, Lori Greene, Eduardo Quiroz, Mary Taylor, Ashley Charboneau, Nick Peay, Eric Sforza | Terran Peay<br>Tracy Ashizawa   | Charles Post<br>Byce Bender                               |
| Caylus<br>Charades   | Bruce Schlickbernd<br>Doreen Calderon, Keith Brush, Edward Rosko, Todd Schlickbernd, Jim Rasfeld, Joe Neelon, Samantha Peay, Eduardo Quirot, Tim Oats, Nick Peay, Stanton Peay                 | Daniel Eppolitto<br>Tomas Dunaj   |   |
| Chrononauts<br>Citadels<br>Cleopatra & the Society<br>of Architects                | Kellen Sycook<br>Brad Parker<br>Grant Zweifel  | Felipe Lasajas<br>Matthew Wilson<br>Pearl Newton  | Tom Jolly<br>Charlotte Hoover<br>Pamela Watt              |
| Cloud 9<br>Coloretto<br>Combat Commander<br>ConQuest of the Empire                 | Pearl Newton<br>Chad Smith<br>Rich Irving<br>Nick Szegedi  | Darrell Stark<br>Kaylee Bender<br>Ethan McKinney<br>Charles Morfin III                      | Mary Taylor<br>Bill Bussick<br>Lee Lasker<br>David Morfin |
| Cribbage<br>Dominoes<br>Drakon<br>Dune   | Debra Binde<br>Bryce Bender<br>Nick Szegedi<br>Tom Donnelly, Matt Elstein  | Greg Binde<br>Trevor Bender<br>Darrell Stark  | Charles<br>Lori Greene<br>Rick Preston                    |

# ORCCON WINNERS

|                           | 1st              | 2nd                | 3rd              |
|---------------------------|------------------|--------------------|------------------|
| Europe Engulfed           | Kurt Keckley     | Matt Elstein       |                  |
| Federation Commander      | Rick Preston     |                    |                  |
| Fluxx                     | Joe Neelon       | Edward Roske       | Josh Grisett     |
| Formula De                | Jeff Snyder      | Stanley Friesen    | JP Mitchell      |
| Fortress America          | Bruce Ballard    | Leonard Lopez      | Bruce Boyer      |
| Game of Thrones           | Matthew Smith    | Darrell Stark      | Aaron Coppecchi  |
| Goa Michael Nickoloff     | Travis Ball      | Vince Wong         |                  |
| Greed Quest #1            | Tom Jolly        | Matthew Smith      |                  |
| Greed Quest #2            | Jon Pepper       | Melissa Pepper     | Vanessa Pepper   |
| Guillotine #1             | Robert Neff      | Andreas Pluchar    | Bruce Nelson     |
| Guillotine #2             | Chad Rutt        | Erin Gerton        | Tarynne Fraigun  |
| Hacienda                  | Ken McMillen     | Jillian Burcar     | Bradley Burcar   |
| Hannibal:                 |                  |                    |                  |
| Rome vs Carthage          | Roderick Lee     | Jeff Critchley     | Bruce Ballard    |
| Hard Vacuum               | Eric Gerber      | Steve Turney       |                  |
| Hearts #1                 | Graham Hunter    | Vince Fryer        | Ron Fraigun      |
| Hearts #2                 | Steve Alexander  | Shane Sauby        |                  |
| Hey that's my Fish        | Paul Allwood     | Ben Mack           | Stanton Peay     |
| High School Drama         | Joe Kissenwether | Crystal Koontz     | Seth Jaffee      |
| History of the World      | Debby Brinkman   | Jeff Snyder        | Glen Lasker      |
| Illuminati                | Guy Yamato       | Steve Alexander    |                  |
| Imperial                  | John Walts       | Tom Donnelly       | David Sanchez    |
| Juniors Event #1          | Jacob Fraigun    | Leo Rodriguez      | Kaylee Bender    |
| Juniors Event #2          | Travis Albright  | Jacob Fraigun      | Leo Rodriguez    |
| Juniors Event #3          | Jacob Fraigun    | Anna Peay          |                  |
| Juniors Event #4          | Jacob Fraigun    | Travis Albright    | Anna Peay        |
| Juniors Event #5          | Travis Albright  | Jacob Fraigun      |                  |
| Juniors Event #6          | Jacob Fraigun    | Harper             |                  |
| Juniors Event #7          | Eliot Hughes     | Travis Albright    | Leo Rodriguez    |
| Leonardo Da Vinci         | Kenneth Heilfron | Ruth Rodriguez     |                  |
| Liar's Dice #1            | Erich Sforza     | Winton Lemoine     | Steve Alexander  |
| Liar's Dice #2            | Eugene Hourany   | Erich Sforza       | Pearl Newton     |
| Liar's Dice #3            | Scott Samarel    | Steve Alexander    | Joe Neelon       |
| Lords of the Spanish Main |                  | Eric Gerber        | Phil Eklund      |
| Lunar Rails               | Jim Cowan        | James Thomas       | Jonathon Flagg   |
| Manhattan                 | Brianna Frazier  | Charles Morfin III | Tracy Ashizawa   |
| Marvel Heroes             | Nick Szegegi     | Russell Robbins    | Aaron Cappocchi  |
| Memoir '44                | Stephen Stewart  | Ben Tobin          | Walter Wichowski |
| Merchant of Venus         | JC Kern          | Tomas Dunaj        | Ron Fraigun      |
| Midgard                   | Paul Allwood     | Travis Ball        | Chad Smith       |
| Mille Bornes #1           | Doreen Calderon, | Steve Alexander,   | Joshua Grisett,  |
|                           | Terran Peay      |                    |                  |
| Mille Bornes #2           | Erin Gerton      | Matthew Wilson     |                  |
| Mission Red Planet        | Seth Jaffee      | Scott Kelly        | Ryan Davis       |
| Modern Naval Battles      | Andreas Pluchar  | Ian Rodriguez      |                  |
| Munchkinopoly             | Victor Bugg      | Guy Yamato         | Terran Peay      |
| Munchkins #1              | Vanessa Pepper   | Jon Pepper         | Andreas Pluchar  |
| Munchkins #2              | Steve Alexander  | Jed Dornoff        | Stephanie Lung   |
| Nuclear War               | Krysta Fryer     | Ian Rodriguez      | Steve Alexander  |
| On the Underground        | Paul Allwood     | Seth Jaffee        | Ryan Davis       |

# ORCCON WINNERS

|                               | 1st  | 2nd                          | 3rd                              |
|-------------------------------|--|------------------------------|----------------------------------|
| Palabra                       | Ed Murphy  | Devon Tuck                   | Tarynne Fraigun                  |
| Parthenon                     | Keith Brush  | Mike Powell                  | Bill Gallagher                   |
| Pez #1                        | Lori Greene  | Mary Taylor                  | Pat Griffith                     |
| Pez #2                        | Lori Greene  | Josh Grisct                  | Stanton Peay                     |
| Phase 10 #1                   | Mary Taylor  | Michael Fryer                | Tracy Ashizawa                   |
| Phase 10 #2                   | Lori Greene  | Mary Taylor                  | Bryce Bender                     |
| Phase 10 #3                   | Bill Scharf  | Trevor Bender                | Samantha Peay                    |
| Pirates Cove                  | Treg Julander  | Ken Koury                    | Kaylee Bender                    |
| Pit #1                        | Edward Roske   | Walter Wichowski             | Anna Peay                        |
| Pit #2                        | Vincent Lawfir   | Anna Peay                    | Edward Roske                     |
| Pitch Car                     | Mike Patterson   | Tom Jolly                    | Alex Packard                     |
| Poker - 5 Card Draw           | Scott Samarel  | Josh Grisct                  | Ron Fraigun                      |
| Poker - 7 Card Stud           | Everett Betts  | Ben Mack                     | Dan O'Farrell                    |
| Poker - Texas Hold 'Em        | James Thomas   | Bill Gallagher               | Eric Burgess                     |
| Power Grid                    | Danny Crouch   | John Margerum                | Shannon Beets                    |
| Princes of Florence           | Bruce Schlickbernd   | Shannon Beets                | John Margerum                    |
| Puerto Rico #1                | Danny Crouch   | Bruce Schlickbernd           | John Walts                       |
| Puerto Rico #2                | Eugene Hourany   | Scott Kelley                 | Debra Binde                      |
| Qelf                          | Mary Taylor  | Anna Peay, Ashley Charboneau | Jodee Bybee                      |
| Rail Baron                    | Paul Bonday  | Alan Stancius                | Brad Keller                      |
| Rail Slot - 18XX Long         | Todd Vanderpluym   | Jonathon Flagg               | Brad Keller                      |
| Rail Slot -<br>Empire Builder | William Beyermann  | Phil Fleischmann             | Paul Bonday                      |
| Rail Slot - Iron Dragon       | Nancy Ballard  | Eric Vermeiden               | James Thomas                     |
| Railroad Tycoon               | Jonathon Flagg   | Ken McMillen                 | Treg Julander                    |
| Reef Encounter                | Daniel Dunn  | Jon Pepper                   | Melissa Noland                   |
| Risk 2210                     | Paul Ang   | Nick Szegegi                 | Robert Neff                      |
| Robo Rally #1                 | Phil Fleischmann   | Joe Neelon                   | Tanya Aldrich                    |
| Robo Rally #2                 | Joe Neelon   | Phil Fleischmann             | Dan O'Farrell                    |
| Rumis                         | David Koontz   | Phil Fleischmann             | Brandon Eads                     |
| Runebound                     | Colin Dimock   | Claude leCesne               |                                  |
| Russian Rails                 | Eric Vermeiden   | Paul Bonday                  | Nancy Ballard                    |
| Saboteur                      | Brandon Eads   | Erich Sforza                 | Quinton Shjmer,<br>Alison Cuyler |
| Saint Petersburg              | Tim Oates  | Bill Beyermann               | Larry York                       |
| San Juan                      | Richard Irving   | Bruce Schlickbernd           | Vince Weibert                    |
| Santiago                      | Darrell Stark  | Rick Lepore                  | Ken McMillen                     |
| Santy Anno                    | Cameron Patterson  | Roland Wood                  | Grant Zweifel                    |
| Scepter of Zavandor           | Todd Vanderpluym   | Jonathon Flagg               | Scott Samarel                    |
| Scrabble                      | Janice Sellers   | Kate Wadey                   | Miriam Wadey                     |
| Seafarers of Catan            | JC Kern  | Tanya Aldrich                | Bobbi Warczak,<br>Dean Taylor    |
| Settlers of Catan             | David Morfin   | Tanya Aldrich                | Ben Mack                         |
| Shadows over Camelot          | Eric Burgess, Rick Lepore, Robert Neff,<br>David Theobald III, Terran Peay | John Margerum                | Alison Cuyler,<br>Jeff Snyder    |
| Shifting Sands                | John Margerum  | Jeff Snyder                  | Leonard Lopez                    |
| Shogun                        |  |                              |                                  |
| (New Wallenstein)             | Paul Ang, Aaron Cappocchi  |                              |                                  |
| Silverton                     | Bruce Nelson   | Bill Gallagher               |                                  |
| Smarty Party                  | Darrell Stark  | Tarynne Fraigun              | Anna Peay                        |

# ORCCON WINNERS

|                           | 1st   | 2nd  | 3rd  |
|---------------------------|---|--|--|
| Space Dealer<br>Spades #1 | Chris Johnson<br>Edward Roske<br>Graham Hunter  | Jim Fitzgerald<br>Ron Fraigun<br>Bonny Warczak | Pamela Watt<br>Dan O'Farrell<br>Krysta Fryer |
| Spades #3                 | Steve Alexander<br>Bobbi Warczak<br>Ryan Davis  | Greg Binde<br>Debra Binde<br>Erin Gerton       |  |
| Spades #4                 |   |  |  |
| Spanc #1                  | Jason Duvall  |  |  |
| Spanc #2                  | Samantha Peay   | Todd Schlickbernd                              | Nick Peay                                    |
| SWWAS - Coral Sea         | Bruce Boyer   |  |  |
| Talisman                  | Scott Kelly   | David Sanches                                  | Bruce Boyer                                  |
| Tempus                    | Paul Bonday   | Tim Oates                                      | Eugene Hourany                               |
| Thing a ma Jig            | Trevor Bender   | Lori Greene                                    | Mary Taylor                                  |
| Thurn and Taxis           | Kenneth Heilfron  | Shannon Beets                                  | John Margerum                                |
| Tichu #1                  | Chris Johnson, Daniel Eppolito, Shannon Beets,<br>Roderick Lee  |  |  |
| Ticket to Ride            | Chris Johnson   | Kenneth Heilfron                               | Mike Patterson                               |
| Ticket to Ride Europe     | Kenneth Heilfron  | Ruth Rodrigues                                 | Christina Hansen                             |
| Ticket to Ride Marklin    | Kenneth Heilfron  | Jim Rasfeld                                    | Anna Peay                                    |
| Titan #1                  | Bill Beyermann  | Scott Kelly                                    | Alasdair Burton                              |
| Top Secret Spies          | Bill Gallagher  | Nick Szegedi                                   |  |
| Torres                    | Phil Fleischmann  | Tanya Aldrich                                  | Leland Pike                                  |
| TransAmerica #1           | Paul Allwood  | Mike Patterson                                 | Paul Bonday                                  |
| TransAmerica #2           | Eric Verheiden  | Bill Scharf                                    | Pearl Newton                                 |
| Trivial Pursuit           | Leonard Lopez, Tom Sutton, Walter Wichowski<br>Chris Allen, Joe Neelon, Bruce Nelson<br>Lloyd Adams, Lisa Patterson, Janice Sellars |  |  |
| Twilight Imperium         | Derek Meserve   | Ken Hughes                                     |  |
| Twilight Struggle         | Rick Lepore   | Keith Schoose                                  | Trevor Bender                                |
| Ubongo                    | Tom Jolly   | Mike Patterson                                 | Kaylee Bender                                |
| Union Pacific             | Trevor Bender   | Eric Verheiden                                 | Treg Julander                                |
| Uno - Pajama              | Pat Griffith  | Josh Grisct                                    | Krista Fryer                                 |
| GAME NAME                 | 1st   | 2nd  | 3rd  |
| Uno #1                    | Ed Quiroz   | Josh Grisct                                    | Pat Griffith                                 |
| Uno #2                    | Krysta Fryer  | Erich Vogel                                    | Chris Allen                                  |
| Uno #3                    | Joshua Grisct   | Tanya Aldrich                                  | Joe Neelon                                   |
| Uno #4                    | Chris Allen   | Robert Neff                                    | Pat Griffith                                 |
| Vegas Showdown            | Leo Rodrigues   | Ruth Rodrigues                                 | Barbara Newton                               |
| VinciTodd Vanderpluym     | Danny Crush   | Keith Brush                                    |  |
| Warrior Knights           | Liz Rizzo, Brad Parker  |  |  |
| Wits and Wagers           | Ed Roske  | Keith Brush                                    | Glenn Lasker                                 |
| Wyatt Earp                | David Siskin  | Erin Gerton                                    | Paul Marjoram                                |
| Kniziathon                | Travis Ball   | Winton LeMoine                                 | Daniel Eppolito                              |

# ORCCON WINNERS

|                             |                               |                           |                           |
|-----------------------------|-------------------------------|---------------------------|---------------------------|
| Anachronism Iron Clad       | <b>1st</b><br>David Wakefield | <b>2nd</b><br>Nick Chavez | <b>3rd</b><br>Matt Wilson |
| Anachronism Open            | Christopher Heard             | Nick Chavez               | Thomas Schutz             |
| Anachronism Package Deal    | Erin Austin                   | Joshua DeVore             | Ian McAleese              |
| Anachronism Spring Training | Nick Chavez                   | Matt Wilson               | Erin Austin               |

|                           |                 |             |                 |
|---------------------------|-----------------|-------------|-----------------|
| Anachronism Super Special | David Wakefield | Colin Gomez | Brian Symington |
| Clout #1                  | Rob Baukholt    | April Rink  | Steve Walswick  |
| Clout #2                  | Steve Walswick  | April Rink  | Rob Baukhoff    |
| Clout #3                  | John Kikuchi    | April Rink  | Daniel Kikuchi  |

|               |                  |              |                  |
|---------------|------------------|--------------|------------------|
| Horrorclix    | April Rink       | Rob Baukholt |                  |
| MTG Legacy    | Michael Arsullun | Kellen Snook | Kenneth Grotjohn |
| MTG Sealed #1 | Sam Imai         | Ben Peck     | Shawna Robbins   |
| MTG Sealed #2 | Sam Imai         | Jared Doi    | Jason Tice       |

|                   |                   |            |                |
|-------------------|-------------------|------------|----------------|
| MTG Standard      | Scott Ingerwersen |            |                |
| MTG Booster Draft | Victor Ippolito   | Jason Tice | Shawna Robbins |

|                             |                  |                   |                 |
|-----------------------------|------------------|-------------------|-----------------|
| Pirates of the Spanish Main | Kenneth Grotjohn | Ashley Charboneau | Diane Grotjohn  |
| Star Wars Starship Battles  | Brent Keith      | Edward Rybeck     | Berry Fellabick |

|                          |                |                  |              |
|--------------------------|----------------|------------------|--------------|
| World of Warcraft TCG #1 |                | Craig Chenowith  |              |
| World of Warcraft TCG #2 |                | Preston Stelford | Rob Baukholt |
| April Rink               |                |                  |              |
| World of Warcraft TCG #3 |                | Eduardo Khorram  | Rob Baukholt |
| David Krieger            |                |                  |              |
| Yu-Gi-Oh                 | Daniel Kikuchi | Craig Kjorlein   |              |

|                      |                |                |              |
|----------------------|----------------|----------------|--------------|
| <b>Computer Room</b> | <b>1st</b>     | <b>2nd</b>     | <b>3rd</b>   |
| Dawn of War          | Jason Duvall   | Jaime Estrada  | Joe Burns    |
| Rogue                | Janice Sellers | David Rosner   | Polly Aylor  |
| Snood                | Polly Aylor    | Janice Sellars | Jason Duvall |

|                         |                   |                   |                   |
|-------------------------|-------------------|-------------------|-------------------|
| <b>Painting Contest</b> | <b>1st</b>        | <b>2nd</b>        | <b>3rd</b>        |
| Beginners               | Gavin Dahler      |                   |                   |
| Diorama                 | Charles Morfin    |                   |                   |
| GW Fantasy Unit         | Richard Bark      | Michael Ulibarri  | Aaron Lovejoy     |
| GW Fantasy Single       | Joshua Howdeshell | Bill Hoskins      | Toby Walker       |
| Non-GW Unit             | John Knox         | Aaron Lovejoy     |                   |
| Non-GW Single           | Aaron Lovejoy     | Joshua Howdeshell | Samuel Schrimshur |
| Warhammer 40K Unit      | John Macomber     | Toby Walker       | Aaron Lovejoy     |
| Warhammer 40K Single    | Joshua Howdeshell | John Macomber     | Toby Walker       |
| Warmachine Single       | Aaron Lovejoy     | Scott Mosher      | Parker Gibson     |
| Warmachine Warband      | David Dahler      |                   |                   |

|              |               |
|--------------|---------------|
| Best of Show | Aaron Lovejoy |
|--------------|---------------|





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