

STRATEGICON
ORCCON






FEB 14-17



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Troubleshooting Staff

If you have any issues regarding an aspect of the convention, please see the person(s) in charge of that department. Since locating individuals at Orcccon is sometimes difficult, you can also get information from the Registration Desk.

Convention Manager	Eric M. Aldrich I
Convention Operations	Chris Carlson
Event Coordinator	Tim Keennon
Dealer Room	John Paiva
Registration	Tracy Fryer Tiffany LaMarre
Board Games	Shane Sauby
Industry Liaison & Collectibles	Victor Bugg
Computer and Video Games	Jason DuVall
Live Action Role Playing	Ryan McMullan
Miniatures	Mike James Frank Vassallo
Role-Playing Games	Jim Sandoval Robyn L. Nixon Mickey Tan
Auctioneer	Alfonzo Smith
Webmaster	Tanya Aldrich
Marketing	Kryssie Mackey Mei Dean Francis
Seminars & Movie Room	Nick Chavez
Library	Eric Burgess
Lots of Stuff	Michael Fryer Mark Hyman Eric Nyquist Michael J. Russell
Art Director	jim pinto Renee Rose-Perry
Quartermaster	Ken Barnard
Guests	Norm Carlson

Welcome

Strategicon welcomes you to Orcccon 2014. Thank you for joining us. Orcccon brings you the widest array of family, fantasy, historical, and science-fiction board, card, computer, miniatures, and role-playing games offered in California. The diversity of these games satisfies every gamer, from expert to novice, from adventurer to land baron, and from diplomat to field general. We also offer a wide selection of game retailers and manufacturers in the Dealer Room. New to the convention? If you have any questions, the convention staff will be glad to assist you. Again, thank you for coming. Enjoy the adventure.

Convention Hours

Orcccon opens to the public at noon on Friday and closes at 6 pm on Monday. While events such as seminars and tournaments are scheduled, open gaming never closes.

Game Tournaments and Events

The various Tournaments and Events being held at this convention are listed in the pages of this program in their own event schedules. Tournaments and Events have been broken down into sections (Board Games, Computer and Video Games, Demonstrations, Live-Action Role-Playing Games, Miniatures, Role-Playing Games, Special Events and Seminars), each with its own special information under the appropriate headings in the program.

Common Rights of Event Officials

To clarify the authority of the tournament judges and event gamemasters (GMs), this convention grants its officials these rights.

1. Judges and GMs may modify game rules as necessary by announcement prior to commencement of the tournament or event.
2. Judges and GMs may adjudicate a winner when time allotted for the completion of the round has elapsed.
3. As necessary, judges and GMs may take appropriate action to ensure sportsmanlike play and fairness in the tournament and event.
4. If a tournament draws fewer than eight (8) players or if a role-playing event draws fewer players than the minimum the GM determines is necessary, the convention reserves the right to cancel it.
5. Event officials have the right to eject, if deemed necessary, any player from an event.

Event Registration

You can register for participation in game events on site by entering your name on the sign up sheet. These sheets can be found at the appropriate Event Registration Desk prior to the event's scheduled starting time. Role-Playing events are an exception. Role-Playing event sign up sheets are in RPG HQ all day and will be moved to the event location when that event starts, thus allowing walk-in registration. All on-site registration is strictly on a first-come, first-served basis and closes when the maximum participant limit for the event is reached. On-site registration must be done in person (one person may not register for another) and you may register for only one game event at a time. However, there is no limit on the number of game events you can register for over the course of the convention (as long as they do not conflict with each other). Please arrive at an event location 10 minutes prior to its

scheduled start time and be ready to play. Bring the game if you have it as often tournaments are limited by the number of games available.

Multiple Section Tournament Entry Limit

In some cases, two or more tournaments will be staged for a particular game (these are denoted by a # symbol after them, such as Guillotine #2). If you have already played in one such tournament for a given game, you may not register for another tournament of the same game until one hour before the later tournament is scheduled to begin. This will give the first chances at registration to those who haven't played in one of the tournaments for the game. After all, we want to ensure that as many people as possible get to play at least one of the game's tournaments. For Role-Playing events, if multiple sections of the same event are offered for a particular game, you may play in only one of those sections over the entire course of the convention.

Walk-in Event Entry

If openings become available at a game event, you can inform the official in charge of the event that you want to play. Space for walk-in entries is available on a first-come, first-served basis, beginning approximately five minutes prior to the event starting time. If you have been unable to register for an event, it's worthwhile to try walking in. Bringing a copy of the game you want to play greatly increases your registration chances.

Late Arrivals

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

Tournament Prizes

Prizes will be awarded by Strategicon to the winners of several tournaments and certain events. Prizes are in the form of colored ribbons, award certificates, and "Dealer Tokens", which are redeemable at face value in the Dealer Room for merchandise (only). These Dealer Tokens are good for the calendar year they are awarded, and Dealer Tokens 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 Orcon can take no responsibility for such prizes. Check with your event official to see when and where these prizes (if any) will be awarded.

The prizes for board games will be as follows:

Events are played for the pure fun of the game

Tournaments are paid out as follows:

Mega - \$50, \$20, \$10, \$5

Large - \$20, \$10, \$5, \$3

Tournament - \$10, \$5, \$3

Small - \$5, \$3, \$1

Sponsored events will give some type of game or game expansion

Special Events will award some type of award, plaque, and/or dealer tokens, to be determined as the event is run.

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

2

A Guide to Orcon 2014 for Non-gamers

We're very glad you're attending this convention and hope you enjoy yourself. We want to state emphatically that you should not feel excluded from the activities going on this weekend.

We've made a special effort to see to your needs. Enjoy yourself, make new friends, and live some adventures with us that you'll remember. The first thing you should do is walk around and visit the entire convention. Take special notice of Open Gaming and the Dealer Room. Then wander around and just look at everything else. If anything piques your interest, ask someone what they're doing. Don't worry, people ask us all the time to explain these games and you'll find that gamers as a whole are a very friendly and intelligent group who enjoy talking about, and sharing, their hobby. Don't be surprised if they offer you an instant game lesson and invite you to play! You may wish to jump in and have some fun; after all, this is the stuff that good times and friendships are made of!

The convention has many activities such as Auctions, Demonstrations, Seminars, and most importantly Game Tournaments. Many of you are already familiar with such popular family games as Carcassonne, Settlers of Catan, Ticket to Ride, etc. We urge you to sign up for a round at the Board Game registration desk. You'll find that there are many beginners just like you in these enjoyable tournaments, just like you.

Another type of gaming that you'll enjoy is the "Card Game" division. These games include the fast and riotous action games such as Uno, Guillotine, Phase 10, and Nuclear War. Each of these games can be easily taught in about 10 minutes, and teachers can be found just about any time in the Open Gaming area or the tournament rooms prior to the start of their tournaments. Just look for someone with a copy of the game and ask him or her to teach you! You'll be glad to hear that new players have a good chance of beating even the most experienced veterans in these freewheeling fun games.

We have also added many party games, such as Wits and Wagers, Liar's Dice, 25 Words or Less, and Times Up to the schedule. We'd also like to invite you to play any number of role-playing games, most of which require no prior experience to participate - just bring your imagination and come play an exciting story - either for the tabletop or in free-form live-action events. For those who want something a bit more physically exerting, we have "Combat" Live-Action Role-Playing games that bring role-playing games to life with not only live acting, but also physical challenges such as dexterity tasks (disarming mock traps, solving puzzles, or "picking" locks) and live combat with safe, padded weapons.

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

Enjoy the con!



Never miss an event! Follow us on Twitter (@Strategicon) for updates & announcements during the con!

Orcon 2014 Guests of Honor

Andrew and Kristin Looney

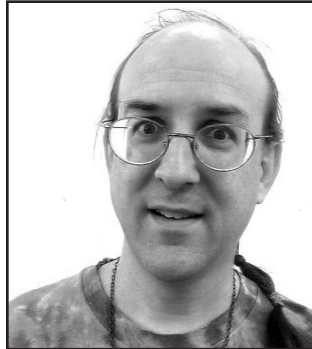
Founders of Looney Labs

Kristin and Andy met while they both worked at NASA, as an Electronics Engineer and Programmer, respectively. They quickly hit it off, and, among their many wacky side projects was a part-time game business. By 1999, they had both “jumped off the cliff,” quitting their day jobs to devote themselves to Looney Labs full-time – Kristin as President, and Andy as Chief Creative Officer.

Andrew Looney

Chief Designer

Andy is the Chief Creative Officer for Looney Labs, and is the designer of numerous games including Fluxx, Chrononauts, Aquarius, IceDice, and the Looney Pyramids game system. Andy is also a writer, a photographer, a cartoonist, a blogger, and a marijuana-legalization advocate. Andy lives with his wife Kristin (and their housemate Alison) somewhere near Washington DC. He’s a Hippie, a Trekkie, and a Geek. He’s been an Eagle Scout and a NASA engineer, he’s gotten patents and won awards, he’s written a novel, he designed and coded a videogame, and he once watched as his software was launched into space. Andy loves cake.



Kristin Looney

Business Czar

Kristin spent her first 15 years after college working as an Electronics Engineer at NASA and an IT Manager in the aerospace industry - while running a little part-time game business on the side in her spare time. In early 1999 she jumped off the cliff, leaving her day job behind to work full-time running and growing Looney Labs.



The games of Looney Labs are available worldwide, in large part due to Kristin’s business and marketing savvy. Kristin fosters the large community of fans known as “Looney Labs Game Technicians” who are spreading the word of Looney Labs far and wide. Kristin’s earliest claim to fame came at age 16 when she solved a Rubik’s Cube in 35.50 seconds on That’s Incredible, and her enthusiasm for puzzles and games is still going strong.

Special Guests

Todd VanHooser

Todd is the author of the Laughing Moon Chronicles and the designer of the RPG based on his fantasy fiction. In addition to being an author and game designer, he is also a high-school English teacher and hosts an annual convention that introduces high-schoolers to the pop-culture and gaming worlds. His Laughing Moon team is known in the southwest to run some of the most epic fantasy adventures found on the convention scene. A close-knit group of gamers, the Laughing Moon Crew encourages good old-fashioned role-playing while at the table, plenty of dice rolling, and usually a lot of laughs along the way. More information can be found at www.toddvanhooser.com.



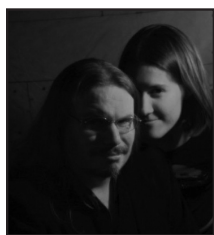
Peter Vaughan



Peter’s first game, Nightmare Cove, was a “Choose-Your-Own” style horror RPG made in collaboration with Evil Plot Games. Ever since, he’s been on a quest for gamers to share their adventures. In 2013, he formed Squirmy Beast to publish his Kickstarter-funded and “Strategicon tested” food fight card game, “What the Food?!”

Join Peter on the board gaming floor Saturday and Sunday for the first-ever What the Food?! tournament. Rack up points for fun, exclusive cards and prizes, and see what’s up and coming from Squirmy Beast and other indie designers in the area!

John Wick



John is an author and game designer ... was raised to the sublime degree of Master Mason... uses his knowledge of confidence games for the power of good ... made love to a beautiful woman in a thunderstorm... is a Discordian Double Agent... died three times... hates your favorite game... was married to the same woman twice... got divorced ...was celibate for two years... married Wonder Woman... is still married and happier than he’s ever been... still has the first dollar he ever made telling stories... used Qabalic rituals to walk his friends up the Tree of Life... has friends who are better game designers... thinks Harry Potter and Bella Swann should mate and make little Mary Sue babies... has his own Monster... calls himself an “omnitheist” (because you can’t have too many messiahs)... saw a man cut in half while working as a breakman on the Union Pacific Railroad... gets all the snuggles... dates a paintscribe... half-owns a cat with his wife... is Johnjwick on X-Box Live... beat the

Devil in a game of riddles... sings (but not well)... fell asleep in a goth club... plays drums... spent a summer crossing the country telling stories... collects orks... still believes in Santa Claus... shook the hand of Sherlock Holmes... was personally healed by Harlan Ellison... was too bashful to speak to Jewel Staite... met and talked with characters he created... wrote this bio. And It’s All True!

Friday

Master Schedule of Events

* = Play with the creator

Experience: A = Any, B = Beginner, E = Experienced

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

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

Fri, Feb 14

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
Noon	1	A Game of Thrones 2nd Ed Gaming 101 Event		B	B
	2	Revolution #1 Sponsored		A	B
	1	61 Minutes to Doomsday PLAYTEST Demo		B	B
	1	Liar's Dice Small		E	B
	4	Rivet Wars: Eastern Front DEMO Demo		B	B
	4	CHAOSMOS DEMO Demo		B	B
	8	Twilight Imperium 3rd Ed #1 Event		B	B
	6	Looney Lounge #1 Demo *		B	B
	1	Mage Wars 101	La Jolla	B	C
	2	Exodus The Trading Card Game Demo *	La Jolla	B	C
	4	Boss Monster	La Jolla	A	C
	11	D&D 4E - LFR EPIC5-2 Dragons Dark (level 28)		A	R
	11	D&D 4E - LFR EPIC6-1 Confrontation in Shadow (level 30)		A	R
	5	Artemis - Spaceship Bridge Simulator	Santa Monica B	A	S
	1	PC CS:GO First to 50	Marina	A	V
1 pm	6	A Game of Thrones 2nd Ed Big		E	B
	1	Journey Stones Gaming 101 Event		B	B
	0.75	The Looney Bin Event		A	B
	6	Arkham Horror #1 Event		B	B
	1	Forbidden Island #1 Event		A	B
	1	Blazing Spuds DEMO Demo		A	B
	4	Mage Wars Tournament	La Jolla	E	C
	4	Android: Netrunner #1	La Jolla	A	C
2 pm	2	Revolution #2 Sponsored		A	B
	2	Thurn & Taxis #1 Event		A	B
	3	Alhambra #1 Tournament		E	B
	1	Blood Bound #1 Event		A	B
	3.5	The Scepter of Zavandor Small		E	B
	4	13th Age The Folding of Screamhaunt Castle		A	R
	4	D&D 4E - LFR CORE6-1 Behind Obould's Lines (levels 1-10)		A	R
	4	D&D 4E - LFR MYTH6-1 Preemptive Strike (levels 11-20)		A	R
	4	GURPS Spec Ops: Operation Needle	Plaza D	A	R
	4	GURPS Land of Zombies	Plaza D	A	R
	5	Pathfinder 5-10: Where Mammoths Dare Not Tread	Los Angeles A	A	R
	5	Pathfinder 5-12: Destiny of the Sands Part 1: A Bitter Bargain	Los Angeles A	A	R
	4	Savage Worlds The Valentine of Yendor	Plaza B	A	R
	4	The Sprawl The Genehack Operation	Plaza B	A	R
3 pm	2	Memoir '44 Event		A	B
	3	Medici Tournament		E	B
	2	No Thanks Small		E	B
	1.5	Airships #1 Event		B	B
	4	Gangster Dice DEMO Demo		B	B
	3	Laughing Moon Special Guest Event: The Haunting of Fang Tooth Gulch *	International	A	R
4 pm	4	Munchkin: Player's Choice Sponsored		A	B
	1	Race for the Galaxy Gaming 101 Event		B	B
	4	Rivet Wars: Eastern Front DEMO Demo		A	B
	2	Yahtzee Free For All #1 Small		E	B
	2	C. C. Higgins Rail Pass Event		A	B
	4	CHAOSMOS DEMO Demo		B	B
	2	Zerpang! Event		A	B
	3	Hawaii Tournament		E	B
	4	Fields of Despair: France 1914-1918 Event *	Los Angeles B	A	W
5 pm	4	Race for the Galaxy 2 Player Big		E	B
	1	61 Minutes to Doomsday PLAYTEST Demo		B	B
	2	Battlestar Galactica Gaming 101 Event		B	B

Friday

Fri, Feb 14

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	1	Thingamajig Event		B	B
	1	Rattus Gaming 101 Event		B	B
	2	Shadow Hunters #1 Small		E	B
	1	Magic: The Gathering - Archenemy	La Jolla	E	C
	12	Dealer Room GRID GAME Begins!		A	G
	4	Dealer Room Opens Dealer Room Opens		A	G
	7	Another Stupid Block Game Event *	Los Angeles B	A	W
6 pm	4	Dominant Species Tournament		E	B
	1	King's Ransom Gaming 101 Event		B	B
	2	Phase 10 #1 Small		E	B
	4	18xx Qualifier #1 Small		E	B
	3	Railway Tycoon Event		A	B
	4	Ticket to Ride National Championship Qualifier #1 Sponsored		E	B
	2	Rattus Small		E	B
	2	Pirates Pocketmodel "The Love Boat"	La Jolla	A	C
	3	Pauper Magic: The Gathering - Planechase	La Jolla	A	C
	0.1	Dealer Room Raffle Drawing!		A	G
	4	Dreadball Dreadball Demo		A	M
	4	Flames of War Flames of War Mixer		A	M
	6	Flames of War 15mm Flames of War Eastern Front		A	M
	4	Sails of Glory Sails of Glory Demo		A	M
7 pm	4	Age of Empires III Small		E	B
	4	Battlestar Galactica Tournament		E	B
	2	DiXiT #1 Small		E	B
	1	Mascarade Event		A	B
	1	The Upside #1 Event		B	B
	1	Cinque Terre Gaming 101 Event		B	B
	1	Spyrium Gaming 101 Event		B	B
	1	Troyes Gaming 101 Event		B	B
	1	Tzolk'in: The Mayan Calendar Gaming 101 Event		B	B
	4	Magic: the Gathering Friday Night Magic	La Jolla	A	C
	1	Star Trek: Attack Wing Demo	La Jolla	B	C
	6	Duel 2 Duel 2 *		A	G
	4	X-Wing Miniatures X-Wing Miniatures Demos and Free Play		A	M
	4	13th Age The Folding of Screamaunt Castle		A	R
	4	D&D 4E - LFR CORE6-1 Behind Obould's Lines (levels 1-10)		A	R
	4	D&D 4E - LFR MYTH6-2 Ambassador, General, Herald, Spy (levels 11-20)		A	R
	4	D&D 4E - LFR SPEC6-1 Divide and Conquer (levels 11-20)		A	R
	4	D&D 4E - LFR WATE3-1 Moon Rising (levels 11-20)		A	R
	2	The Game Show Machine #1		A	S
	1	Meet & Greet		A	S
8 pm	1	Eminent Domain Gaming 101 Event		B	B
	4	Cinque Terre Event		A	B
	1	Settlers of Catan Gaming 101 Event		B	B
	1.5	Spyrium Event		B	B
	4	CHAOSMOS DEMO Demo		B	B
	1	Shadow Hunters #2 Event		A	B
	4	Troyes Small		E	B
	4	Tzolk'in The Mayan Calendar Tournament		E	B
	2	World of Warcraft TCG: Quests & Raids	La Jolla	A	C
	4	Star Trek: Attack Wing The Dominion War Storyline OP Event #1	La Jolla	A	C
	0.1	Dealer Room Raffle Drawing!		A	G
	0.1	Dwarves vs. Orcs Dwarves vs. Orcs *		A	G
	2	Flea Market Flea Market		A	G
	4	By Night Studios Mind's Eye Theater (new!) Vampire: the Masquerade LARP	San Lorenzo C	A	L
	4	Hit point? Dystopia Rising	San Lorenzo A	A	L
	3	LARP Factory (Nordic LARP) The Hirelings	San Lorenzo F	A	L
	4.75	table top skirmish game In Her Majestys Name		B	M
	4	2nd edition AD&D Fighters challenge	Plaza B	A	R
	4	Dungeon World I Give You My Heart	Plaza B	A	R
	2.5	Dungeon World The Goblin Hulk	Plaza B	B	R
	4	GURPS Aspire	Plaza D	A	R

Friday

Friday

Fri, Feb 14

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	4	Palladium Robotech Tabletop Role-Playing Game Palladium Robotech RPG	Plaza B	A	R
	5	Pathfinder 5-05: The Elven Entanglement	Los Angeles A	A	R
	5	Pathfinder 5-09: The Traitor's Lodge	Los Angeles A	A	R
	4	Scion: A Modern Mythology Did You Remember to Pay the Power Bill?	Plaza B	A	R
	2	Short Order Heroes Short Order Heroes Horror	Open Gaming	A	R
	4	The Queen's Cavaliers Life's Sweetest Reward	Plaza C	A	R
	4	Thrilling Fate! Sparks Nevada, Marshal on Mars	Plaza B	A	R
	4	Tunnels and Trolls Tunnels and Trolls	Plaza B	A	R
	1	Valentine's Day Social		A	S
9 pm	2	Eminent Domain #1 Event		A	B
	1	Dice And Daggers Gaming 101 Event		B	B
	3	Werewolf #1 Event		A	B
	3	Power Grid World Tour: Korea Sponsored		E	B
	6	Settlers of Catan CWC Qualifier #1 Sponsored		E	B
	3	Euphrat & Tigris Small		E	B
	1	Terra Mystica Gaming 101 Event		B	B
	2	Cargo Noir Event		A	B
	4	Doomtown Showdown	La Jolla	E	C
	0	Dealer Room Closes Dealer Room Closes		A	G
	0.1	Duel 2 Duel 2 *		A	G
	2	The Game Show Machine #2		A	S
	2	League of Legends LoL Open Games	Marina	A	V
10 pm	2	Uno #1 Small		E	B
	1	Apples to Apples #1 Event		A	B
	1	Ca\$h 'n Gun\$ Live #1 Event		A	B
	1	Coup #1 Event		A	B
	4	Terra Mystica Tournament		E	B
	0.1	Dwarves vs. Orcs Dwarves vs. Orcs *		A	G
11 pm	1	Two Rooms and a Boom #1 Event		A	B
	1	Wits & Wagers: Board Game Trivia Event		A	B
	0.1	Duel 2 Duel 2 *		A	G
	2	Cards Against (blank)		A	S

* = Play with the creator

Experience: A = Any, B = Beginner, E = Experienced

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

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

Sat, Feb 15

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
Midnight	1	Two Rooms and a Boom Advanced #1 Event		A	B
	3	Werewolf #2 Event		A	B
	4	Werewolf Advanced #1 Event		E	B
	2	Midnight Movie		A	S
3 am	3	Werewolf #3 Event		A	B
8 am	5	Pathfinder 2-23: Shadow's Last Stand Part I: At Shadow's Door	Los Angeles A	A	R
	5	Pathfinder 5-04: The Stolen Heir	Los Angeles A	A	R
	5	Pathfinder 5-07: Port Godless	Los Angeles A	A	R
	5	Pathfinder First Steps: In Service to Lore	Los Angeles A	A	R
9 am	2	Blue Moon City Event		A	B
	1	Journey Stones Gaming 101 Event		B	B
	1	Be There Witches? PLAYTEST Demo		B	B
	1	Stones of Fate #1 Event		A	B
	4	Descent Journeys in the Dark 2nd Ed Small		E	B
	1	7 Blunders Event		E	B
	1	Eminent Domain Gaming 101 Event		B	B
	4	Star Trek: Attack Wing The Dominion War Storyline OP Event #2	La Jolla	A	C
	4	GAME of THRONES LCG Joust Format	La Jolla	A	C
	0.1	Duel 2 Duel 2 *		A	G
	6	Command Combat: Civil War The Battle of Gettysburg		A	M
	11	Flames of War Flames of War Midwar Mayhem Tournament		E	M
	4	AD&D Pop goes the Meazel	Plaza D	A	R

Saturday

Sat, Feb 15

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	4	Alternity: Dark • Matter The Downingtown Conspiracy	Plaza B	A	R
	4	Blue Rose:True20 Lovers of the Rose	Plaza B	A	R
	4	Burning Empires The Hulling of Irkalla	Plaza D	A	R
	4	D&D 4E - LFR CORE6-1 Behind Obould's Lines (levels 1-10)		A	R
	14	D&D 4E - LFR EPIC5-3 Shadow Storm (level 29)		A	R
	4	D&D 4E - LFR MYTH6-3 The World Will End in Fire (levels 11-20)		A	R
	4	D&D 4E - LFR SPEC6-1 Divide and Conquer (levels 11-20)		A	R
	4	DUNGEON WORLD Damzale in Distress	Plaza B	A	R
	4	Eclipse Phase + FATE Core Happy Jack's Affiliated: Blood Trails	Plaza C	A	R
	4	Fate ShadowPunk!: Valentine's Day Shopping Spree!	Plaza B	A	R
	4	Fiasco Hocus Focus: A Harry Dresden Fiasco	Plaza B	A	R
	4	GMZero Georges Children	Plaza B	B	R
	4	Grimm Happy Jacks: A Valentine's Fairy Tale	Plaza D	A	R
	4	GURPS Equestria	Plaza D	A	R
	4	Hero 5e (or whichever version comes to mind) The Lion-Men Of Mars	Plaza D	A	R
	3	Laughing Moon Special Guest Event: Curse of the Hanging Coffins *	International	A	R
	4	Moment of Truth (beta) Happy Jack's: Return to Raulu Ford	Plaza C	A	R
	4	Mongoose Traveller Happy Jack's: Replicant Can	Plaza D	A	R
	4	Mutants & Masterminds 3rd Edition Ninjitsu Nights	Plaza B	A	R
	4	Savage Worlds Happy Jacks Presents: Dead Presidents 5: Sins of the Kims	Plaza C	B	R
	4	Savage Worlds The Valentine of Yendor	Plaza B	A	R
	4	The Queen's Cavaliers The Brat Pack	Plaza C	A	R
	4	The Sprawl The Jones Recovery	Plaza D	A	R
	4	Tunnels and Trolls Tunnels and Trolls	Plaza D	A	R
	4	Werewolf the Forsaken (New World of Darkness) Orange is the New Pack	Plaza D	A	R
	4	Wicked Fantasy Special Guest Event: Who Killed Lord Davenport? *	Plaza D	A	R
	12	Axis & Allies Big	Los Angeles C	E	W
9:30 am	9	Dealer Room Opens Dealer Room Opens		A	G
10 am	8	Civilization: The New World Sponsored		B	B
	1	King's Ransom Gaming 101 Event		B	B
	2	Uno #2 Small		E	B
	2	What the Food?! Qualifier #1 Sponsored		A	B
	2	Eminent Domain #2 Event		A	B
	1	Titan Gaming 101 Event		B	B
	6	18xx Qualifier #2 Small		E	B
	4	Ticket to Ride National Championship Qualifier #2 Sponsored		E	B
	5	Star Trek: Fleet Captains Event		B	B
	8	Looney Lounge #2 Demo *		A	B
	1	Alien Frontiers Gaming 101 Event		B	B
	2	Exodus The Trading Card Game Demo *	La Jolla	B	C
	1	Pokemon Workshop	La Jolla	A	C
	0.1	Dwarves vs. Orcs Dwarves vs. Orcs *		A	G
	6	Battleground Easter Egg Hunt		A	M
	4	DBA DBA demo/open gaming		A	M
	6	Mr. Lincoln's War Mills Creek Gap, May 8th 1864		A	M
	2	This is WAR! This is WAR! Demo *		A	M
	7	Various Paint and Take		A	M
	8	Warhammer 40k Warhammer 40k Apocalypse		E	M
	8	Warhammer Ancient Battles 2.0 Warhammer Ancient Battles Open-Period		A	M
	4	X-Wing Miniatures X-Wing Miniatures Demo and Free Play		A	M
	2	Kid Friendly Movies #1		A	S
	11	Virgin Queen (Campaign Tournament) Tournament	Los Angeles B	E	W
11 am	1	61 Minutes to Doomsday PLAYTEST Demo		B	B
	1	Gem Rush (Crisis Mode) Event		B	B
	12	Titan Tournament		E	B
	1	Cock & Bull: The American Pub Game. Sponsored *		A	B
	1	The Upside #2 Event		A	B
	2	Ingenious Event		A	B
	4	Alien Frontiers Small		E	B
	3	Pokemon	La Jolla	A	C
	5	VTES Constructed Tournament - Jann Berger's "M" is for Masochism	La Jolla	A	C
	1	Herodix (Demo)	La Jolla	A	C

Saturday

Saturday

Sat, Feb 15

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	0.1	Dealer Room Raffle Drawing!		A	G
	0.1	Duel 2 Duel 2 *		A	G
	6	Flea Market Flea Market		A	G
	6	C&C Napoleonics Campaign #1 Tournament	Los Angeles B	A	W
Noon	2	California Gold Event		A	B
	3	Syrtis DEMO Demo		B	B
	6	Twilight Struggle Small		E	B
	2	Phase 10 #2 Small		E	B
	1	Stones of Fate #2 Event		A	B
	1	Dominion Gaming 101 Event		B	B
	4	Settlers of Catan CWC Qualifier #2 Event		E	B
	4	CHAOSMOS DEMO Demo		B	B
	4	Start Trek Attack Wing Demo	La Jolla	A	C
	3	Exodus The Trading Card Game- Sealed Deck Tournament *	La Jolla	B	C
	4	Herodix Tournament	La Jolla	A	C
	4.25	Middle Earth CCG: Challenge Decks	La Jolla	E	C
	0.1	Dwarves vs. Orcs Dwarves vs. Orcs *		A	G
	2	This is WAR! This is WAR! Demo *		A	M
	2	Countdown		A	S
	1.5	Star Wars: Edge of the Empire Character Creation Panel		B	S
	3	Minecraft PC Iron Block Challenge	Marina	A	V
1 pm	2	Revolution #3 Small		E	B
	3	Anaconda PLAYTEST Demo		B	B
	1	Family Business #1 Event		A	B
	8	Arkham Horror #2 Small		E	B
	3	Dominion Big		E	B
	2	DiXit #2 Small		E	B
	1	Eclipse Gaming 101 Event		B	B
	3	Ascension: Chronicle of the Godslayer	La Jolla	E	C
	1	Magic: The Gathering - Face the Hydra	La Jolla	A	C
	4	Highlander TCG IRONMAN SEALED	La Jolla	A	C
	0.1	Duel 2 Duel 2 *		A	G
2 pm	3	What the Food?! Qualifier #2 Sponsored		A	B
	2	Darkest Night #1 Event		A	B
	3	Tanto Cuore Small		E	B
	1	Dice And Daggers Gaming 101 Event		B	B
	2	Warzone: A Game of Dynamic Strategy Event		B	B
	3	RoboRalley Tournament		E	B
	8	Eclipse Small		E	B
	1	Rasputin Gaming 101 Event		B	B
	1.5	Breaking News PLAYTEST Demo		B	B
	1	Kingdom of Solomon Gaming 101 Event		B	B
	2	My Little Pony CCG #1	La Jolla	A	C
	1	Star Trek: Attack Wing Demo	La Jolla	A	C
	0.1	Dealer Room Raffle Drawing!		A	G
	0.1	Dwarves vs. Orcs Dwarves vs. Orcs *		A	G
	5	Starship Valkyrie Starship Valkyrie *	San Lorenzo A	A	L
	4	Dropzone Commander Dropzone Commander Demo		A	M
	2	This is WAR! This is WAR! Demo *		A	M
	3	Adventures Under the Laughing Moon Bloodstones of Sothus *	International Plaza D	A	R
	4	Burning Empires The Hulling of Irkalla		A	R
	9	D&D 4E - LFR ADCP6-1 The End and the Beginning (levels 11-20)		A	R
	5	D&D-3.5/Pathfinder - Land of Grayhawk Giants & Saints Blood Redeemed	Plaza C	A	R
	4	Dungeon Crawl Classics Tower of the Stargazer	Plaza B	B	R
	4	Dungeon World Inverse World	Plaza B	A	R
	4	FAE Psychedelic House Party Blues	Plaza B	A	R
	4	FATE Accelerated Edition Happy Jack's: Smoldering Memorandum II	Plaza C	B	R
	4	Fate Core, Freeport Companion Edition Freeport - Bound & Ballasted	Plaza C	A	R
	4	GMZero Georges Children	Plaza B	A	R
	4	GURPS GURPS: Gaslamp - Sword of the Raven	Plaza D	A	R
	4	GURPS Aspire	Plaza D	A	R
	4	GURPS Equestria	Plaza D	A	R

Saturday

Sat, Feb 15

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	4	Lady Blackbird Lady Blackbird	Plaza B	A	R
	5	Pathfinder 2-24: Shadow's Last Stand Part II: Web of Corruption	Los Angeles A	A	R
	5	Pathfinder 5-05: The Elven Entanglement	Los Angeles A	A	R
	5	Pathfinder 5-06: You Have What You Hold	Los Angeles A	A	R
	5	Pathfinder 5-12: Destiny of the Sands Part 1: A Bitter Bargain	Los Angeles A	A	R
	4	Pathfinder Happy Jack's: We've got a GIANT Problem!	Plaza C	E	R
	5	Pathfinder Module: Master of the Fallen Fortress	Los Angeles A	A	R
	5	Pathfinder Module: We Be Goblins!	Los Angeles A	A	R
	4	Pathfinder The New World	Plaza D	B	R
	4	Protocol - PostworldGames MoonMen From Mars	Plaza B	A	R
	2	Short Order Heroes Short Order Heroes Pirates	Open Gaming	A	R
	6	Star Wars Edge of the Empire Star Wars: Rebel Rising	Plaza D	A	R
	4	TA2 The Raven's Lair	Plaza B	A	R
	4	The Quiet Year The Quiet Year	Plaza B	B	R
	1	Design Made Simple		A	S
	1	Nintendo Wii Super Smash Bros. Brawl	Marina	A	V
3 pm	1	SchWag: Schrödinger's Wager Event		A	B
	1	Stones of Fate #3 Event		A	B
	3	Battlestations #1 Event		A	B
	2	King of Tokyo #1 Tournament		E	B
	1	Tobago Gaming 101 Event		B	B
	3	Rasputin Sponsored *		A	B
	1	Agricola Gaming 101 Event		B	B
	3	Kingdom of Solomon Small		E	B
	4	Magic: the Gathering Sealed Deck Tournament #1	La Jolla	A	C
	4	Star Trek: Attack Wing The Dominion War Storyline OP Event #3	La Jolla	A	C
	0.1	Duel 2 Duel 2 *		A	G
	6	Lord of the Rings Strategy Battle Game Escape from Osgiliath		A	M
	4	X-Wing Miniatures X-Wing Snatch and Grab		A	M
	2	Only Connect		A	S
	2	From Concept To Kickstarter		A	S
4 pm	1	Firewall Event		A	B
	2	Popular Front Event		A	B
	3	Tobago Event		A	B
	2	Carcassonne Small		E	B
	4	CHAOSMOS DEMO Demo		B	B
	3	Agricola Qualifier Event		E	B
	1	Stone Age Gaming 101 Event		B	B
	3	Exodus The Trading Card Game Demo & Workshop *	La Jolla	B	C
	3	Pirates Pocketmodel "Saturday Night Fever"	La Jolla	A	C
	0.1	Dwarves vs. Orcs Dwarves vs. Orcs		A	G
	2	This is WAR! This is WAR! Demo *		A	M
	8	Artemis - Spaceship Bridge Simulator	Santa Monica B	A	S
	1	Xbox 360 Halo Reach FFA	Marina	A	V
5 pm	2	Aloha 2nd Ed PLAYTEST Demo		B	B
	2	NY1901 #1 Event		A	B
	2	Summoner Wars Event		A	B
	4	18xx Qualifier #3 Small		E	B
	2	Seven Sisters Event		A	B
	5	Stone Age Big		E	B
	5	VTES Constructed Tournament - Jann Berger's "N" is for Nimble Feet	La Jolla	A	C
	4.25	Middle Earth CCG: Constructed Decks	La Jolla	E	C
	3	Quarriors	La Jolla	A	C
	0.1	Dealer Room Raffle Drawing!		A	G
	0.1	Duel 2 Duel 2 *		A	G
	8	Circus Maximus Circus Maximus		A	M
	4	In Her Majesty's Name In Her Majesty's Name		A	M
	2	Muffins! By Looney Labs.		A	S
6 pm	2	Revolution #4 Sponsored		A	B
	2	Love Letter #1 Small		E	B
	5	Battlestar Galactica Expansions Small		E	B
	2	Castle Panic Event		A	B

Saturday

Sat, Feb 15

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	1.5	Airships #2 Event		B	B
	2	World Conquerors #1 Event		A	B
	3	Empire Builder Potluck Tournament		E	B
	3	Railways of the World: Western United States Event		A	B
	1	Kingsburg Gaming 101 Event		B	B
	1	Mage Wars Demo	La Jolla	A	C
	4	Android: Netrunner #2	La Jolla	A	C
	3	Pauper Magic: The Gathering - Secret Alliances	La Jolla	A	C
	0.1	Dwarves vs. Orcs Dwarves vs. Orcs		A	G
	6	Battletech & Mechwarrior RPG Samba Saints - on the run part 1		A	M
	4	Dreadball Dreadball Demo		A	M
	2	This is WAR! This is WAR! Demo *		A	M
	3	League of Legends Shadow Isles 3v3	Marina	E	V
	6	C&C Napoleonic Campaign #2 Tournament	Los Angeles B	A	W
6:30 pm	0	Dealer Room Closes Dealer Room Closes		A	G
7 pm	4	Imperial 2030 Small		E	B
	1	Shogun/Wallenstein Gaming 101 Event		B	B
	4	Tide of Iron Event		A	B
	2	Scalawag! #1 Event		A	B
	1	Monster Derby #1 Event		A	B
	1	Shadow Hunters #3 Small		E	B
	4	Kingsburg Tournament		E	B
	3	Mage Wars	La Jolla	A	C
	0.1	Duel 2 Duel 2 *		A	G
	1	Annual Awards		A	S
	2	The Chase		A	S
8 pm	3	Shogun/Wallenstein Small		E	B
	3	Small World Invaded! Tournament		E	B
	2	For the Crown #1 Event		A	B
	1	Donkey: It's a Kick! Event *		A	B
	4	Ticket to Ride: Team Asia #1 Small		E	B
	4	CHAOSMOS DEMO Demo		B	B
	4	Hunting Party #1 Event		A	B
	0.1	Dwarves vs. Orcs Dwarves vs. Orcs *		A	G
	4	Blood and Tears Houses of the Blooded LARP	San Lorenzo F	A	L
	4	Vampire: The Requiem LARP Vampire: The Requiem LARP	San Lorenzo A	A	L
	4	Monster Island Action RPG Godzilla Monster Island		A	M
	4	Apocalypse World Apocalypse World	Plaza B	A	R
	4	Apocalypse World Star Wars: Into the Fire	Plaza B	A	R
	4	Buffy the Vampire Slayer RPG S.H.I.E.L.D. - The Sandbox	Plaza D	A	R
	4	Burning Empires The Hulling of Irkalla	Plaza B	A	R
	4	Dread (The Horror RPG utilizing Jenga) Coast to Coast	Plaza B	A	R
	4	Fate Core Iron Edda: War of Metal and Bone	Plaza B	A	R
	4	GURPS Land of Zombies	Plaza D	A	R
	4	Paranoia UFANS noitarepO	Plaza B	A	R
	5	Pathfinder 5-08: The Confirmation	Los Angeles A	A	R
	5	Pathfinder Module: We Be Goblins Too!	Los Angeles A	A	R
	5	Pathfinder Season 5 Special: Siege of the Diamond City	Los Angeles A	A	R
	4	The Queen's Cavaliers Sullied Hands	Plaza C	A	R
	4	Vampire the Requiem-Blood & Smoke The Spanish Tragedy	Plaza B	A	R
	2	Happy Jacks RPG Podcast Live	Santa Monica C	A	S
	1	Meet The Cast Of Saving Throw		A	S
9 pm	1	Nexus Ops Gaming 101 Event		B	B
	2	Fluxx Event		A	B
	4	Tichu Qualifier Event		E	B
	3	Sherlock Holmes Consulting Detective Small		E	B
	2	Yahtzee Free For All #2 Small		E	B
	3	Werewolf #4 Event		A	B
	1	Power Grid Gaming 101 Event		B	B
	3	Power Grid World Tour: France Sponsored		E	B
	1	Suburbia Gaming 101 Event		B	B
	2	The Shaft DEMO Demo		A	B

Saturday

Sat, Feb 15

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	1	Lifeboat Event		A	B
	3	Magic: The Gathering Keith Aldrich Pauper Highlander Tourney	La Jolla	A	C
	0.1	Duel 2 Duel 2 *		A	G
	2	Dungeon Master		A	S
	1	Xbox 360 Tekken Tag Tournament 2	Marina	A	V
10 pm	3	Nexus Ops Small		E	B
	1	Boss Monster Sponsored		A	B
	2	Palaces #1 Event		A	B
	2	Apples to Apples #2 Event		A	B
	1	Ca\$h 'n Gun\$ Live #2 Event		A	B
	1	Telestrations Against Humanity Event		A	B
	2	Suburbia Event		A	B
	0.1	Dwarves vs. Orcs Dwarves vs. Orcs *		A	G
	1	Xbox 360 Street Fighter II' HF	Marina	A	V
11 pm	3	Letters From Whitechapel #1 Event		B	B
	1	Two Rooms and a Boom #2 Event		A	B
	1	Who Would Win? Event		A	B
	0.1	Duel 2 Duel 2 *		A	G

* = Play with the creator

Experience: A = Any, B = Beginner, E = Experienced

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

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

Sun, Feb 16

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
Midnight	3	Werewolf #5 Event		A	B
	4	Werewolf: Villages of Exiles Event		E	B
	1	Magic: The Gathering - The Horde	La Jolla	A	C
	2	(@) Midnight	Carmel	A	S
3 am	3	Werewolf #6 Event		A	B
8 am	5	Pathfinder 2-06: The Heresy of Man Part I: The First Heresy	Los Angeles A	A	R
	5	Pathfinder 2-21: The Dalsine Affair	Los Angeles A	A	R
	5	Pathfinder 5-09: The Traitor's Lodge	Los Angeles A	A	R
	5	Pathfinder 5-10: Where Mammoths Dare Not Tread	Los Angeles A	A	R
	5	Pathfinder First Steps: In Service to Lore	Los Angeles A	A	R
9 am	2	Battle Cry Small		E	B
	1	Stones of Fate #4 Event		A	B
	1	61 Minutes to Doomsday PLAYTEST Demo		B	B
	6	Descent Journeys in the Dark 1st Ed Small		E	B
	1	Yahtzee Event		A	B
	1	Cartagena Event		A	B
	5	Power Grid Big		E	B
	0.1	Duel 2 Duel 2 *		A	G
	4	Atomic Robo: The Roleplaying Game Bring Me the Head of Dr. Dinosaur	Plaza B	A	R
	4	Burning Empires The Hulling of Irkalla	Plaza B	A	R
	4	Call of Cthulhu The Ruins of Caphare	LARPS	A	R
	4	Corsairs World (DW hack) The Dread Pirate's Theft	Plaza B	A	R
	4	D&D 4E - LFR CORE6-1 Behind Obould's Lines (levels 1-10)		A	R
	14	D&D 4E - LFR EPIC6-1 Confrontation in Shadow (level 30)		A	R
	4	D&D 4E - LFR MYTH6-1 Preemptive Strike (levels 11-20)		A	R
	4	D&D 4E - LFR WATE3-1 Moon Rising (levels 11-20)		A	R
	4	Fate Core The Day After Ragnarok	Plaza B	A	R
	4	GMZero Georges Children	Plaza B	B	R
	4	GURPS Equestria	Plaza D	A	R
	4	GURPS Land of Zombies	Plaza D	A	R
	5	Homebrood Homebrood *	Plaza C	A	R
	3	Laughing Moon Special Guest Event: Lockwood Gallows *	International	A	R
	4	Monster Hunter International (Hero 6e) The Fist Of Turoro	Plaza B	A	R
	4	Protocol - Postworld Games Five Broken Swords	Plaza B	A	R
	4	Shadowrun: Shadowrun Missions CMP2013-02 Dragon's Song 2: Berlin Waltz		A	R
	4	The Queen's Cavaliers The Visitor	Plaza C	A	R

Sunday

Sunday

Sun, Feb 16

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	4	World of Darkness Storytelling: God Machine The Call of the God Machine	Plaza B	A	R
9:30 am	9	Dealer Room Opens Dealer Room Opens		A	G
10 am	4	Divided Republic Event		E	B
	6	Twilight Imperium 3rd Ed Expansions Event		E	B
	2	Uno #3 Small		E	B
	3	What the Food?! Qualifier #3 Sponsored		A	B
	1	The Upside #3 Event		A	B
	4	Ticket to Ride National Championship Semi-Finals Sponsored		E	B
	1	In the Year of the Dragon Gaming 101 Event		B	B
	8	Twilight Imperium 3rd Ed #2 Tournament		E	B
	8	Looney Lounge #3 Demo *		A	B
	1	Mage Wars Demo	La Jolla	A	C
	2	Exodus The Trading Card Game Demo *	La Jolla	B	C
	1	Pokemon Workshop #2	La Jolla	A	C
	4	Star Trek: Attack Wing The Dominion War Storyline OP Event #4	La Jolla	A	C
	4	Android: Netrunner #3	La Jolla	A	C
	0.1	Dwarves vs. Orcs Dwarves vs. Orcs *		A	G
	8	A War with no Enemy Flight for Lower Upton		A	M
	4	Anima Tactics Anima Tactics Demo		A	M
	6	Bolt Action Bolt Action 750 Point Late War (1944-1945)		A	M
	7	DBA DBA demos		A	M
	4	Dreadball Dreadball Demo		A	M
	4	Helldorado Helldorado Demo		A	M
	4	Sails of Glory Sails of Glory Demo		A	M
	2	This is WAR! This is WAR! Demo *		A	M
	7	Various Paint and Take		A	M
	2	Artemis - Spaceship Bridge Simulator	Santa Monica B	A	S
	2	Kid Friendly Movies #2		A	S
	5	Maria Tournament	Los Angeles B	A	W
11 am	1	Alien Labyrinth #1 Event		A	B
	1	Family Business #2 Event		A	B
	1	Stones of Fate #5 Event		A	B
	4	A World of Your Own PLAYTEST Demo		A	B
	1	A Study in Emerald Gaming 101 Event		B	B
	6	18xx Qualifier #4 Small		E	B
	4	Settlers of America: Trails to Rails Small		E	B
	4	Ticket To Ride: Europe Tournament		E	B
	2	In the Year of the Dragon Event		A	B
	4	Settlers of Catan CWC Finals Sponsored		E	B
	3	Mage Wars	La Jolla	A	C
	3	Pokemon #2	La Jolla	A	C
	5	VTES Constructed Tournament - Jann Berger's "O" is for Ossian	La Jolla	A	C
	3	Ascension: Chronicle of the Godslayer #2	La Jolla	E	C
	4	HIGHLANDER Type 2 Constructed	La Jolla	A	C
	0.1	Dealer Room Raffle Drawing!		A	G
	0.1	Duel 2 Duel 2 *		A	G
	6	Flea Market Flea Market		A	G
	6	C&C Napoleonic Campaign #3 Tournament	Los Angeles B	A	W
Noon	1	Small World Gaming 101 Event		B	B
	4	King's Ransom Sponsored		E	B
	2	Phase 10 #3 Small		E	B
	1	Hanabi Event		A	B
	5	A Study in Emerald Small		E	B
	2	For the Crown #2 Event		A	B
	4	CHAOSMOS DEMO Demo		B	B
	1	Talisman Gaming 101 Event		B	B
	3	Exodus The Trading Card Game- Sealed Deck Tournament #2 *	La Jolla	B	C
	1	Herodix (Demo)#2	La Jolla	A	C
	4	Star Wars Minis- Sealed Booster Draft Battle Royal	La Jolla	A	C
	4.25	Middle Earth CCG: Dragon Hoard Scenario	La Jolla	E	C
	0.1	Dwarves vs. Orcs Dwarves vs. Orcs *		A	G
	5	Gepanzerte Faust Early Armored Warfare Taieb el Essem Nov 24, 1941		A	M

Sunday

Sun, Feb 16

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
	2	This is WAR! This is WAR! Demo *		A	M
	6	X-Wing Miniatures X-Wing Miniatures Tournament		B	M
	2	Luck Of The Draw		A	S
	2	Saving Throw Presents: System Neutral Character Creation		A	S
	1	Minecraft PC Calamity Team PvP BETA	Marina	A	V
	3	Fields of Despair: France 1914-1918 Event *	Los Angeles B	A	W
1 pm	3.5	Small World Big		E	B
	2	Dream Factory Small		E	B
	4	Dice And Daggers Sponsored		E	B
	1	Alhambra Gaming 101 Event		B	B
	1	Tsuro Event		A	B
	1	Blood Bound #2 Event		A	B
	6	Talisman Small		E	B
	2	Andy vs. Everyone Special *		A	B
	2	Herodix "Battle Royale"	La Jolla	A	C
	4	HIGHLANDER TCG "Timeless" Event	La Jolla	A	C
	0.1	Duel 2 Duel 2 *		A	G
2 pm	2	Dog Small		E	B
	4	Munchkin: Apocalypse Sponsored		A	B
	1	What the Food?! FINALS Sponsored		A	B
	1	Forbidden Island #2 Event		A	B
	4	On the Underground Event		A	B
	5	Mechant of Venus Tournament		E	B
	2	Alhambra #2 Event		A	B
	1	The Castles of Burgundy Gaming 101 Event		B	B
	2	My Little Pony CCG #2	La Jolla	A	C
	0.1	Dealer Room Raffle Drawing!		A	G
	0.1	Dwarves vs. Orcs Dwarves vs. Orcs *		A	G
	5	X-Command LARP X-Command *	San Lorenzo A	A	L
	2	This is WAR! This is WAR! Demo *		A	M
	1	none Painting Contest judging		A	M
	4	2nd edition AD&D Fighters challenge	Plaza B	A	R
	4	Burning Empires The Hulling of Irkalla	Plaza C	A	R
	9	D&D 4E - LFR CORE5-4 Dark Lords of Oman (levels 11-20)		A	R
	4	D&D 4E - LFR CORE6-1 Behind Obould's Lines (levels 1-10)		A	R
	4	D&D 4E - LFR MYTH6-2 Ambassador, General, Herald, Spy (levels 11-20)		A	R
	4	D&D 4E - LFR SPEC6-1 Divide and Conquer (levels 11-20)		A	R
	9	D&D 4E - LFR WATE3-2 Deepest Shadow (levels 11-20)		A	R
	4	Dungeon World Inverse World	Plaza B	A	R
	4	Fate Core Happy Jack's: Open Minds II	Plaza C	A	R
	4	GMZero Georges Children	Plaza B	A	R
	4	GURPS GURPS: Gaslamp West - Origins	Plaza D	A	R
	4	Hero System 6th Ed Happy Jack's Affiliated: Steam & Thunder	Plaza C	A	R
	6	Labyrinth Lord ENTER IF YOU DARE	Plaza B	B	R
	4	Legends of the Five Rings: Heroes of Rokugan SoB13 Prison of Earth (lev. 1-3)		A	R
	4	Paranoia Do Troubleshooters Dream of Electric Sheep?	Plaza B	A	R
	5	Pathfinder 2-07: The Heresy of Man Part II: Where Dark Things Sleep	Los Angeles A	A	R
	5	Pathfinder 5-11: Library of the Lion	Los Angeles A	A	R
	5	Pathfinder 5-13 Weapon in the Rift	Los Angeles A	A	R
	5	Pathfinder Module: Master of the Fallen Fortress	Los Angeles A	A	R
	5	Pathfinder Module: We Be Goblins Too!	Los Angeles A	A	R
	5	Pathfinder Module: We Be Goblins!	Los Angeles A	A	R
	4	Pathfinder Midgard campaign setting - The Madman at the Bridge	Plaza B	A	R
	4	Shadowrun: Shad. Miss. CMP2013-02 Dragon's Song 3: Neo-Tokyo Fusion		A	R
	2	Short Order Heroes Short Order Heroes Supers	Open Gaming	A	R
	4	Star Wars Edge of the Empire Star Wars: Under a Black Sun	Plaza D	A	R
	4	The Great Ork Gods Assault on the Valley	Plaza B	A	R
	4	Thrilling Fate! Sparks Nevada, Marshal on Mars	Plaza D	A	R
	4	Vampire the Masquerade Blood Moon	Plaza D	A	R
	4	White Wolf Storytelling (God Machine Update) My Bloody Valentine	Plaza B	A	R
	4	Wield Special Guest Event: A Parade of Puppets *	Plaza D	A	R
	1	Orkish & Elvish Poetry Reading		A	S

Sunday

Sunday

Sun, Feb 16

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
3 pm	1	Nintendo Wii Super Smash Bros. Brawl #2	Marina	A	V
	2	Monopoly Deal Small		E	B
	2	Scalawag! #2 Event		A	B
	1	Stones of Fate #6 Event		A	B
	3	Battlestations #2 Tournament		E	B
	2	20th Century Small		E	B
	1	Acquire Gaming 101 Event		B	B
	4	The Castles of Burgundy Small		E	B
	2	The Shaft DEMO Demo		B	B
	4	Agricola Finals Tournament		E	B
	4	Magic the Gathering Sealed Deck Tournament #2	La Jolla	A	C
	0.1	Dealer Room GRID GAME Drawing!		A	G
	0.1	Duel 2 Duel 2 *		A	G
	4	Dreadball Dreadball Demo		A	M
	6	Lord of the Rings Strategy Battle Game Escape from Osgiliath		A	M
	4	Warmachine/Hordes Great Titan Hunt		A	M
	2	What's The Score?		A	S
2	Laughing Moon Event		A	S	
4 pm	4	Journey Stones Sponsored		A	B
	4	A World of Your Own PLAYTEST Demo		B	B
	4	Quest for Middle Earth Event		A	B
	1	Eminent Domain Gaming 101 Event		B	B
	3	Yspahan Small		E	B
	3	Acquire David Woolcott Memorial Tournament		E	B
	4	CHAOSMOS DEMO Demo		B	B
	1	Puerto Rico Gaming 101 Event		B	B
	2	Looney Lounge #4 Demo *		A	B
	3	Exodus The Trading Card Game Demo & Workshop *	La Jolla	B	C
	0.1	Dwarves vs. Orcs Dwarves vs. Orcs *		A	G
	2	This is WAR! This is WAR! Demo *		A	M
	8	Artemis - Spaceship Bridge Simulator	Santa Monica B	A	S
	1	Xbox 360 Halo Reach FFA #2	Marina	A	V
	5	Frederick Tournament		A	W
5 pm	2	NY1901 #2 Event		A	B
	2	Eminent Domain #3 Event		A	B
	2	Yahtzee Free For All #3 Small		E	B
	2	DiXit #3 Small		E	B
	1	The Upside #4 Event		A	B
	3	Thurn & Taxis #2 Small		E	B
	4	Puerto Rico Big		E	B
	5	VTES Constructed Tournament - Jann Berger's "P" is for Projectile	La Jolla	A	C
	2	Pirates Pocketmodel: Sink-N-Keep	La Jolla	A	C
	4	Star Wars Minis "The Battle of Hoth"	La Jolla	A	C
	0.1	Dealer Room Raffle Drawing!		A	G
	0	Duel 2 Duel 2 *		A	G
	3	Laughing Moon Special Guest Event: Sands of Hollowshire *	International	A	R
	2	Zero to Heroes *		A	S
6 pm	2	Revolution #5 Sponsored		A	B
	1	The Shadow Over Westminster DEMO Demo		B	B
	3	Zombicide Tournament		E	B
	2	World Conquerors #2 Event		A	B
	6	18xx Qualifier #5 Small		E	B
	3	Railways of the World: Europe Event		A	B
	1	Gem Rush (Rush Mode) Event		B	B
	3	Quarriors #2	La Jolla	A	C
	0.1	Dwarves vs. Orcs Dwarves vs. Orcs *		A	G
	6	Battletech & Mechwarrior RPG Samba Saints - on the run part 2		A	M
	2	This is WAR! This is WAR! Demo *		A	M
	6	Warhammer Fantasy Warhammer Fantasy Rumble		A	M
	1	Call of Duty 4 XBox COD4 Free for All	Marina	A	V
	6	C&C Napoleonic Campaign #4 Tournament	Los Angeles B	A	W
6:30 pm	0	Dealer Room Closes Dealer Room Closes		A	G

Sunday

Sun, Feb 16

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
7 pm	1	Alien Labyrinth #2 Event		A	B
	1	Last Chance Event		A	B
	4	Seasons Tournament		E	B
	4	Ticket to Ride National Championship Finals Sponsored		E	B
	3	Ticket to Ride: Team Asia #2 Small		E	B
	1	Monster Derby #2 Event		A	B
	4	Magic: the Gathering Mini-Master Tournament	La Jolla	A	C
	0.1	Duel 2 Duel 2 *		A	G
	4	13th Age The Folding of Screamaunt Castle		A	R
	4	D&D 4E - LFR CORE6-1 Behind Obould's Lines (levels 1-10)		A	R
	4	D&D 4E - LFR MYTH6-3 The World Will End in Fire (levels 11-20)		A	R
	4	Legends of the Five Rings: Heroes of Rokugan SoB43 Deadly Ground (lev. 1-3)		A	R
	2	Feedback Forum		A	S
	8 pm	3	Battles of Westeros Event		A
2		Darkest Night #2 Event		A	B
1		King of Tokyo #2 Sponsored		A	B
2		The Shaft DEMO Demo		B	B
4		CHAOSMOS DEMO Demo		B	B
1		Hunting Party #2 Event		A	B
1		Shadow Hunters #4 Small		E	B
3		Magic: The Gathering - Live Draft	La Jolla	A	C
0.1		Dwarves vs. Orcs Dwarves vs. Orcs *		A	G
4		Changeling Changeling LARP	San Lorenzo B	A	L
4		Senate of Rome Senate of Rome *	San Lorenzo A	A	L
4		Monster Island Action RPG Godzilla Monster Island		A	M
4		Apocalypse World Midnight in the Garden of Good & Evil (Old West hack)	Plaza B	A	R
4		Buffy the Vampire Slayer RPG S.H.I.E.L.D. - The Sandbox	Plaza D	A	R
4		Burning Empires The Hulling of Irkalla	Plaza B	A	R
4		GURPS Aspire- The Fist of GOD	Plaza D	A	R
4		GURPS GURPS tournament Finals	Plaza D	A	R
5		Pathfinder 2-09: The Heresy of Man Part III: Beneath Forgotten Sands	Los Angeles A	A	R
5		Pathfinder 2-26: The Mantis's Prey	Los Angeles A	A	R
5		Pathfinder 5-08: The Confirmation	Los Angeles A	A	R
2	Short Order Heroes Short Order Heroes Space	Open Gaming	A	R	
4	The Silver Seas Dadeni Rises	Plaza B	A	R	
4	Wield Special Guest Event: I Was Always More Evil Than Thou *	Plaza D	A	R	
2	The Game Show Machine #3		A	S	
9 pm	2	Love Letter #2 Small		E	B
	2	Rattus Cartus Event		B	B
	4	Tichu Finals Big		E	B
	3	Werewolf #7 Event		A	B
	3	Power Grid World Tour: China Sponsored		E	B
	3	Lords of Waterdeep Big		E	B
	1	Manhattan Project Gaming 101 Event		B	B
	2	Improv w/ Split Decision		A	S
	1	Xbox 360 Soul Calibur II HD	Marina	A	V
10 pm	3	Letters From Whitechapel #2 Event		B	B
	2	Palaces #2 Event		A	B
	1	Ca\$h 'n Gun\$ Live #3 Event		A	B
	1	Coup #2 Event		A	B
	2	Manhattan Project Event		A	B
	1	Xbox 360 Marvel vs. Capcom 2	Marina	A	V
11 pm	1	Two Rooms and a Boom #3 Event		A	B
	2	Wheel After Dark	Carmel	A	S

* = Play with the creator

Experience: A = Any, B = Beginner, E = Experienced

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

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

Mon, Feb 17

Start Time	Duration (hours)	System Title or Type	Room	Exp.	Dept.
Midnight	1	Two Rooms and a Boom Advanced #2 Event		A	B
	3	Werewolf #8 Event		A	B
	4	Werewolf Advanced #2 Event		E	B
	2	Artemis - Spaceship Bridge Simulator	Santa Monica B	A	S
3 am	3	Werewolf #9 Event		A	B
8 am	5	Pathfinder 5-04: The Stolen Heir	Los Angeles A	A	R
	5	Pathfinder 5-07: Port Godless	Los Angeles A	A	R
9 am	2	7 Wonders MEGA Special		E	B
	6	18xx Small		E	B
	4	D&D 4E - LFR MYTH6-2 Ambassador, General, Herald, Spy (levels 11-20)		A	R
	9	D&D 4E - LFR WATE3-3 Dark Ranger (levels 11-20)		A	R
	4	GURPS Spec Ops: Operation Needle	Plaza D	A	R
	4	GURPS Aspire	Plaza D	A	R
	3	Laughing Moon Special Guest Event: Witching Hour *	International	A	R
	4	Legends of the Five Rings: Heroes of Rokugan SoB18 Winter Court: Kyuden Gotei part 1 (levels 1-3)		A	R
	4	Vesna Thaw Is Giant Robot, Da?	Plaza B	A	R
9:30 am	5	Dealer Room Opens Dealer Room Opens		A	G
10 am	4	St Petersburg Small		E	B
	2	Roll through the Ages Event		A	B
	3	Attika Small		E	B
	4	Exodus The Trading Card Game Demo *	La Jolla	B	C
	4	Napoleonic Wars (2nd Edition) Event	Los Angeles B	E	W
11 am	2	Uno #4 Small		E	B
	3	Power Grid World Tour Italy Sponsored		E	B
	1	Scrabble Event		A	B
	2	Auction Auction	Carmel	A	G
Noon	4	Vegas Showdown Event		A	B
	2	Alien Labyrinth #3 Sponsored		A	B
	0.1	Dealer Room Raffle Drawing!		A	G
1 pm	1	Nuclear War Small		E	B
	0.5	Little Italy Event		B	B
2 pm	2.5	Titanic: The Board Game Event		A	B
	2	Undermining Event		A	B
	4	D&D 4E - LFR MYTH6-3 The World Will End in Fire (levels 11-20)		A	R
	4	GURPS Aspire- Purgatory	Plaza D	A	R
	4	Legends of the Five Rings: Heroes of Rokugan SoB18 Winter Court: Kyuden Gotei part 2 (levels 1-3)		A	R
	5	Pathfinder 5-06: You Have What You Hold	Los Angeles A	A	R
	5	Pathfinder 5-11: Library of the Lion	Los Angeles A	A	R
2:30 pm	0	Dealer Room Closes Dealer Room Closes		A	G
3 pm	2	Category 5 Sponsored		A	B

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

Seminars and Special Events

Special Events and Seminars

Carmel, Newport C, Santa Monica C

(@) Midnight – Sun Midnight

The hilarious improv game show from Comedy Central comes to OrcCon's Late Night line-up. Three contestants will take their best shot at being internet trolls by guessing what's happening in the world of the Inter-Webs, and creating new #HashTags to be posted throughout the Twitterverse, among may other challenges. Carmel

Annual Awards – Sat 7 pm

Come celebrate victories at our first annual awards ceremony! Celebrate the victors and share in their spoils as we commemorate the occasion with embarrassment and public praise! Refreshments and Snacks to be served. Carmel

Artemis - Spaceship Bridge Simulator – Fri Noon, Sat 4 pm, Sun 10 am, 4 pm, Mon Midnight

The spaceship bridge simulator, Artemis, returns to Orccon. Man your stations (Helm, Weapons, Science, Engineering, and Comms) or Captain the Artemis to victory in one of the 30 min sessions. Bring your Windows based laptop, Android tablet, or iPad! We have space for a BYOH second bridge! Software not inc. Kid's day (12 & under) is Sun. 10:00am to Noon, with an adult Captain for each session.

Cards Against (blank) – Fri 11 pm

The Game Show Guys take your favorite "party game for horrible people" and make a game show out of it! Come join our contestants in this "Match Game" style show, where the most horrible person wins all the (fake) cash! Newport C

Countdown – Sat Noon

The classic British game of Letters and Numbers. We give you 9 letters and 30 seconds. Come up with the longest word you can, but make sure it's legal! Longest word scores points. Then, we'll give you 6 numbers, a target, and 30 seconds. Come as close to the target as you can, using those 6 numbers and the four basic math operations. Sounds easy? Try it. Newport C

Design Made Simple – Sat 2 pm

A Seminar on Game Design, followed by and Q&A from Game Designer Frank Zazanis of General Nonsense Games. Carmel

Dungeon Master – Sat 9 pm

Embark on the Ultimate Improv Adventure! Audience volunteers go on an epic journey in this hilarious stage show! Carmel

Feedback Forum – Sun 7 pm

How are we doing? How do you like the new hotel? Do you have any comments, questions or observations? Free pizza will be served. Carmel

From Concept To Kickstarter – Sat 3 pm

Origins-Award Winner John Wick takes you through the steps of designing a roleplaying game from concept to Kickstarter he doesn't lecture you about game theory. Let's look at your game and make it work! Let's get that game out of your head and onto the table! Bring your best game idea and get everything you need to know to put it up for patronage! Carmel

Happy Jacks RPG Podcast Live – Sat 8 pm

A live recording of Happy Jacks RPG Podcast. We'll discuss the days games and lessons learned. Located in room: Santa Monica C

Improv w/ Split Decision – Sun 9 pm

Split Decision combines standard improv games with their own unique games, such as Mexican Melodrama, Rubik's Revenge, and Clue. In addition, they put their own spins on other standard games (like Hecklers). They perform every Friday night at 10:30 PM at LA Connection in Sherman Oaks, and have even appeared at the Wizard World Comic Convention. Carmel

Kid Friendly Movies – Sat, Sun 10 am

We invite parents and non-parents alike to watch Kid Friendly Movies with us. *Please note, this is not a babysitting service, the sole responsibility of the moderator is to make sure the equipment is running. Strategicon is NOT responsible for your children. Carmel

Laughing Moon Event – Sun 3 pm

The creator of the Laughing Moon Chronicles discusses game design, and building the bridge between fantasy fiction, graphic novels, and a tabletop RPG. The Laughing Moon crew will also be on hand to discuss what sets this game apart from others as well as provide a brief body paint/character design demonstration. Carmel

Luck Of The Draw – Sun Noon

From the creative minds at Ineligible Productions comes the exciting new card show, "Luck of the Draw". Two contestants will be shown a list of items and asked to put that list in order, while playing cards in order from low to high. Newport C

Meet & Greet – Fri 7 pm

Come Meet our Guests of Honor Andy & Kristin Looney, as well as our special guests Todd Van Hooser, and John Wick.

Meet The Cast Of Saving Throw – Sat 8 pm

Here is your chance to meet the cast and creators of the web series "Saving Throw". Ever want to learn a new game system but don't have time/money to read the books? Are you just to shy to ask someone? Saving Throw can help. Saving Throw is a web series that teaches you how to jump into new game systems so you don't feel like a new player. You'll be able to meet the cast and ask questions. Carmel

Midnight Movie – Sat Midnight

A selection of non-mainstream, low-budget genre films shown as late-night programming. Some cult favorites may be exhibited as well! Carmel

Muffins! By Looney Labs. – Sat 5 pm

Remember those old text adventure games from the 80s? Muffins is a game experience based on those, but for a large group of people. Andy plays the part of the computer, while the crowd collectively becomes the player, each taking turns giving a simple command to the "computer". Explore the secret underground headquarters of the McFeazles Muffin Company! Carmel

Only Connect – Sat 3 pm

What do four things have in common? That's your job to figure out! Teams of three (with their own connection) determine what the connection is between four seemingly unrelated items. Newport C

Seminars and Special Events

Orcish & Elvish Poetry Reading — Sun 2 pm

Grambuldy grok and goo. Orcish Poetry is all that and more, it's some of the grossest and most horrible poetry on the market, yet still, with that soft touch. It's something to chew on, read some, then read some more. . . .because poetry isn't just for elves. For those who want something other than the barbaric darkness of the Orc, I will be presenting samples of my yet unpublished Elvish Poetry. Carmel

Saving Throw Presents: System Neutral Character Creation — Sun Noon

Having trouble making a new character? Need design ideas? Saving Throw will be there for you. They'll walk you through some character creation ideas that are system neutral as well as answer any questions you may have. Carmel

Star Wars: Edge of the Empire Character Creation Panel — Sat Noon

DO NOT BE LATE! We'll be taking you through the basics of character creation in the Star Wars: Edge of the Empire system. By the time this 1.5hr panel ends you will have a fully playable, fully customized character for your Edge of the Empire game. Those that complete the character creation process with us may get the chance to try out their characters in the epic battle "Star Wars: Rebel rising" Carmel

The Chase — Sat 7 pm

The biggest, baddest quiz challenge from Britain (and now the US) hits OrcCon for the very first time. Can our team of four strangers answer enough questions to evade our Chaser and win all the money? Can they escape the clutches of The Werewolf? Or the double-talk of The Punslinger? What about the towering gaze of The Titan? Or the stampede of The Dark Horse? The Chase is on... Newport C

General Events

Pacific Ballroom, La Jolla B, Carmel

Auction — Mon 11 am

Our triannual game selling marathon. Carmel

Dealer Room Closes — Fri 9 pm Sat, Sun 6:30 pm, Mon 2:30 pm
The Orccon 2014 Dealer Room is now closed.

Dealer Room Opens — Fri 5 pm, Sat, Sun, Mon 9:30 am
The Orccon 2014 Dealer Room is now open for business!

Duel 2 — Fri 7 pm, 9pm, 11 pm, Sat 9 am, 11 am, 1 pm, 3 pm, 5 pm, 7 pm, 9 pm, 11 pm, Sun 9 am, 11 am, 1 pm, 3 pm, 5 pm, 7 pm

Ever wish for the days of Rome? Try this fun, turn-based gladiatorial combat game. Create your warriors, outfit them, then fight them in the arena! Turns every two hours on the odd hours you can join anytime in La Jolla B.

Dwarves vs. Orcs — Fri 8 pm, 10 pm, Sat 10 am, Noon, 2 pm, 4 pm, 6 pm, 8 pm, 10 pm, Sun 10 am, Noon, 2 pm, 4 pm, 6 pm, 8 pm

War has come to the Savage North of the Forgotten Realms! Rule a clan of Dwarves or tribe of Orcs in this strategic turn-based game. Build, conquer, and destroy the enemy! Turns are every two hours on even hours you can join anytime. La Jolla B

Open Gaming

Plaza Ballroom A

We now have one space for all open gaming. Come downstairs and check it out.

The Game Show Machine — Fri 7 pm, 9 pm, Sun 8 pm

The Game Show Guys are back! Two teams of five compete in this 75-minute match, consisting of nearly 60 game shows, past and present, from all over the world. Can you climb The \$25,000 Pyramid, then win the car in Classic Concentration? How about best your opponent at Jeopardy!, then solve a Wheel of Fortune bonus puzzle? Newport C

Valentine's Day Social — Fri 8 pm

Come enjoy fandom-themed music, refreshments, and some light valentine's day themed games.

What's The Score? — Sun 3 pm

From the creative minds at Ineligible Productions comes the exciting new trivia show, "What's The Score?". Three contestants will be answering questions from a variety of categories, with a variety of score values...all while not knowing what their own score is! Newport C

Wheel After Dark — Sun 11 pm

When the moon is full, and the kids are abed, it's time to get wild, and dirty your head. Spin the Wheel, Buy a Vowel, and Solve some of the most suggestive puzzles around when you play "Wheel After Dark"! NO ONE UNDER 17 YEARS OF AGE WILL BE ADMITTED!! Carmel

Zero to Heroes — Sun 5 pm

What's the idea you always wanted to write? Novelist Ken Hughes leads the group through refining their fledgeling ideas or full story concepts into the complete structure a story needs. Ken Hughes is a Global Ebook Award-nominated novelist. He's also a lifelong gamer, who credits playing different RPGs (and long hours arguing over them) with his love of unique magic systems and fast-paced suspense. Carmel

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

Sell the unwanted stuff that's in your game closet at our bazaar of the bizarre. You never know what you'll find here!

GRID GAME Begins! — Fri 5 pm

Come to the Dealer Room and participate in the Grid Game! \$300 in DEALER TOKENS will be given away as prizes at the Grid Game Drawing on Sunday at 3pm. Get as many stamps as you can to improve your chances for winning multiple times! If you have any questions go to the Dealer Room HQ Booth anytime during the show.

GRID GAME Drawing! — Sun 3 pm

The Drawing of 12 tickets for the GRID GAME winners will be held at the DEALER ROOM HQ Booth. You do NOT need to be present to win, but there will be more people watching as you collect your prize and gloat! All winning tickets must be claimed by Monday at 2:30pm.

Raffle Drawing! — Fri 6 pm, 8 pm, Sat, Sun 11 am, 2 pm, 5 pm, Mon Noon

3 Tickets will be drawn for \$15 (\$25 Monday) in Dealer tokens! Come and claim your winning tickets at the Strategicon Booth in the Dealers Room!

Board Games

Board Games

International Ballroom, Plaza Ballroom A

18xx – Sun 6 pm, Mon 9 am

Any 18xx game can be played. Results across the six 18xx events will be tallied to determine the overall winner.

18xx Qualifier – Sat 10 am, Sun 11 am

Any 18xx game taking 6 hours or less can be played.

18xx Qualifier – Fri 6 pm, Sat 5 pm

Any 18xx game taking 4 hours or less can be played.

20th Century – Sun 3 pm

You are 1 of 5 who own your own city. Build up factories, bring in resources, provide city services you could be the star mayor. Six rounds to get the most victory points to be top city owner!

61 Minutes to Doomsday PLAYTEST – Fri Noon, 5 pm, Sat 11 am, Sun 9 am

Professor Thaddeus Justice and the ELD are preparing to release a doomsday device on the world. The world leaders, believing the threat to be real, have directed their top agents to work together to stop this threat. As one of those agents you will have to work with 2 to 5 other agents, completing challenges to get past the defenses and stop Professor Justice in just 61 real minutes.

7 Blunders – Sat 9 am

Are you bad at 7 Wonders? Then this might be your game! 7 Blunders is like 7 Wonders, only you are purposely trying to get the lowest score. It's harder to do than you think.

7 Wonders MEGA – Mon 9 am

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

A Game of Thrones 2nd Ed Gaming 101 – Fri Noon

A Game of Thrones 2nd Ed – Fri 1 pm

Three to six players take on the roles of the great Houses of the Seven Kingdoms of Westeros, as they vie for control of the Iron Throne through the use of diplomacy and warfare. A Game of Thrones is an epic board game in which it will take more than military might to win.

A Study in Emerald Gaming 101 – Sun 11 am

A Study in Emerald – Sun Noon

In this mash-up of Sherlock Holmes and H.P. Lovecraft, the world is ruled by the Old Ones. A secret war is being fought to free mankind from their servitude. Deck-building and area control form the core of the game. The end game scoring is unique. Each player's secret identity determines the side they are on and how they score. While there is a "team" victory, only the player with the most points wins.

A World of Your Own PLAYTEST – Sun 11 am, 4 pm

The universe has ended and you stand at the dawn of a new one. A virgin world lies before you still formless begging you to remake it in your own image. But there are others with a different vision. Creation is a game to let your creative side out as you collaborate and compete with others to make your vision for the world come true. Play with the designer and offer feedback.

Acquire Gaming 101 – Sun 3 pm

Acquire David Woolcott Memorial – Sun 4 pm

Place tiles to build hotel chains. Buy stock in those hotel chains before they merge with other hotel chains to make money. He/she with the most money at the end of the game Wins!

Age of Empires III – Fri 7 pm

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

Agricola Finals – Sun 3 pm

Winners and other qualifiers from Saturday. If 5 or fewer winners show up only final will be played.

Agricola Gaming 101 – Sat 3 pm

Agricola Qualifier – Sat 4 pm

Real-time simulation of medieval farming. More or less. Cards will be drafted using any and all decks you can find players willing to play.

Airships – Fri 3 pm, Sat 6 pm

From the designer of Puerto Rico and Thurn & Taxis comes this 2007 release-a dice game. Normally dice games equalize (or negate) players experience & strategies. Not so in Airships. Here, custom dice provide a unique set of probabilities for folks used to D6s. Theme is important too, for only a fully operational company can build a fleet of dirigibles or get the mighty Hindenburg off the ground!

Alhambra Gaming 101 – Sun 1 pm

Alhambra – Fri, Sun 2 pm

A sprawling fortress in Andalusia, Spain, converted into a series of palaces for the Emirs in the 1300s. The Christian rulers of the 1500s added to its fortifications & gardens. Players supervise the inclusion of Pavilions, Gardens, Towers, & more, ensuring they have the right currencies to pay the various foreign craftsmen. This is a game of diversity, majorities, thrift, & timing.

Alien Frontiers Gaming 101 – Sat 10 am

Alien Frontiers – Sat 11 am

If you have skills to manage your resources, build a fleet, research alien life and settle colonies, An Alien world can be yours. Roll and place your dice to gain advantages over your opponent and block them out of useful areas. Use Alien Tech cards & territory bonuses to break the rules. Do what it takes to get your colonies down first! It won't be easy because the others will be doing the same

Alien Labyrinth – Sun 11 am, 7 pm, Mon Noon

Compete with other alien abductees to be the one who escapes the constantly-changing ship! Collect mysterious alien artifacts and either use them against each other or sell them to buy your way home on the escape pod (if you can find it!) Quick to learn and quick to play with a balance of luck and strategy where every game is different.

Aloha 2nd Ed PLAYTEST – Sat 5 pm

Enhancements to modify the 2013 released Aloha - the Spirit of Hawaii. Increase the number of players to 5 - Add the Island of Lanai - change Battles for control of the King from dice rolls to a Warrior cards system and introduce the appearance of Hawaiian Railways by replacing duplicate Event cards in Chapters II & III with new island Railway Event cards.

Board Games

Anaconda PLAYTEST – Sat 1 pm

A fast moving, easy to play two player card game abstractly representing the Operations of the United States and Confederate States Navies from 1862 to 1865, under development by the designer of Divided Republic. Come and join us for a public beta test of the rules and a first look at the system.

Andy vs. Everyone – Sun 1 pm

Andy Looney loves playing multiple games simultaneously. He's been known to play against dozens of people at once, in more than 10 separate games! It's great fun watching him run from one table to the next, taking his turns as fast as he can! How many people can Andy take on at once at your con? Challenge him to Fluxx (any version), one of Andy's favorite pyramid games (ask to see a menu) or some other Looney Labs game (like Chrononauts, Aquarius, or Seven Dragons). Prototypes from Andy's Playtest Workshop

Apples to Apples – Fri, Sat 10 pm

Fast, fun game where you hope the judge likes your choice of best answer to selected adjective.

Arkham Horror – Fri, Sat 1 pm

A co-op game where your group tries to stop the Ancient One from awakening to destroy the world. Friday will be aimed at beginners and Saturday every expansion will be used.

Attika – Mon 10 am

There are two paths to victory in this game. Either be the first to connect two temples or to build out all the components of your city state.

Battles of Westeros – Sun 8 pm

Two to 4 players recreate the military conflicts set in George R.R. Martin's a Song of Ice and Fire series, taking part in battles directly from the books. In this epic board game of battlefield tactics, players control House Stark, House Lannister, or House Baratheon.

Battle Cry – Sun 9 am

A low complexity game of a variety of civil war battles. Players manage a hand of cards that provide different orders to your troops in the right flank, left flank and center position of the battlefield.

Battlestar Galactica Gaming 101 – Fri 5 pm

Battlestar Galactica – Fri 7 pm

Work as a team to manage crises, preserve precious resources, and fight off the evil Cylons while seeking Earth. Beware, though, that one or two of your "trustworthy teammates" is not what they seem!

Battlestar Galactica Expansions – Sat 6 pm

The Pegasus expansion and the Cylon Fleet Option from the Exodus expansion will be used. Each table will decide if they are using the Daybreak Expansion. This game is for experienced players who need to be familiar with the basic game at a minimum. Battlestar Galactica: The Board Game is an exciting game of mistrust, intrigue, and the struggle for survival.

Battlestations – Sat, Sun 3 pm

Crew a starship through perilous space adventure in this cooperative boardgame/rpg hybrid. Are you a Hero?

Be There Witches? PLAYTEST – Sat 9 am

In the 1692nd year of our lord, our small village of Wenham has become disturbed with reports and rumors of witchcraft posing a great danger to nearby Salem. Is it not true that farmer Hatchet's cow just gave birth to a stillborn calf, and Goody Alden also just gave birth to a stillborn male baby? I cannot stop my mouth but wonder be there witches here in our small village of Wenham?

Blazing Spuds DEMO – Fri 1 pm

A fast fun ice-breaker game that's easy to learn and quick to play, by local designer Mark Major! Roll your dice, then match them up to your action cards and pass them out to your opponents. Can you be the first to get rid of all your dice? 2-4 players. Beginners welcome!

Blood Bound – Fri 2 pm, Sun 1 pm

A deduction game of bluffing players assume the roles of members of two clans– the brutal, animalistic warriors of the Clan Beast & the graceful, deadly members of the Clan Rose, and the human inquisition. Disguised by a secret identity, they try to kidnap the Elder of the opposing clan or give their lives for the benefit of their own Elder. Who fights for whom? And who is the Elder?

Blue Moon City – Sat 9 am

The object of the game is to use cards featuring the races of Blue Moon to help rebuild the city and, at the end, put the large Crystal of the Obelisk in the middle of the city back together. The player who first manages to add the required number of markers by paying crystals to the Obelisk wins the game.

Boss Monster – Sat 10 pm

Inspired by a love of classic video games, Boss Monster is a "dungeon-building" card game that pits 2-4 players in a competition to build the ultimate side-scrolling dungeon. Players compete to lure and destroy hapless adventurers, racing to outbid one another to see who can build the most enticing, treasure-filled dungeon.

Breaking News PLAYTEST – Sat 2 pm

Take a News media empire founded by a Media Mogul - build that empire thru generations to a greater empire. It features Media Resource Assets development and Asset Assignments through worker placement. The game is divided into four Generations - Print, Newsreel, Television and Digital Media - with 3 turns each. Win with the most final points.

C. C. Higgins Rail Pass – Fri 4 pm

A railroad board game that lets you relive the excitement of a railroad executive in the heyday of rail travel. Collect sets of rail passes as you travel the rails of historically and geographically authentic North American railroad companies of 1920.

Ca\$h 'n Gun\$ Live – Fri, Sat, Sun 10 pm

You are a gangster trying to get the biggest share of the loot. All the players try to protect their partners and show what they really think about their enemies.

California Gold – Sat Noon

A historic simulation of orange grove production where you represent a co-op. Play hinges around collecting cards that represent orange ranches. Packing houses, and nurseries, create local support structures, while railroad contracts and advertising increase profits. Working conditions, weather and politics compound the challenges.

Carcassonne – Sat 4 pm

A tile-placement game in which the players draw and place a tile with a piece of southern French landscape on it. The tile might feature a city, a road, a cloister, grassland or some combination thereof, and it must be placed adjacent to tiles that have already been played.

Cargo Noir – Fri 9 pm

Gangsters & Cartels meet Film Noir in this colorful game of bidding & set collection by Days of Wonder. Send out your ships, stack your chips, and beat your opponents to the best cargo. Then offload it for infrastructure-based smuggling advantages or victory points-Villas, Dive Bars, even your own Militia!

Board Games

Cartagena – Sun 9 am

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

Castle Panic – Sat 6 pm

Trolls, goblins and boulders! Surrounding your castle are the evil hordes closing in for the kill. Work together to kill the enemy off before they kill you!

Category 5 – Mon 3 pm

To play the game, you shuffle the 104 number cards, lay out four cards face-up to start the four rows, then deal ten cards to each player. Each turn, players simultaneously choose and reveal a card from their hand, then add the cards to the rows

CHAOSMOS DEMO – Fri, Sat, Sun Noon 4 pm, 8 pm

A hand-management strategy game of spying, hoarding, deceiving, stashing and sneaking, as the last seconds of the universe tick away. By carefully balancing your hand of cards, spending your turn actions wisely, and cleverly using your alien powers, you'll maintain a grasp on the state of the game while plunging everyone else into chaos. Successfully funded on Kickstarter and coming 2014!

Cinque Terre Gaming 101 – Fri 7 pm

Cinque Terre – Fri 8 pm

A race to deliver crates (cubes) of assorted produce to the five villages that make up the Italian region known as Cinque Terre.

Civilization: The New World – Sat 10 am

A standalone variant for Civilization. Its rules are based on Advanced Civilization. Included are new advancements which give the players new options for advancement, as well as a slightly restructured commodity trading round, which has some new resources and calamities. The Winner will get their own copy of the game.

Cock & Bull: The American Pub Game. – Sat 11 am

A battle over territory and a race to the finish happen simultaneously in this fast paced two-player dice game. Handcrafted in old-world tradition with a deliberate balance between strategy and uncertainty, the focus is on fun above all else. No two games are the same, and you never know who will win until the last second! Demos in the dealer room available anytime when open on Fri, Sat and Sun.

Coup – Fri, Sun 10 pm

You want to be the last player with influence in the game. Each player starts the game with two coins and two influence - i.e., two face-down character cards. The last player to still have influence - that is, a face-down character - wins the game!

Darkest Night – Sat 2 pm, Sun 8 pm

A fully-cooperative board game set in a kingdom broken under a necromancer's shadow. Each player takes on the role of one of the kingdom's last heroes, each with a unique set of special abilities, just as they hatch a plan to save the realm. Battle undead, scrounge for supplies, dodge the necromancer, and unearth the holy relics you need to destroy him once and for all.

Descent Journeys in the Dark 1st Ed – Sun 9 am

Players will choose a hero drawn at random and work together using their skills and abilities to complete their quest, gather items, and defeat the plans of the evil overlord. The time estimate may be a bit over, but players should be aware that the game could go 6 hours

Descent Journeys in the Dark 2nd Ed – Sat 9 am

Players will take the role of a hero - fighter, magic user, ranged attacker, healer, etc. They must work together to defeat the plot of the evil overlord. If you have a copy of the game, please bring it, as we usually end up turning people away.

Dice And Daggers Gaming 101 – Fri 9 pm, Sat 2 pm

Dice And Daggers – Sun 1 pm

Tournament for a Copy of Dice And Daggers with Alternate Black And White Art

Divided Republic – Sun 10 am

In the election of 1860 players represent the four major parties (Constitutional Unionists, Northern Democrats, Republicans, and Southern Democrats) and attempt to win the presidency by defeating their opponents with dirty tricks, platform speeches, and the manipulation of key historical events.

DiXit – Fri 7 pm, Sat 1 pm, Sun 5 pm

One player takes on the role of Storyteller, choosing one card from his hand, then saying word, singing a ditty or otherwise doing something that in his opinion is associated with the played card. Each other player then chooses one card in her own hand and gives it to the Storyteller in secret. These cards are shuffled and revealed, then players vote on which card was played by the Storyteller.

Dog – Sun 2 pm

Dog is a partnership Parcheesi variant in which players use cards to move around the board. Partners trade one card before each turn and there are five special cards to add to the strategy. Since this is no longer a new event, we will allow preset partnerships before assigning games.

Dominant Species – Fri 6 pm

Dominant Species is a game that abstractly recreates a tiny portion of ancient history: the ponderous encroachment of an ice age and what that entails for the living creatures trying to adapt to the slowly-changing earth.

Dominion Gaming 101 – Sat Noon

Dominion – Sat 1 pm

Base game, kingdom cards chosen at random just before start, all tables playing the same set

Donkey: It's a Kick! – Sat 8 pm

Sharpen up your spurs and your quick reflexes for this challenge to see who will be the last man standing in the Donkey Tournament of Champions.

Dream Factory – Sun 1 pm

Also known as Hollywood Blockbuster, this is Reiner Knizia's classic auction game about producing movies. Players are studio heads who bid for directors, actors, camera, effects, music, guest stars and agents to complete movie scripts. There are bonus points for first films completed, the best films, best directors, and even worst film (it becomes a cult classic).

Eclipse Gaming 101 – Sat 1 pm

Eclipse – Sat 2 pm

The galaxy has been a peaceful place for many years. Nevertheless, tension and discord are growing. A game of Eclipse places you in control of a vast interstellar civilization, competing for success with its rivals. You will explore new star systems, research technologies and build spaceships to wage war with. There are many potential paths to victory, so plan your strategy carefully.

Board Games

Eminent Domain Gaming 101 – Fri 8 pm, Sat 9 am, Sun 4 pm

Eminent Domain – Fri 9 pm, Sat 10 am, Sun 5 pm

Survey the galaxy to expand your civilization – will you colonize nearby planets, or take them over by force? Harvest resources for trade, and do research to improve your technology. Build the best civilization and win the game!

Empire Builder Potluck – Sat 6 pm

Celebrate one of our most vital and enduring passions: railroads. Use your initial investment to build track. Pick up commodities where they are grown, mined, or manufactured and deliver them to a lucrative place of demand. Complete a delivery and make the money you need to buy larger, faster trains, and expand your railroad empire. Win the game by building the most effective railroad empire!

Euphrat & Tigris – Fri 9 pm

This is prolific game designer Reiner Knizia's highest rated title. Players collect victory points in four different colors by playing tiles of the same color. Players must defend their kingdoms against possible conflicts from their opponents or possibly choose to ignite conflict on their own.

Family Business – Sat 1 pm, Sun 11 am

Each player starts with a gang of nine characters. To try to get rid of other gangsters, contracts are played on them. If these contracts are not blocked by anyone, the targeted gangster is placed on the hit list. As soon as six gangsters are on the hit list a mob war is started. This means that, at the start of every turn, the first character on this list is eliminated.

Firewall – Sat 4 pm

Hack the Gibson to prove how 1337 you are! Roll dice! Block out other hackers. Hack your way past their firewalls. The most elite wins! A new supercomputer promises more security. You're sure you can hack it, but you aren't the only one with that idea. Firewall is a 2-8 player game where the ports you control are more important than your roll. Can you outwit out-code and out-hack your opponents?

Fluxx – Sat 9 pm

Fluxx, Family Fluxx, Monty Python Fluxx, Monster Fluxx? Those four varieties will be provided by the GM, but players are welcome to bring their own. Whatever version players decide, we will play! Can we get through them all? All we know is the rules will most certainly be constantly changing!

For the Crown – Sat 8 pm, Sun Noon

Gather resources, train an army, and capture the enemy Sovereign. For the Crown combines the tactical maneuvering of Chess with deck-building mechanics to form a deep, brain-burning strategy game.

Forbidden Island – Fri 1 pm, Sun 2 pm

Dare to discover Forbidden Island! A team of fearless adventurers on a do-or-die mission to capture four sacred treasures from the ruins of this perilous paradise. Your team will have to work together and make some pulse-pounding maneuvers, as the island will sink beneath your every step!! Race to collect the treasures and make a triumphant escape before you are swallowed into the watery abyss!!

Gaming 101

A Game of Thrones 2nd Ed – Fri Noon

A Study in Emerald – Sun 11 am

Acquire – Sun 3 pm

Agricola – Sat 3 pm

Alhambra – Sun 1 pm

Alien Frontiers – Sat 10 am

Battlestar Galactica – Fri 5 pm

Cinque Terre – Fri 7 pm

Dice And Daggers – Fri 9 pm, Sat 2 pm

Dominion – Sat Noon

Eclipse – Sat 1 pm

In the Year of the Dragon – Sun 10 am

Journey Stones – Fri 1 pm, Sat 9 am

King's Ransom – Fri 6 pm, Sat 10 am

Kingdom of Solomon – Sat 2 pm

Kingsburg – Sat 6 pm

Manhattan Project – Sun 9 pm

Nexus Ops – Sat 9 pm

Power Grid – Sat 9 pm

Puerto Rico – Sun 4 pm

Race for the Galaxy – Fri 4 pm

Rasputin – Sat 2 pm

Rattus – Fri 5 pm

Settlers of Catan – Fri 8 pm

Shogun/Wallenstein – Sat 7 pm

Small World – Sun Noon

Spyrium – Fri 7 pm

Stone Age – Sat 4 pm

Suburbia – Sat 9 pm

Talisman – Sun Noon

Terra Mystica – Fri 9 pm

The Castles of Burgundy – Sun 2 pm

Titan – Sat 10 am

Tobago – Sat 3 pm

Troyes 101 – Fri 7 pm

Tzolk'in: The Mayan Calendar – Fri 7 pm

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

Gangster Dice DEMO – Fri 3 pm A new take on dice games. You and your opponents are 1920s-era gangsters and you've just pulled off a huge job, but everything has gone wrong. The coppers are onto ya and you gotta give em the slip, see? And what's the best way to do that? Blame everyone else! Each player starts the game with a pool of "evidence" dice and must get rid of them all before everyone else.

Gem Rush (Crisis Mode) – Sat 11 am

Gem Rush (Rush Mode) – Sun 6 pm

Grab your digging tools and prepare for Gem Rush, an easy-to-learn, 1-6 player blitz to build a magical gem mine. Use your gem cards to construct new rooms, and use the rooms to replenish your gems. The Saturday game will be played in Crisis Mode (cooperative), and the Sunday game will be played in Rush Mode (racing other players).

Hanabi – Sun Noon

Named for the Japanese word for "fireworks" and consisting of the ideograms "Flower" and "Fire"—is a cooperative game in which players try to create the perfect fireworks show by placing the cards on the table in the right order.

Hawaii – Fri 4 pm

Don't expect to lie around the sun, lazily sipping cocktails and passively watching hula dancers, because the tactical game Hawaii is not a paradise for idlers, but rather for bold, active strategists. Restlessly, they'll move their pieces on the game board, facing constant challenges in terms of making their beautiful villages on this beautiful island as profitable as possible.

Hunting Party – Sat, Sun 8 pm

You are a hunter on safari in darkest africa. Bag trophies, stay alive and accomplish your secret goal.

Board Games

Imperial 2030 – Sat 7 pm

6 Powers seek to control the world. This is not done through force of arms but the control of income. This is a stock game, not a war game.

In the Year of the Dragon Gaming 101 – Sun 10 am

In the Year of the Dragon – Sun 11 am

Players take on the role of Chinese rulers around the year 1000. The game plays out in twelve rounds, with each round representing one month in a year that seems to go from bad to worse. Disease, drought, and attacks from the Mongols may claim lives, but make sure you have enough money to offer a tribute to the Emperor. Careful planning is the key to survival and victory.

Ingenious – Sat 11 am

A classic abstract color-matching game

Journey Stones Gaming 101 – Fri 1 pm, Sat 9 am

Journey Stones – Sun 4 pm

Tournament For The Golden Stones- Prize for First, Second and Third Double Elimination. Played by New Tournament Rules. If a piece is not stacked it may not make a capture but may be captured. Also Capturing is optional in this New Tournament Rules Set.

King of Tokyo – Sat 3 pm, Sun 8 pm

You play mutant monsters, gigantic robots, and strange aliens – all of whom are destroying Tokyo and whacking each other in order to become the one and only King of Tokyo.

King's Ransom Gaming 101 – Fri 6 pm, Sat 10 am

King's Ransom – Sun Noon

The Quest for The Golden Deck has begun. Double Elimination King's Ransom is a two-player strategy card game pitting royal rivals against each other. Using the basic mechanics of Chess, there's an additional layer of strategy due to each card entering play hidden from the opposing player's view.

Kingdom of Solomon Gaming 101 – Sat 2 pm

Kingdom of Solomon – Sat 3 pm

Set in Palestine, the 40-year reign of Solomon formed both the climax and the denouement of Israel's Golden Age. It was known for its ambitious building program (of which the famed Temple was the apex- a wonder of the ancient world.) Players take the roles of governors appointed by the king to help him advance the nation's wealth and esteem. Gather wisely, take decisive action, and build to win!

Kingsburg Gaming 101 – Sat 6 pm

Kingsburg – Sat 7 pm

Influence the King's Advisors with the dice you roll. Get resources and favors from them to construct buildings that give you other benefits. Gain victory points with buildings and winning the Year-end battle, and the person with the most points wins!

Last Chance – Sun 7 pm

If you have been brain-burning & cube-pushing all weekend, Last Chance is the break you are looking for. This is a quick trip for up to 7 players, where you roll dice to win chips. A bit like Yahtzee, yes, but the real fun is when you are side-betting on your opponents: will they succeed or fail?

Letters From Whitechapel – Sat 11 pm, Sun 10 pm

A bluffing and deduction game based on the infamous Jack the Ripper murders that occurred in the seedy Whitechapel district of London in 1888. One player is Jack the Ripper, and his goal is to take five victims without being caught. The other players are police detectives who must cooperate to locate and arrest Jack the Ripper before the end of the game.

Liar's Dice – Fri Noon

Make a bid as to how many dice showing a certain number are under all the cups at the table! Strategicon Standing Rule: Challenge that results in an exact bid will not result in the removal of a player's final die.

Lifeboat – Sat 9 pm

Adrift at sea with a few shady characters. Score points for treasures you bring back as well as your survival and that of your secret love. Score points for your hated enemy not surviving as much. (Yes, this is the card game with the hats).

Little Italy – Mon 1 pm

A great way to end the convention: this little gem of a game is a Knizia design without an auction! The theme of mobster cash-drops & on-your-heels cops is a bit pasted-on, but it is a unique experience because you may never play another game in 20-30 minutes that feels like a board game instead of a filler. There's a lot here, as competing players share control of cars and when the game ends.

Looney Lounge – Fri Noon, Sat 10 am, Sun 10 am, 4 pm

Come play games with Andy & Kristin Looney of Looney Labs. We'll have demos of our existing games as well as a few prototypes of games we're working on. We'd love to see you there!

Lords of Waterdeep – Sun 9 pm

Waterdeep, the City of Splendors – the most resplendent jewel in the Forgotten Realms, and a den of political intrigue and shady back-alley dealings. In this game, the players are powerful lords vying for control of this great city. Its treasures and resources are ripe for the taking, and that which cannot be gained through trickery and negotiation must be taken by force.

Love Letter – Sat 6 pm, Sun 9 pm

A game of risk, deduction, and luck for 2-4 players. Your goal is to get your love letter into Princess Annette's hands. From a deck with only sixteen cards, each player starts with only one card in hand one card is removed from play. On a turn, you draw one card, and play one card, trying to expose others and knock them from the game.

Manhattan Project Gaming 101 – Sun 9 pm

Manhattan Project – Sun 10 pm

You are the leader of a great nation's atomic weapons program in a deadly race to build bigger and better bombs. You must assign your workers to multiple projects: building your bomb-making infrastructure, expending your military to protect it, or sending your spies to steal your rival's hard work!

Mascarade – Fri 7 pm

Players in Mascarade start with six coins and a randomly dealt character card. Characters stay face up just long enough for players to more or less memorize them, then are turned face down. Your goal is to be the first player to hold 13 coins, and while you start nearly halfway to that goal, you can go down just as surely as you can go up!

Mechant of Venus – Sun 2 pm

Develop trading routes to build wealth. New edition-4 players, old edition-6 players per board

Medici – Fri 3 pm

You are 6 who own a ship, you try & build up the best ship by bidding on commodities. Each turn the current player turns up 1 to 3 cards for all players to bid on, with the highest bid taking all. The object is to accrue the most points during 3 rounds & the round ends when each player's ship is full~ After each round, points are awarded to each player having the most of a given commodity!!!

Board Games

Memoir '44 – Fri 3 pm

Players will recreate a battle from WWII. They will use specific units - tanks, half-tracks, foot soldiers, etc. to accomplish their objectives. Players will draw cards that will allow them to activate specific units or take special actions.

Monopoly Deal – Sun 3 pm

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

Monster Derby – Sat, Sun 7 pm

The new wacky road raving road race where you pick the winners and then take turns moving monsters toward the finish.

Munchkin: Apocalypse – Sun 2 pm

It's the end of the world! Every possible natural (and unnatural) disaster has happened, or will happen during the game. You are a rugged survivor in a world full of people - and things - that want to kill you and take your stuff.

Munchkin: Player's Choice – Fri 4 pm

Kill Monsters. Grab Treasure. Backstab your friends. First to Level 10 wins!

Nexus Ops – Sat 10 pm

A light, easy science fiction war game. The game boasts a hexagonal board that is set up differently every time. By winning battles and fulfilling Secret Missions, you can obtain victory points. Players who lose battles are compensated with Energize cards. Players can also obtain Energize cards by controlling the Monolith, a raised structure in the center of the grid.

No Thanks – Fri 3 pm

A card game designed to be as simple as it is engaging. The rules are simple. Each turn, players have two options: play one of their chips to avoid picking up the current face-up card or pick up the face-up card (along with any chips that have already been played on that card) and turn over the next card.

Nuclear War – Mon 1 pm

Satirical game in which each player represents a "major world power" and attempts to gain global domination (or annihilation) through the strategic use of propaganda or nuclear weapons...

NY1901 – Sat, Sun 5 pm

Travel back in time and own prime New York real estate on Broadway, Wall Street and other famous streets of lower Manhattan. Build, demolish and build again to accomplish your goals and raise taller and bigger skyscrapers in NYC. NY1901 is a simple game for 2-4 players. At its base it calls on card drafting and zone control mechanics with some space management thrown in for good measure.

On the Underground – Sun 2 pm

Build the most successful Underground lines in London.

Palaces – Sat, Sun 10 pm

Deckbuilding bidding game where you build a palace of precious materials. Each card you win adds a room to your palace and a special ability to your arsenal.

Phase 10 – Fri 6 pm, Sat, Sun Noon

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

Popular Front – Sat 4 pm

In Popular Front players compete against their ideological counterparts not only for military positioning, but for political victory. Plays with two, four, or six players split into two teams. Players each have an identical 20-card deck that results in the use of your cards being more important than the luck of the draw. Will add the expansion if any experienced gamers play.

Power Grid Gaming 101 – Sat 9 pm

Power Grid – Sun 9 am

The object of Power Grid is to supply the most cities with power when someone's network gains a predetermined size. To do that, you buy (via auction) power plants, acquire raw materials needed to operate them, expand your network (grid), then operate plants to gain income. USA or Germany map in preliminary rounds final may use a different map if players agree.

Power Grid World Tour: China – Sun 9 pm

Power Grid World Tour: France – Sat 9 pm

Power Grid World Tour: Italy – Mon 11 am

Power Grid World Tour: Korea – Fri 9 pm

In 2014 Strategicon will be presenting the Power Grid World Tour. Each convention will have four events, using both sides of two of the expansion maps. Players earn points for each game they play based on the number of players. Please make sure to bring the maps if you own them.

Puerto Rico Gaming 101 – Sun 4 pm

Puerto Rico – Sun 5 pm

Players assume the roles of colonial governors on the island of Puerto Rico during the age of Caribbean ascendancy. The aim of the game is to amass victory points by shipping goods to the Old World or by constructing buildings.

Quest for Middle Earth – Sun 4 pm

A game of adventure and conflict set in the time leading up to the creation of the Fellowship. One player will adopt the mantle of Sauron and do his best to spread his evil influence across the lands. Up to three players become heroes and will do their best to foil Sauron's foul plots and rally the peoples of Middle-earth.

Race for the Galaxy Gaming 101 – Fri 4 pm

Race for the Galaxy 2 Player – Fri 5 pm

Round robin, double elimination. Use all expansions when available. No "takeovers."

Railway Tycoon – Fri 6 pm

Revisit the early days of the Age of Steam as you begin with a locomotive and a vision. From there, build your budding railroad network into a vast empire. Earn the most money, develop bigger and faster locomotives and maybe even span North America and build the Transcontinental Railway!

Railways of the World: Europe – Sun 6 pm

An expansion for Railways of the World. A European setting which uses the original game's pieces, tiles, money, trains, shares and rules, along with a new map and card deck. There are some rules changed and added for the expansion to reflect the new setting of the expansion.

Railways of the World: Western United States – Sat 6 pm

An expansion for Railways of the World that uses the score track, pieces, tiles, money, trains, bonds and rules of the original game, but comes with a new map, featuring the Western half of the United States. The basic mechanics and gameplay of the original game are unchanged, as players build track and deliver goods to increase their income and earn points, but the expansion also includes new pieces and rules.

Board Games

Rasputin Gaming 101 – Sat 2 pm

Rasputin – Sat 3 pm

You are an assassin tasked with killing history's most un-killable man - Grigori Yefimovich Rasputin! A complete copy of Rasputin will be awarded to the winner, a dice tower going to second place, and a major discount on the purchase price of Rasputin given to all participants!

Rattus Gaming 101 – Fri 5 pm

Rattus – Fri 6 pm

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

Rattus Cartus – Sun 9 pm

From the same creative team that brought you Rattus comes an entirely new game set in 14th century Europe. This time, instead of watching the Plague decimate your neighbors' populations, you will be trying to win influence, manage supplies, and dodge outbreaks. This is not "Rattus the Card Game". It's stepping inside a dimly-lit building, wondering who brought their wits and who brought a dagger?

Revolution – Fri Noon, 2 pm, Sat 1 pm, 6 pm, Sun 6 pm

Blackmail the printer. Threaten the innkeeper. Bribe the priest. Welcome to Revolution!

Rivet Wars: Eastern Front DEMO – Fri Noon, 4 pm

A fast paced tactical miniatures board game that brings Real Time Strategy inspired gameplay to your tabletop.

RoboRalley – Sat 2 pm

The objective is to be the first robot to complete the course. The course is a factory floor with lasers, conveyor belts, gears, pushers, and crushers. Each turn, players will receive a maximum of 9 cards of which they will use 5 to "program" their robot. The robots will continue to execute their programs even if events occur that make the programming obsolete.

Roll through the Ages – Mon 10 am

Players roll dice to obtain commodities and workers to build up their civilizations. Dice can be rerolled twice unless they come up as a hazard. Players use their workers to build infrastructure to support additional works or to build monuments that are worth points. At the same time, commodities are gathered that allow your civilization to develop.

Scalawag! – Sat 7 pm, Sun 3 pm

A card game of combat on the high seas for 3-8 players. Players assume the role of warship captains with the goal of eliminating their opponents through cannon fire, boarding actions, and guile. Bluffing and deduction are important elements of successful play.

SchWag: Schrödinger's Wager – Sat 3 pm

Cats, Boxes, Money and Tranqs in the name of Science! A few research assistants have created a less deadly version of the famous Schrödinger's Cat experiment using tranqs. Work in the lab is slow, so how about a wager on which cats will be able to stay awake to keep things interesting? Pay for a lab assistant is pretty lousy, so this might be a perfect opportunity to tip the odds in your favor...

Scrabble – Mon 11 am

The classic crossword game.

Seasons – Sun 7 pm

The greatest sorcerers of the kingdom have gathered at the heart of the Argos forest, where the legendary tournament of the 12 seasons is taking place. At the end of the three year competition, the new archmage of the kingdom of Xidit will be chosen from among the competitors.

Settlers of America: Trails to Rails – Sun 11 am

Settlers of Catan expanded to spread rails across America

Settlers of Catan Gaming 101 – Fri 8 pm

Settlers of Catan CWC Finals – Sun 11 am

Finals for the top 16 players from the qualifying rounds. All players will play two games and be ranked based on a their point percentage relative to the total points scored each game.

Settlers of Catan CWC Qualifier – Fri 9 pm

This is the Friday qualifier for the Catan World Championship. All players will play two games and be ranked based on a their point percentage relative to the total points scored each game. The top 8 players from this event will move forward to the finals on Sunday morning. You may register for both the Friday and Saturday qualifier. There is a \$10 fee to participate in this event.

Settlers of Catan CWC Qualifier – Sat Noon

This is the Saturday qualifier for the Catan World Championship. You may register for both the Friday and Saturday qualifier, but the Friday winners will be barred from the Saturday Qualifier. There is a \$10 fee to participate in this event.

Seven Sisters – Sat 5 pm

A hand-management, area-control Euro-style board game, where the players play the roles of wealthy aristocrats who are trying to gain the favor of the king's seven daughters, who happen to be named after the seven deadly sins: Wrath, Greed, Gluttony, Lust, Sloth, Pride, and Envy.

Shadow Hunters – Fri 5 pm, 8 pm, Sat 7 pm, Sun 8 pm

Hunter, Hunted or Innocent Bystander... What Role Will You Play in the Eternal Struggle? In shadow Hunters, each player has a secret character identity - Shadow, Hunter or Neutral (civilian). Figure out the identities of the other players to determine who is your ally and who is your enemy!

Sherlock Holmes Consulting Detective – Sat 9 pm

Are you as good as Sherlock Holmes? You are a member of the Baker Street Irregulars and you are tasked with solving a case Holmes doesn't have the time to solve. Run around London chasing leads and questioning witnesses. At the end of your investigation, you'll have to answer questions pertaining to the case and auxiliary information surrounding the case.

Shogun/Wallenstein Gaming 101 – Sat 7 pm

Shogun/Wallenstein – Sat 8 pm

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

Small World Gaming 101 – Sun Noon

Small World – Sun 1 pm

This accessible strategy game from Days of Wonder offers endless possibilities to conquer thy neighbors, but limits you from conquering the world. Light-hearted theme, Medium difficulty, and Hard to resist! This is your chance to play the game that's sold over a quarter-million copies and has been rated in the top 10 best family games at BoardGameGeek.com since 2009!

Board Games

Small World Invaded! – Sat 8 pm

What happens when the UNDERGROUND races invade Small World through the TUNNELS? Will they be CURSED? Will the original inhabitants of Small World BE NOT AFRAID? Will their LEADERS emerge? Will the GRAND DAMES turn the tide or join the interlopers? Join other experienced Small World players in mixing together fan-made races & all of the expansions, for a battle royale on the REALMS modular board.

Spyrium Gaming 101 – Fri 7 pm

Spyrium – Fri 8 pm

Set in a steampunk-based universe. Players build factories, needing workers to manage the production of a commodity previously unknown to us called "Spyrium". Producing Spyrium in one factory, then processing it in the next results in victory points (VPs) for that particular player. Alternatively, Spyrium can be purchased, but the material is rare and expensive, and players are constantly scraping for money.

St Petersburg – Mon 10 am

Classic card driven game involving workers, buildings, and nobles. Expansions will be used if available.

Star Trek: Fleet Captains – Sat 10 am

As Federation, Klingon, or Romulan factions, players use a variety of starships to complete missions (Combat, Influence, Science, or Espionage) to earn victory points. Number of players will determine the size of the game. New players welcome.

Stone Age Gaming 101 – Sat 4 pm

Stone Age – Sat 5 pm

Players use up to ten tribe members each in three phases: 1. players place their men in regions of the board that they think will benefit them. 2. Each player in turn order activates each of his staffed areas in whatever sequence they choose. 3. Players must have enough food available to feed their populations, or they face losing resources or points.

Stones of Fate – Sat 9 am, Noon, 3 pm, Sun 9am, 11 am, 3 pm

Armed with your skill, memory, and a bit of luck, you move your stones and trigger powers in the cards. You will bring fortune for yourself and tragedy to your foes. Stones of Fate is an easy to learn, area control game with unique mechanics. It features 78 cards based on the Tarot. Players compete to win points by placing stones in the various card zones.

Suburbia Gaming 101 – Sat 9 pm

Suburbia – Sat 10 pm

Plan, build, and develop a small town into a major metropolis. Use hex-shaped building tiles to add residential, commercial, civic, and industrial areas, as well as special points of interest that provide benefits and take advantage of the resources of nearby towns. Your goal is to have your borough thrive and end up with a greater population than any of your opponents.

Summoner Wars – Sat 5 pm

The exciting card game of fantastic battlefield combat that pits two or four players against each other in a quest to kill the other's Summoner. Call forth your forces, cast spells, defeat your enemy, and gain control of Itharia's fate. Fun for all ages and ability levels! Kids are welcome but must be a good reader!

Syrtis DEMO – Sat Noon

A double-edged abstract strategy game on a shrinking board, with a nod to Moorish architecture. Players aim to consolidate territory of their color or shape while outpacing the quicksands.

Talisman Gaming 101 – Sun Noon

Talisman – Sun 1 pm

Fourth edition revised rules. The Prophetess reduction in powers may be used. For the final round (3 hrs.) The City and Highland Expansions as well as Blood Moon may be used (agreement of the table). Bring your own games. Let the Judge know if you cannot stay (as winner) for the final round. If we do not have enough games, you may be denied entry. Some library games have fewer pieces.

Tanto Cuore – Sat 2 pm

Each player plays as the Lord of a mansion and hires maids to fill out their house to become the King of Maids! The end goal is simple enough, the player who has the most Victory Points at the end of the game wins! Players acquire Victory Points by employing a variety of maids and "Love" cards that allow for different strategies.

Telestrations Against Humanity – Sat 10 pm

It's the party game Telestrations with an adult twist. Telestrations is like the game of Telephone and Pictionary mixed together. In Telestrations Against Humanity we throw out the boring 'ol cards in the Telestrations box and put in Cards Against Humanity cards. I'd give an example but none are conbook appropriate! Adults only!

Terra Mystica Gaming 101 – Fri 9 pm

Terra Mystica – Fri 10 pm

A game with very little luck that rewards strategic planning. Each player governs one of the 14 races. With subtlety and craft, the player must attempt to rule as great an area as possible and to develop that group's skills. To do all that, each group has special skills and abilities. Setups are predetermined to save time.

The Castles of Burgundy Gaming 101 – Sun 2 pm

The Castles of Burgundy – Sun 3 pm

The game is set in the Burgundy region of High Medieval France. Each player takes on the role of an aristocrat, originally controlling a small principedom. While playing they aim to build settlements and powerful castles, practice trade along the river, exploit silver mines, and use the knowledge of travelers.

The Looney Bin – Fri 1 pm

A deduction game with fast action - reaction card play that depicts the occurrences of an insane asylum. Be the first to cure all the patients in your ward by deducing which treatments they will respond to. Attempt to prevent your colleagues from curing their patients by means of card play interference.

The Scepter of Zavandor – Fri 2 pm

Players represent young magicians who have gained possession of old magic knowledge, and with it they attempt to achieve the powerful position of archmage.

The Shadow Over Westminster DEMO – Sun 6 pm

As members of an elite, above-the-government organization known only as The Agency, you must work together to put an end to the disturbances that have been terrorizing London and discover what dark force is behind them. A cooperative deck builder with strategy elements that goes beyond anything you've seen before. Your chance to get a sneak peek at the game play before it goes on Kickstarter.

The Shaft DEMO – Sat 9 pm, Sun 3 pm, 8 pm

Join Squirmy Beast and Foolish Mortal Diversions in a play test of a new game! It's a quick-playing cutthroat tile-laying game themed around escaping from a collapsing mine and rescuing survivors along the way.

Board Games

The Upside – Fri 7 pm, Sat 11 am, Sun 10 am, 5 pm
Laugh with friends as you discover hope in the bleakest situations your twisted minds can invent. Take turns rolling the story dice to create the most tragic situations imaginable, then race to find the most creative positive spin to give to life's horrible disasters. The Upside is a lighthearted and uplifting way to spend an hour realizing that you might not have it so bad after all.

Thingamajig – Fri 5 pm
In this party game similar to Dixit (but without cards), players take turns giving clues to words that appear on the electronic Thingamajig. You score a point for every player who correctly guesses your word. But if everyone gets it, you score nothing!

Thurn & Taxis – Fri 2 pm, Sun 5 pm
Building Postal routes in early Germany

Tichu Finals – Sun 9 pm
This is the final round of the Tichu tournament that started on Saturday evening. Players will be the qualifiers from the early round. No substitutions allowed. It is not fair to the other players. Not playing with the same partner as in the qualifying round is grounds for disqualification.

Tichu Qualifier – Sat 9 pm
A partnership game. Players may pick partners before the event. Unmatched players are welcome if there are other unmatched players. Matched partners will play other matched. For 16 or fewer participants, this will be modified Swiss, so everyone can play two games. Because this is a two night event for qualifiers, please be prepared to play both nights *with the same partner*.

Ticket to Ride National Championship Finals – Sun 7 pm
Top two players will play head-to-head the best 2 out of 3 to win a trip to Gencon and entry into the National Ticket to Ride Championship.

Ticket to Ride National Championship Qualifier – Fri 6 pm, Sat 10 am
Qualifying round for Sunday Finals. Every player will play two games of Ticket to Ride scoring points based on the number of players. The top players will play in the Semi-Final Sunday for a trip to the National Championship at Gencon.

Ticket to Ride National Championship Semi-Finals – Sun 10 am
Every player will play two games of Ticket to Ride scoring points based on the number of players. The top two players move onto the finals Sunday night.

Ticket To Ride: Europe – Sun 11 am
So you didn't qualify for the championship but have this time blocked off for TTR. Play Europe and you can still get a special prize for winning.

Ticket to Ride: Team Asia – Sat 8 pm, Sun 7 pm
Four or six players compete as two-player teams, with teammates sitting next to one another at the table. Each player has her own secret hand of cards and tickets, in addition to some cards and tickets being placed in a shared cardholder that either player on the team can access. Please sign up as two player teams. Singles will be randomly put together

Tide of Iron – Sat 7 pm
Players will command the Germans, Americans, British, or Russians in a set piece battle based upon an actual battle from WWII. Typical units are tanks, half-tracks, trucks, machine gunners, mortar units, officers, elite soldiers and grunts.

Titan Gaming 101 – Sat 10 am

Titan – Sat 11 am
Titan with a 6-player final - played until there is only one Titan left alive ! Can *you* be that One ? First round, when needed, will be a 3-4 hour time-limited game, highest point players from first-round heats to advance to the final.

Titanic: The Board Game – Mon 2 pm
The year is 1912, and you are on board the most luxurious ocean liner ever built. Things couldn't be grander. But wait, what are those warning bells? Oh, no! The ship is sinking! Will you survive?

Tobago Gaming 101 – Sat 3 pm
Tobago – Sat 4 pm

A treasure hunting game in which players combine clues with the help of others or alone until the exact location of a treasure is determined, then they race to raise the treasure and share in the spoils

Troyes Gaming 101 – Fri 7 pm
Troyes – Fri 8 pm

A strategy game where you use your influence to recruit and supervise individuals from three prominent areas of the town of Troyes: military (red dice), clergy (white) and civil (yellow). Your dice (workers) will construct the cathedral, combat misfortune and bustle about the city performing various tasks to win you prestige and influence.

Tsuro – Sun 1 pm
A beautiful and beautifully simple game of laying a tile before your own token to continue its path on each turn. The goal is to keep your token on the board longer than anyone else's, but as the board fills up this becomes harder because there are fewer empty spaces left... and another player's tile may also extend your own path in a direction you'd rather not go.

Twilight Imperium 3rd Ed – Fri Noon, Sun 10 am
This will be run with both expansions. An epic empire-building game of interstellar conflict, trade, and struggle for power. Players take the roles of ancient galactic civilizations, each seeking to seize the imperial throne via warfare, diplomacy, and technological progression.

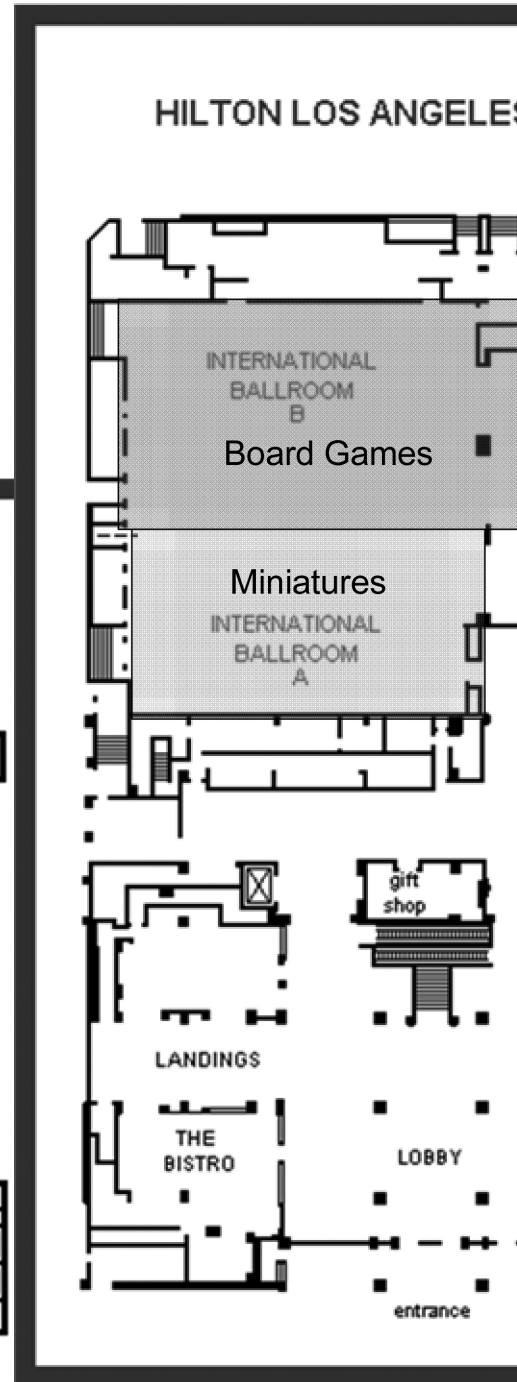
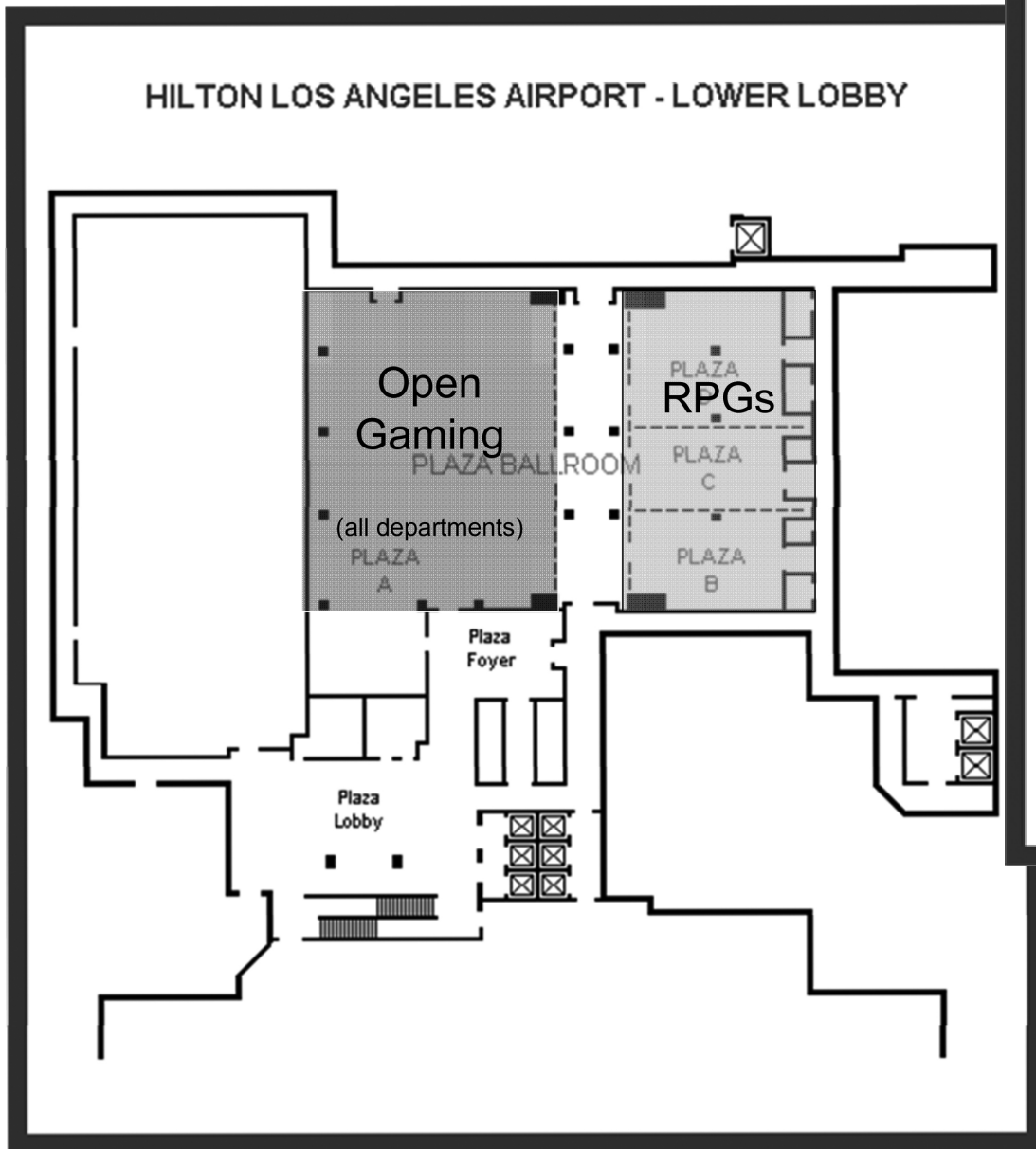
Twilight Imperium 3rd Ed Expansions – Sun 10 am
This will use both expansions and a few variants to allow for 10 players in each game. This will have an Alliance variant so that 10 players can get through this game in a bout the same time as a 6 player game.

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

Two Rooms and a Boom – Fri, Sat, Sun 11 pm
A social deduction/hidden role party game for six or more players. The Blue Team has a President. The Red Team has a Bomber. Players are split between 2 Rooms and may be moved from room to room. If the Red Team's Bomber is in the same room as the President at the end of the game, then the Red Team wins otherwise the Blue Team wins. Lying encouraged.

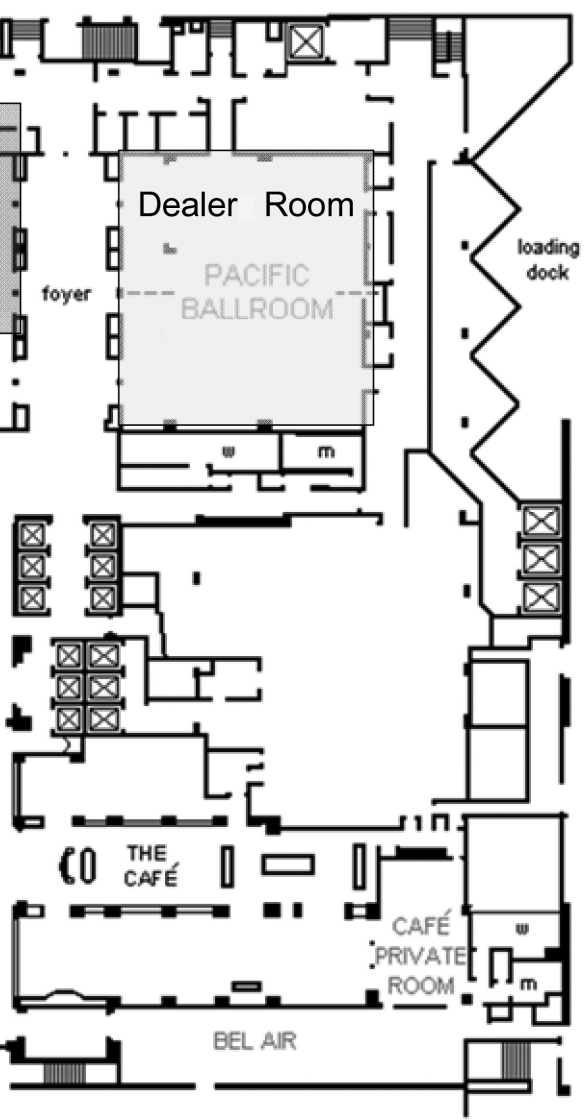
Two Rooms and a Boom Advanced – Sat, Mon Midnight
A social deduction/hidden role party game for six or more players. This time with wild and crazy roles!

Orcon 2014 Maps

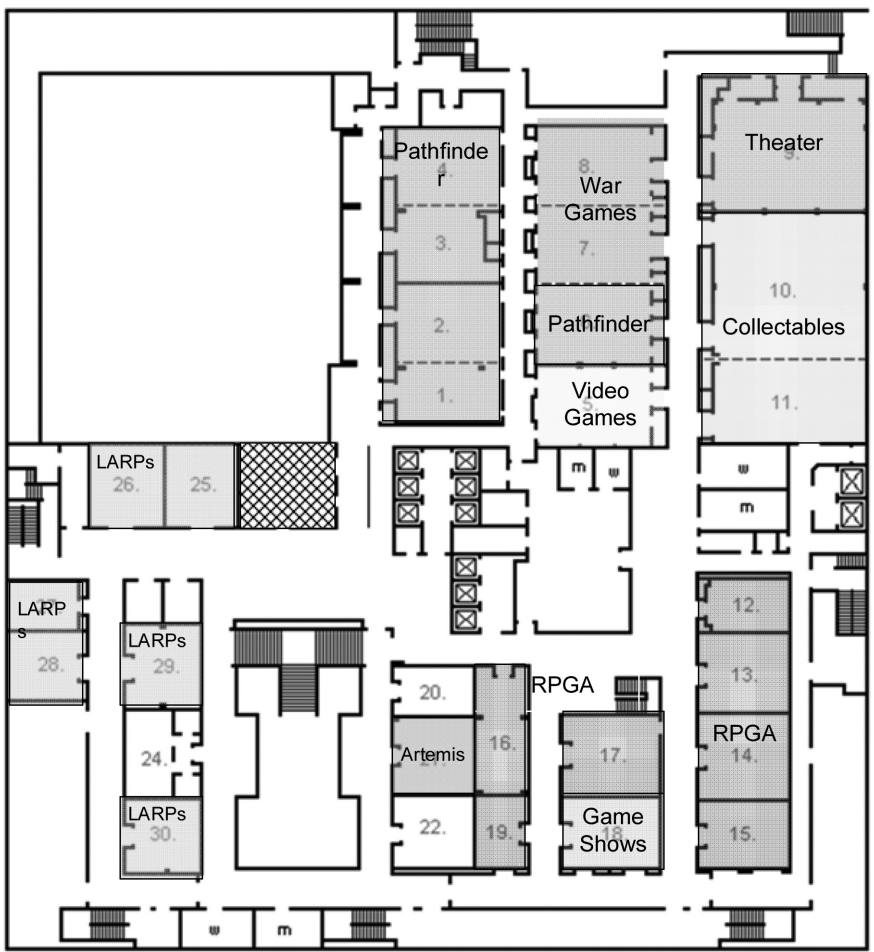


Board Game | Collectable | Video | LARP | Miniature | RPG | Shows

S AIRPORT - LOBBY LEVEL



HILTON LOS ANGELES AIRPORT - SECOND FLOOR



- | | | |
|---------------------------|-------------------------|--------------------------|
| 1. CENTURY A | 10. LA JOLLA BALLROOM A | 20. SANTA MONICA A |
| 2. CENTURY B | 11. LA JOLLA BALLROOM B | 21. SANTA MONICA B |
| 3. CENTURY C | 12. CATALINA A | 22. SANTA MONICA C |
| 4. CENTURY D | 13. CATALINA B | 23. EXECUTIVE BOARDROOM |
| 5. MARINA | 14. CATALINA C | 24. CHAIRMAN'S BOARDROOM |
| 6. LOS ANGELES BALLROOM A | 15. CATALINA D | 25. SAN LORENZO A |
| 7. LOS ANGELES BALLROOM B | 16. NEWPORT A | 26. SAN LORENZO B |
| 8. LOS ANGELES BALLROOM C | 17. NEWPORT B | 27. SAN LORENZO C |
| 9. CARMEL ROOM | 18. NEWPORT C | 28. SAN LORENZO D |
| | 19. NEWPORT D | 29. SAN LORENZO E |
| | | 30. SAN LORENZO F |

Board Game | Collectable | Video | LARP | Miniature | RPG | Shows

Board Games

Tzolk'in: The Mayan Calendar Gaming 101 – Fri 7 pm

Tzolk'in The Mayan Calendar – Fri 8 pm

Presents a new game mechanism: dynamic worker placement. Players representing different Mayan tribes place their workers on giant connected gears, and as the gears rotate they take the workers to different action spots.

Undermining – Mon 2 pm

Space may seem like an endless frontier, but for the owner of a small galactic mining company the contracts are scarce. Can you afford to spend time upgrading your UMV (Universal Mining Vehicle) to a high-performance machine? Or will you just plow ahead to grab those contracts? Your actions are limited. The competition blocks your every move. Will you find a way to undermine them and score big?

Uno – Fri 10 pm, Sat, Sun 10 am, Mon 11 am

Players race to empty their hands and catch opposing players with cards left in theirs, which score points. In turns, players attempt to play a card by matching its color, number, or word to the topmost card on the discard pile. If unable to play, players draw a card from the draw pile, and if still unable to play, they pass their turn. Wild and special cards spice things up a bit.

Vegas Showdown – Mon Noon

Build your own hotel/casino by bidding against the other players to acquire tiles that represent slot machines, lounges, restaurants, and other casino-related places. Put those tiles on your player board, which represents your own customized casino. The player who builds the most famous hotel/casino wins the game. The game was Games Magazine's Game of the Year for 2007, now back in print.

Warzone: A Game of Dynamic Strategy – Sat 2 pm

The game is played on a 20x20 grid superimposed on a map. The map's terrain consists of various lakes, flatlands, caverns and mountains. Each player controls an army that consists of a variety of modern units depending on the scenario. Players set up their units any way they choose in their designed corner of the game board. A player may take four actions each turn but no piece may take more than two actions during a turn. Move, fire, rapid transit (move a piece in one's own corner without using the dice), place a jet or pass are the possible actions. Units within range of each other undertake combat by rolling the appropriate six-sided or eight-sided die. The victory conditions are dependent upon the scenario.

Werewolf – Fri 9 pm, Sat, Sun Midnight, 3 am, 9 pm, Mon Midnight, 3 am

Werewolf requires observation, some deduction, and a lot of bald-faced lying or bluffing (if that helps you sleep at night). By night, werewolves kill off villagers – By day, angry villagers kill suspected werewolves! (But oops, sometimes they kill off "the innocent"). Who will prevail: The werewolves? The villagers? Only time will tell. While fun to watch, Werewolf is even more fun to play!

Werewolf Advanced – Sat, Mon Midnight

This is werewolf for the patient, the talkative, the adventurous, and the experienced. If you want fewer roles, fewer twists, shorter days, shorter nights, and an all around sense of gambling instead of deep investigation and analysis, then this is NOT the werewolf for you. If you want the opposite of those things, then come on in! This is the game for you!

Werewolf: Villages of Exiles – Sun Midnight

Two villages of 12 to 19 players. Each day someone is lynched, each night someone is killed, and the next morning each village exiles a member to the other village. Expect a twist! This is a game for advanced werewolf players who enjoy many different roles and new rules.

What the Food?! FINALS – Sun 2 pm

There's no real winner in a cafeteria food fight, but we're going to find out who stands out as the best (or luckiest) pie thrower in the cafeteria when the top 8 contestants battle it out before the final bell rings. What the Food?! is a quick and easy card game for 3-8 players. Thanks for playing!

What the Food?! Qualifier – Sat 10 am, 2 pm, Sun 10 am

Join us for the first What the Food?! tournament! Each round plays in less than an hour, so new rounds start every hour. Rack up your best score all Saturday and Sunday and the top food fighters will battle it out for bragging rights and prizes as the king (or queen) of the cafeteria. What the Food?! is a quick and easy to learn card game for 3-8 players.

Who Would Win? – Sat 11 pm

Argue about the stupidest things in this hilarious party game of mass debating.

Wits & Wagers: Board Game Trivia – Fri 11 pm

Test your board game knowledge in this special game of Wits & Wagers featuring all board game-related questions written specifically for this event! Wits & Wagers is the wildly popular and acclaimed trivia game that allows you to bet on the answers of other players.

World Conquerors – Sat, Sun 6 pm

Roll dice, play cards, and conquer the world with rulers from history under your command. Napoleon lets you move your generals and Stalin lets you assassinate. Fast play.

Yahtzee – Sun 9 am

The original. Roll the dice and try to get the highest scores.

Yahtzee Free For All – Fri 4 pm, Sat 9 pm, Sun 5 pm

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

Yspahan – Sun 4 pm

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

Zerpang! – Fri 4 pm

Dash to the goal or defend your territory? Sneak through your enemy's defenses or use dirty tricks to bend the rules? Anything goes in Zerpang! (Zombies, Elves, Robots, Pirate, Aliens Ninjas and Gunslingers), a 2-6 player battle royale of pure awesome by local designer Mark Major. Choose a class, then see if you can use your special abilities to gather cards and claim victory. Beginners welcome!

Zombicide – Sun 6 pm

A collaborative game in which players take the role of a survivor – each with unique abilities – and harness both their skills and the power of teamwork against the hordes of unthinking undead! Zombies are predictable, stupid but deadly, controlled by simple rules and a deck of cards. Unfortunately for you, there are a LOT more zombies than you have bullets.

Collectibles

Collectibles

La Jolla

Android: Netrunner – Fri 1 pm, Sat 6 pm, Sun 10 am

GM: Patrick Thompson

Android: Netrunner is a card game for two players set in the dystopian future of the Android universe. One player assumes the role of a Runner, a rogue hacker armed with bleeding-edge gear and software, while the other player controls a powerful Corporation that will stop at nothing to achieve its goals.

Ascension: Chronicle of the Godslayer – Sat 1 pm, Sun 11 am

GM: Brandon Weiss

Tournament. Ascension is a deck-building game where players spend Runes to acquire more powerful cards for their deck

Boss Monster – Fri Noon

GM: william salazar

The goal of Boss Monster is to be the first Boss to amass ten Souls, which are gained when a Hero is lured and defeated. But a player can also lose if his Boss takes five Wounds from Heroes who survive his dungeon.

Doomtown Showdown – Fri 9 pm

GM: Martin

Dust off your Ghost Rock poker chips, and re-sleeve that old deck. It's time for a good old-fashioned multi-player in Town Square. You have another chance to rob the 1st National Bank and get served Bad Tequila by Charlie Landers. No prizes, just bragging rights. Decks NOT provided.

Exodus The Trading Card Game Demo – Fri Noon, Sat, Sun, Mon 10 am

Exodus The Trading Card Game Demo & Workshop – Sat, Sun 4 pm

GM: Jake Medina, Lexi Medina

Come try Exodus the Trading Card Game with the its creators. Game play is very simple Draw phase, Energy phase, Creature phase, and Attack phase. Throughout the game, players can also play Symmetry cards that slightly bend the rules of the four phases to give a temporary advantage. When a player loses 10 Life Points, they are out of the game.

Exodus The Trading Card Game- Sealed Deck Tournament – Sat, Sun Noon

GM: Jake Medina, Lexi Medina

Several prizes including limited edition artwork cards and dealer dollars. Bring your deck or purchase one at convention rates.

GAME of THRONES Joust Format – Sat 9 am

GM: Geoff Colman

Joust format (1v1) Standard constructed using the most recent banned/restricted list

Herodix "Battle Royale" – Sun 1 pm

GM: Rich Pizor

300 pt. teams. 4 players per map. Battle Royale. Shock the turtle starts turn 4

Herodix (Demo) – Sat 11 am, Sun Noon

GM: Rich Pizor

A collectible miniatures game that uses the Clix system that centers around the world of superhero comic books, especially the Marvel and DC Comics universes. Demo is 15 min.

Herodix Tournament – Sat Noon

GM: Rich Pizor

Tournament. Bring a 300 pt. team. heroclix, yugioh!, Street Fighter, Lord of the Rings, Halo, Gears of War, Pacific Rim, and Star Trek (characters, not ships) may be used in this tournament. Epic Actions are not allowed. 3 rounds.

Highlander TCG "Timeless" Event – Sun 1 pm

GM: Geoff Colman

Highlander Type 2 with an "Enchant World" twist. Each time any player reaches a "Timeless" health level, 5, 10, 15, a new card will be flipped from a pre-arranged deck to effect the entire play area. Prize support is in hand.

Highlander TCG Ironman Sealed – Sat 1 pm

GM: Geoff Colman

I provide decks at no cost, players battle until one "loses his head". Winner takes all his opponents cards. Limited to 8 players, I only have 8 decks to give out.

Highlander Type 2 Constructed – Sun 11 am

GM: Geoff Colman

Highlander Type 2 constructed. Prize support is in hand.

Mage Wars – Sat 7 pm, Sun 11 am

GM: AJ

A tactical combination card game and miniatures game, combining the best elements from each genre. Tournament Rules: Two 90 minute Swill rounds. Win=3pts, Tie=1pt, Loss=0pts. Winner is the player with the most overall points. Ties are broken by least time played.

Mage Wars 101 – Fri Noon

GM: John Borders

Come Learn to play Mage Wars! A combination of a card game and miniatures game, combining the best elements from each genre. The game is played on an arena game board divided into square areas called "zones", which regulate movement and the placement of objects. Each Mage starts in a corner of the arena, opposite his enemy.

Mage Wars Demo – Sat 6 pm, Sun 10 am

GM: AJ

A tactical combination card game and miniatures game, combining the best elements from each genre. Mages battle in an arena casting spells against their opponents. Each player holds an actual spellbook, from which spell cards are pulled out as they are cast during the game.

Mage Wars Tournament – Fri 1 pm

GM: John Borders

Mage Wars pits powerful Mages against each other in deadly arena combat. Each Mage uses his own fully-customizable book of spells to achieve total victory over his opponent. This is scheduled as a 3 round swiss tournament. 75 minutes per round max. Please come prepared with a decklist.

Magic: The Gathering Keith Aldrich Pauper Highlander Tourney – Sat 9 pm

GM: Chuck Watson

Who will win the Keith Aldrich all-commons tourney and take home the Golden Binky? Build your deck with all commons. No more than 1 copy of any card. Swiss rounds. Prizes including the Golden Binky for the winner.

Magic: The Gathering - Archenemy – Fri 5 pm

GM: Michael Arsollon

The Archenemy has started to set his schemes into motion. Can you and your fellow planeswalkers eliminate this menace? The GM will be the Archenemy. This event allows decks from the Standard, Modern, and Legacy formats.

Collectibles

Magic: The Gathering - Face the Hydra – Sat 1 pm

GM: Michael Arsollon

A powerful Hydra threatens the people of Theros. Can you and your fellow planeswalkers overcome this challenge? The GM will supply the Hydra challenge cards. This event allows decks from the Standard, Modern, and Legacy formats.

Magic: The Gathering - Live Draft – Sun 8 pm

GM: Michael Arsollon

Draft while you play! The GM will provide all cards used in this multiplayer event.

Magic: The Gathering - The Horde – Sun Midnight

GM: Michael Arsollon

The Darksteel Reactor has been overrun with zombies! Can you and your planeswalker allies purge the zombie threat before the reactor melts down? The GM will provide the zombies and other challenge cards. This event allows decks from the Standard, Modern, and Legacy formats.

Magic: The Gathering Friday Night Magic – Fri 7 pm

Sealed deck. 3 Theros, 3 Born of the Gods. Swiss format. 3 rounds.

Magic: The Gathering Mini-Master Tournament – Sun 7 pm

Mini Master format. Open a sealed booster for round 1 (plus land, which we provide). Open another booster and rebuild your deck for round 2, and for round 3 open a booster and rebuild your deck. 3 rounds. Prizes.

Magic: The Gathering Sealed Deck Tournament – Sat, Sun 3 pm

Sealed Deck, Swiss, 6 packs (3 Theros, 3 Born of the Gods)

Middle Earth CCG: Challenge Decks – Sat Noon

Middle Earth CCG: Constructed Decks – Sat 5 pm

GM: Ben Canlas

Based on Tolkien's Lord of the Rings and Hobbit. Be a Wizard gathering resources to fight Sauron or be a Ringwraith who serves Sauron in his bid to rule Middle Earth. You're encouraged to bring your own Challenge Deck or you will be provided one

Middle Earth CCG: Dragon Hoard Scenario – Sun Noon

GM: Ben Canlas

Constructed deck: Hero/Wizard only.

My Little Pony CCG – Sat, Sun 2 pm

Set in the world of Lauren Faust's My Little Pony: Friendship is Magic. As you progress through the game, you compete against another player to solve problems with your friends, which will help you win points. The object of the game is to be the first player to score 15 points

Pauper Magic: The Gathering - Planechase – Fri 6 pm

GM: Michael Arsollon

Battle across the many worlds of the multiverse in this multiplayer variant. The GM will provide a shared planar deck. This event is Pauper Constructed (only common cards are allowed).

Pauper Magic: The Gathering - Secret Alliances – Sat 6 pm

GM: Michael Arsollon

Most of you are on teams. But only some of you know who your allies are! Eliminate the enemy teams, protect your ally, and beware of possible rogue players! This event is Pauper Constructed (only common cards are allowed).

Pirates Pocketmodel "The Love Boat" – Fri 6 pm

GM: Melissa Weiss

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

Pirates Pocketmodel "Saturday Night Fever" – Sat 4 pm

Teams of 2 players. 30 point fleet per player.

Pirates Pocketmodel: Sink-N-Keep – Sun 5 pm

GM: Victor Bugg

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

Pokemon – Sat, Sun 11 am

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

Pokemon Workshop – Sat, Sun 10 am

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

Quarriors – Sat 5 pm, Sun 6 pm

Each player plays as a Quarrior competing for Glory in the eyes of Quiana, the Empress of Quaridia. Players roll their dice to attempt to summon Creatures, cast Spells, and harness the magical power of Quiddity to capture Quarry from the Wilds to add to their repertoire and into their dice bag.

Star Trek: Attack Wing Demo – Fri 7 pm, Sat 2 pm

GM: Ghost

A tactical space combat HeroClix miniatures game, featuring pre-painted ships from the Star Trek Universe. Star Trek: Attack Wing is a standalone game which uses the core rule set of FFGs' FlightPath game system with a Star Trek twist

Star Trek: Attack Wing The Dominion War Storyline OP Event #1

– Fri 8 pm

Star Trek: Attack Wing The Dominion War Storyline OP Event #2

– Sat 9 am

Star Trek: Attack Wing The Dominion War Storyline OP Event #3

– Sat 3 pm

Star Trek: Attack Wing The Dominion War Storyline OP Event #4

– Sun 10 am

GM: Ghost

Operation Return (1), The Battle of Chin'toka (2), The Siege of AR-558 (3), The Attack on Earth (4). Players must bring their own ships & damage decks. Players will be given 30 minutes to construct a 100 point fleet for the Event Tournament The Admiral's Orders Option will not be used on this event

Star Wars Minis "The Battle of Hoth" – Sun 5 pm

GM: Mel Campbell

Imperials Vs Rebels: 1000pts vs 1000pts. The Imperials will be commanding 2 AT-ATs, 5 AT-STs and many snowtroopers. The Rebels will be defending the Hoth Base and commanding 8 Snowspeeders, several Hoth Troopers, and many Rebel heroes. The armies will already be pre-made and the minis will be brought by the GM. All you have to do is show up and we will be dividing everyone into Rebel or Imperial and designate who is commanding the minis in the battle.

Collectibles

Star Wars Minis- Sealed Booster Draft Battle Royal – Sun Noon

GM: Mel Campbell

See which Star Wars minis virtual expansion set from sets 3-6, will claim the title as Champion set. All participants will choose between Vengeance, Scum & Villainy, Galactic Heroes, and Command of the Galaxy, as their sealed set. Each participant will receive 1 full set of cards for the set of their choice, and 2 booster sheets, with 14 random characters, to make a 150pt team, faction rules do not apply. The tournament will consist

Start Trek Attack Wing Demo – Sat Noon

GM: Bill Fretze

The evil mastermind Shinzon, commander of the massive warship known as Scimitar, is on his way to earth to attack Federation headquarters and plunge the Alpha Quadrant into war. Players running Federation, Klingon, and Romulan starships must team up to stop him at all costs. This is a cooperative intro game to Star Trek Attack Wing by WizKids. All ships and tokens will be provided.

LARPs

San Lorenzo

Changeling LARP – Sun 8 pm – Changeling

GM: Nicole Ortiz

The Motley of the Empty Land is a long standing motley of Lost who have made their home within the South West. They have invited Lost from throughout the South West to their home in the desert to help solve a mystery. Lost are disappearing from various areas, who is doing it, why are they doing it? They need your help to uncover the plot of those who wish to do others harm. Come find out what lurks in the vast empty spaces of the South West and find out why staying Lost is what most Changelings desire above all things! There will be pregen characters or make your own, starting PC straight out of Changeling the Lost.

Dystopia Rising – Fri 8 pm – Dystopia Rising

GM: Dakota Hicks

A fun post apocalyptic survival game. Think you can be the best by yourself? Think again this game uses different strains and professions that work together, or sometimes alone, to create a community that must fight off thieves and zed just to survive.

Houses of the Blooded LARP – Sat 8 pm – Blood and Tears

GM: Josh Roby

After a tumultuous three years, the House of the Lion stands proudly as a pillar of Shanri and a peer to all other houses. The Arlessa Godfren now hosts a gala to celebrate the Lions' success, capped by the debut of Xander Yvarai's revolutionary opera featuring the Eighth Fool. All are welcome, even those humbled by the Lions' meteoric rise. **NOTHING COULD POSSIBLY GO WRONG.** Join us for the final installment in this long-running LARP.

Senate of Rome – Sun 8 pm – Senate of Rome

GM: Darnell Coleman

Play a Roman Senator during the Roman Republic. Complete your goals while keeping Rome from falling to foreign attack and its own angry citizens.

Starship Valkyrie – Sat 2 pm – Starship Valkyrie

GM: Christian Brown

The Star Navy Needs You Join the Crew of the ERS Valkyrie as she defends the Earth Republic against all threats, internal and external. Can you face the rigors of Hyperspace travel? Are you brave enough to face the unknown every day? Utilizes role-playing, tactical simulation, card game and board game elements to create an immersive experience you won't forget.

VTES Constructed Tournament - Jann Berger's "M" is for Masochism – Sat 11 am

VTES Constructed Tournament - Jann Berger's "N" is for Nimble Feet – Sat 5 pm

VTES Constructed Tournament - Jann Berger's "O" is for Ossian – Sun 11 am

VTES Constructed Tournament - Jann Berger's "P" is for Projectile – Sun 5 pm

GM: Robert Goudie, Mike Courtois

Standard V:EKN Tournament Rules. Two Preliminary Rounds (all play) with top 5 advancing to a 3rd and final round.

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

Come join others and raid the ice castle, Molten core, Onyxia's lair, or others. Or run a Lair and take on the challengers. Decks provided or bring your own.

The Hirelings – Fri 8 pm – LARP Factory (Nordic LARP)

GM: Aaron Vanek

In a world of perilous adventure and dark dungeons filled with precious riches, one group of aspiring adventurers are having their first day in a new job, and it's not quite working out as planned. The Hirelings is a live action role playing game in which you play out the preparations and the aftermath of a failed dungeon crawl.

Vampire: the Masquerade LARP – Fri 8 pm – By Night Studios Mind's Eye Theater (new!)

GM: David Trudeau

Are you deft enough to accurately lodge a knife into someone's back while pulling puppet strings? Then perhaps you belong upon the throne of Los Angeles. The city's vampires are launching their own schemes as scandal threatens to topple the prince and court. Carry out your agenda. Hinder your fellow vampires. Seize the night for yourself. New By Night Studios LARP rules. Characters provided.

Vampire: The Requiem LARP – Sat 8 pm – Vampire: The Requiem LARP

GM: Darold Morris

Kindred of Los Angeles, It's been too long since we've had a proper gathering, so for one night only I open my Succubi Salon. Dress to impress--me, of course--and bring all the dirty gossip. As your former harpy, I haven't lost my taste for scandal. There might even be a prize. Gain information however you wish--just don't harm my guests. No one hurts my lovelies. No one. Ciao, Prince Samuel Winters Hierophant of Los Angeles King of the Daeva

X-Command – Sun 2 pm – X-Command LARP

GM: Rob McDiarmid

Inspired by the XCom video games, X-Command: Contact is a game in two parts. At the command base, players allocate resources to research alien technologies and build the gear needed to face the alien menace. You then take the role of a brave rookie soldier, face to face with a terrible alien foe. If you survive, rank up and face the next deadly threat a little better prepared. Bringing your own unmodified Nerf guns if you have them.

Video Games

Computer and Video Games

Marina

Calamity Team PvP BETA – Sun Noon

Calamity PvP is a successful 4+ vs 4+ minecraft map. Featured by the Mindcrack community, we'd like to give it a try here. As we are in a new location please bare with us in attempting this event. **This is NOT a tournament. Event is subject to network availability and may be cancelled at anytime.**

COD4 Free for All – Sun 6 pm

Remember 2007? When multiplayer shooters were fun, entertaining, and fairly "balanced(tm)". Meet your enemies in combat and crush them with your skill! Classic CoD4 FFA returns in this single elimination tournament. **No banned items, bring your best game!**

CS:GO First to 50 – Fri Noon

Single player against Hard bots. Get the best time for 50 kills. Points earned will also be factored in.

Halo Reach FFA – Sat, Sun 4 pm

This tournament will be entirely Free For All, but not every round will be Slayer. The amount of players per-round will depend on the number of participants.

Iron Block Challenge – Sat Noon

Competitors race to gather enough materials for an iron block! **Must create a 6x6 (5x5 interior) structure on the overworld surface, with a door, light source, and iron block in the center. Fastest time wins!** Previous records: 6m58s, 7m51s, 8m34s

LoL Open Games – Fri 9 pm

Come hang out and play other League of Legends players in your favorite game modes! *This event is subject to hardware and network availability.*

Miniatures

Pacific Ballroom

Anima Tactics Demo – Sun 10 am – Anima Tactics

GM: Octave Villar

Come down and demo one of two skirmish games produced by Cipher studios! Anima Tactics is an anime'-stylized skirmish game. Gather up your party of superhuman beings to control the fate of Gaia!

Bolt Action 750 Point Late War (1944-1945) – Sun 10 am – Bolt Action

GM: Chris Mazourek/Greg Mazourek

750 point late war tournament. All published books and pdf list are legal. List must be built from a single source. Expect lots of terrain.

Circus Maximus – Sat 5 pm – Circus Maximus

GM: Jaime Vann

Harken back to the glorious days of ancient Rome! Thundering horses, unstoppable chariots and the roar of a blood-thirsty crowd! Family fun for all! Prizes will be awarded! Most fun you will have all con!

DBA demo/open gaming – Sat 10 am – DBA

GM: Donald Tseng

Bring your DBA army and play. Or if you'd always wanted to learn how to play now is your chance. DBA is a game that only requires 12 stands of figures, and is quick to play.

DBA demos – Sun 10 am – DBA

GM: Harry Durow, Andrew Gledhill

15mm DBA, using Arab, Roman, Alan, Sassanid, Lombard and Visigoth armies all day. 25mm HOTT (fantasy DBA in the afternoon). All armies provided.

Marvel vs. Capcom 2 – Sun 10 pm

WHERE YO' CURLY MUSTACHE AT? Hopefully you brought it with you 'cause we're going to take you for a ride. Pringles. Double elimination round.

Shadow Isles 3v3 – Sat 6 pm

Teams of three compete against each other in the twisted treelines of the Shadow Isles. Strategy, timing, and teamwork can be the difference between dominating victory and total defeat. Do you think your team has it what it takes?

Tournament will be conducted in draft mode, please arrive thirty minutes early to confirm your team, individuals welcome.

Soul Calibur II HD – Sun 9 pm

Classic fighting action complete with swords and knives and lots of ring-outs. Double elimination rounds.

Street Fighter II' HF – Sat 10 pm

Classic Street Fighter II action, except on the 360. Do you remember all the combos? Double elimination rounds.

Super Smash Bros. Brawl – Sat, Sun 2 pm

Jump into the sprawl as your favorite Nintendo character in Super Smash Bros. Brawl!

Tekken Tag Tournament 2 – Sat 9 pm

All of the classic Tekken characters AND all of the new Tekken characters kicking and punching for all they're worth. Double elimination rounds.

Dreadball Demo – Fri, Sat 6 pm, Sun 10 am 3 pm – Dreadball

GM: James Forest

Come hit the field with Mantic Games' sport of the future, Dreadball! Can you lead your team to victory in this violent and dynamic game? Your corporate sponsor sure hopes so. All materials provided, join any time.

Dropzone Commander Demo – Sat 2 pm – Dropzone Commander

GM: Donald Tseng

Come demo this excellent science fiction small actions game where you take command of a company sized force. Game play is fast and exiting. The rules are simple but allow for great flexibility while playing. Take command of the forces of humanity, trying to reclaim their home lands or the invasive Scourge who have taken it from them.

Easter Egg Hunt – Sat 10 am – Battleground

GM: Robert Boyens & Jesse Boyens

1944 Europe — play as Germans or Italians who are trying to execute a fighting withdrawal, or as the US, British or Poles who are trying to cross a river and take a town. Each terrain piece that is cleared will provide an "Easter Egg," ranging from close air support to a Tiger. Can you amass an unstoppable force?

Miniatures

Escape from Osgiliath – Sat, Sun 3 pm – Lord of the Rings Strategy Battle Game

GM: Larry Stehle

Would you help Frodo and his compatriots escape the army of Sauron and flee Osgiliath? Or aid Sauron and the army of Mordor in capturing the One Ring? Will Frodo succeed? Come and find out! Any level of player welcome! Everything provided!

Fight for Lower Upton – Sun 10 am – A War with no Enemy

GM: Allen Hughes

28mm English Civil War skirmish game. Come fight for control of a village.

Flames of War Eastern Front – Fri 6 pm – Flames of War 15mm

GM: Keith Alexander, Mark Nicholson, and Adam Hammer
Massive Eastern Front Brawl set in the early-mid stages of the "Great Patriotic War." This is an open game designed for fun and laughs. Beginners are welcome, all figures will be supplied, and a good attitude is a must. Juniors are encouraged to check it out.

Flames of War Midwar Mayhem Tournament – Sat 9 am –

Flames of War

GM: Tim Knapp

Come join us for an epic struggle between Axis and Allies from the barren wastes of North Africa to the frozen expanses of the Eastern Front. Eastern Front, North Africa, Burning Empires and official (approved) Battlefront .pdfs. 1750pts Midwar.

Flames of War Mixer – Fri 6 pm – Flames of War

GM: Tim Knapp

If you ever wondered "What is Flames of War?" here is your chance to find out. We are hosting demo tables to let you take command of an army. The game is easy to learn/play and you will be rolling dice and watching tanks burn in no time. For those in the tournament on Saturday come say hello. We will have the tournament tables open for you to try out and get up to speed for Saturday.

Godzilla Monster Island – Sat, Sun 8 pm – Monster Island

Action RPG

GM: Nathan Nanning

Come battle as a giant Kaiju! In Godzilla Monster Island, take the role as one of many monsters trying to defeat other Kaiju and destroy Tokyo in this action miniature RPG. All Materials provided!

Great Titan Hunt – Sun 3 pm – Warmachine/Hordes

GM: Colin Dimok/Claude DeSesne

Bring your caster and his/her hunting party (10 points), see how many Titans you can bag before the herd is culled. WM/Hordes game where the players will be fighting a herd of titans and competing to get the most prizes.

Helldorado Demo – Sun 10 am – Helldorado

GM: Octave Villar

Come down and demo one of two skirmish games produced by Cipher studios! Helldorado is a skirmish game set in an alternate 17th century Earth, where hell is a real place worth fighting over! Hire your officer and a small company of troopers in conquest of hell!

In Her Majesty's Name – Fri 8 pm, Sat 5 pm – In Her Majesty's Name

GM: Billy Salazar

In Her Majesty's Name is a set of skirmish wargames rules set in the late Victorian period, but not the one our current history remembers. Where ownership of the latest technological marvel might just be the thing to build fortunes, destroy empires and win fair ladies. Where a few men's pluck and cunning can change the course of history.

Mills Creek Gap, May 8th 1864 – Sat 10 am – Mr. Lincoln's War
GM: Stephen Phenow

The San Fernando Valley Wargamers in conjunction with The Drum Barracks Civil War Museum present their first battle study of 2014: Mills Creek Gap, May 8th 1864, the Rocky Face Operation the opening phase of the Atlanta Campaign. Maj. Gen Palmer 15th Corps US attacked Confederate Bate and A.P. Stewart's divisions covering the Gap in an attempt to break thru to Dalton, Ga. They were repulsed.

Paint and Take – Sat, Sun 10 am – Various

GM: Gerald Miller

Do you have some time between events? Then come join us on the 1st floor at the Miniature Paint and Take pavilion. Try out some new paints, brushes, and speak to our experienced staff sitting on the other side of the table. No experience required, the only requirement is patience and a desire to have some fun. All materials provided! Open until 5pm Saturday and Sunday.

Painting Contest Judging – Sun 2 pm – none

GM: Victor Bugg

Join us for the presentation of awards for our fantastic minis in the painting contest.

Sails of Glory Demo – Fri 6 pm, Sun 10 am – Sails of Glory

GM: Mike James

Sails of Glory is a tactical ship-to-ship miniature game, inspired by the best-selling Wings of Glory system. It features assembled and painted ship models, ready to play out of the box, and a game system designed to accurately represent battles at sea between the large sailing ships of the Napoleonic era. All materials provided.

Samba Saints - on the run part 1 – Sat 6 pm – Battletech & Mechwarrior RPG

GM: Andy Salazar

Continue the adventure with the merc. company Samba Saints. It will be a mix of classic Battletech and out-of-mech role-playing with pre-gen characters. This story has been going on now for 2 years, and has garnered acclaim with fans in the SoCal area.

Samba Saints - on the run part 2 – Sun 6 pm – Battletech & Mechwarrior RPG

GM: Andy Salazar

Continue the adventure with the merc. company Samba Saints. It will be a mix of classic Battletech and out-of-mech role-playing with pre-gen characters. This story has been going on now for 2 years, and has garnered acclaim with fans in the SoCal area. Note: part 1 is not necessary for playing this.

Taieb el Essem Nov 24, 1941 – Sun Noon – Gepanzerte Faust
Early Armored Warfare

GM: Dan Munson

During Operation Crusader at Taieb el Essem: The South African Carbineers was a component of the 1st South African Brigade force that held a defensive box south of Sidi Rezegh. On 24 November 1941 this force repelled a heavy Axis armored assault. The remnants of 4th Armoured Brig, (M3 Stuarts) help fought off elements of the Ariete Armored Division (M40-13) at Taib el Esem

The Battle of Gettysburg – Sat 9 am – Command Combat: Civil War

GM: Jeff McArthur

The entire battlefield for the Battle of Gettysburg will be laid out. We will be playing three sections, the fight for Little Round Top, the fight for Cemetery Hill, and Picket's Charge. All players will get a free copy of the battlepack of Gettysburg, and the winner gets a free copy of the documentary The Civil War.

Miniatures

This is WAR! Demo – Sat, Sun 10 am, Noon, 2 pm, 4 pm, 6 pm
– This is WAR!

GM: David Dunn

“This is WAR!” is a fast paced, futuristic/scifi 15mm miniatures d6 game system, using the vehicles and universe created by DLD Productions. All materials provided. Check out our upcoming Kickstarter.

Warhammer 40k Apocalypse – Sat 10 am – Warhammer 40k
GM: John Macomber

Play in a huge Warhammer 40k Apocalypse game with titans, super heavy tanks, and tons of models. 6000 pts per person 1 army no allies must be WSWIG (not using a tyranid model for a space marine) no single model over 1500 points. e-mail me for full rules and please send me your list so I can balance sides.

Warhammer Ancient Battles Open-Period Tournament – Sat 10 am – Warhammer Ancient Battles 2.0

GM: Ilan Mitchell-Smith and Adam Hammer

Did the 9th-century Vikings ever fight against 2nd-Century Roman legions? No! Do you want to see it happen? Yes! Armies in 25mm/28mm from all periods through the 17th C. are welcome, and the organizers will have loaner armies available. All armies will be built on 2800 points from the new Armies of Antiquity. For army lists not available in this book contact: imitchellsmith at gmail dot com

Warhammer Fantasy Rumble – Sun 6 pm – Warhammer Fantasy
GM: Adam Hammer

The game format will include a large multiplayer format and/or several smaller 1v1 or 2v2 battles. Experienced players may bring armies with lists of both 1500 and 2500 points. Beginners are welcome to join us as we will have plenty of figures for all to use. This is a friendly format and a good attitudes is a must.

X-Wing Miniatures Demo and Free Play – Fri 7 pm, Sat 10 am – X-Wing Miniatures

GM: Chris Jackson

Star Wars: X-Wing Game is a tactical ship-to-ship combat game in which players take control of Rebel and Imperial fighters, facing them against each other in fast-paced space combat. Featuring stunningly detailed and pre-painted miniatures. Space will be available for free play as well.

X-Wing Miniatures Tournament – Sun Noon – X-Wing Miniatures
GM: Chris Jackson

Join us and battle for the fate of the galaxy! 100 point fleets, using FFG’s latest tournament rules. Minimum of 4 rounds Join us for open play on Friday night to try out your fleet

X-Wing Snatch and Grab – Sat 3 pm – X-Wing Miniatures
GM: Chris Jackson

The Imperial and Rebels respective spy networks have found a large cache of bacta caught in the middle of an abandoned mine field from the Clone Wars. Which force can grab the most bacta? Join up and find out. All materials provided but feel free to use your own fleet.

War Games

Plaza Ballroom A

Another Stupid Block Game – Fri 17:00

A global strategic level WWII block game that is in development. Three to four players, card driven. Each land block represents an Army/Front. Each naval block represents three to four capital ships. There are three turns a year.

Axis & Allies – Sat 09:00

Although players may play any of the many versions of the game (by mutual agreement) in the first two rounds, the default game is the 1940 2nd edition. The tournament begins on Saturday and continues through Sunday (Finals Only) You must play on Saturday in order to play in the finals. Beginners welcome. We will partner you up with a returning player if you don’t wish to play alone. Enjoy!

C&C Napoleonic Campaign – Sat, Sun 11:00, 18:00

Allows players to fight battles in the Napoleonic era. The 4-player “campaign” is 3 round, 1-day campaign. After creating your army, you will fight 2 battles where your troops can gain experience as well as receive replacements for your battle losses. The final “epic” battle will be with 2 players per side. The players who win the campaign receive 10 dealer dollars each

Fields of Despair: France 1914-1918 – Fri 16:00 Sun 12:00

Come play GMT’s latest P500 addition in the War Room on 2nd floor! Fields of Despair is a fast-paced strategic level block war game set on the Western Front of the First World War. Players take control of the Allies or Central Powers fighting the war on land, at sea, and in the air all the while making tough economic and technological decisions at home. The game will be set up during the entire event time and at all other times if there is space. Come play a turn, scenario or full campaign.

Frederick – Sun 16:00

Frederick is a three (3) or four (4) player strategic level war game of the Seven Years War in Europe. While the game mechanics are simple, this is very much a design for effect game. You have a game of strategic considerations using a limited number of playing pieces and cards. Experience not required, with \$10 dealer dollars being awarded.

Maria – Sun 10:00

Maria is a three (3) player war game based on the War of Austrian Succession. While derived from Frederick, it has its own unique elements. Hidden information, novel politics, point to point movement, combat via card play and simple systems yet complex player interactions. Experience not required, with \$10 dealer dollars being awarded.

Napoleonic Wars (2nd Edition) – Mon 10:00

Recreate the ebb and flow of the Napoleonic Wars from 1805-1815 in this card-driven-game (CDG) by GMT Games. The players take on the role of the leaders of France, Austria, Russia and Britain. Their choices and actions will decide if Napoleon Bonaparte will continue to dominate Europe.

Virgin Queen (Campaign Tournament) – Sat 10:00

Virgin Queen is a card-driven wargame on the military, political and religious conflicts within Europe during 1559-1598. This will be the full 7 turn 1559 scenario. Looking for a full 6 player game, with a minimum of 3 players. If more than 6 players are signed up, there will be multiple games. Note we are scheduled for 11 hours, this being an entire Saturday tournament, with scheduled breaks. Winner will receive \$50 dealer dollars (in each game). All other participants will receive \$10 dealer dollars.

Roleplaying

Los Angeles, Plaza Ballroom B, C, and D, Newport

EPIC5-2 Dragons Dark (level 28) – Fri Noon – D&D 4E - LFR
Dragons wreak destruction and mayhem in the grip of madness, gathering sacrifices for a dark apocalypse. Death spreads its wings and casts its shadow over Faerûn, harvesting souls from entire cities and nations. Only the greatest of heroes can stop this new Rage of Dragons. A three-round Living Forgotten Realms Epic Campaign adventure for 28th-level characters. We recommend you allow 12-15 hours of play time to complete this adventure. EPIC5-2 is a direct sequel to EPIC5-1 Plaguewrought Prism. Continuity no

EPIC6-1 Confrontation in Shadow (level 30) – Fri Noon – D&D 4E - LFR

Shar weaves her final scheme to devour the world in shadow, safe within her Towers of Midnight. Legendary heroes must stop the goddess, securing their places in the pantheon, history, and myth - - or be forgotten in the total annihilation that will follow should they fail. A three-round continuous-play Living Forgotten Realms adventure for 30th-level characters. This is the finale of the Epic Campaign. We recommend that you allow 12-15 hours of playing time to complete this adventure

2-06: The Heresy of Man Part I: The First Heresy – Sun 8 am – Pathfinder

For more than 2 millennia, the nation of Rahadoum has lived under the Laws of Man that decreed “let no man be beholden to a god.” While this has led to relative peace without religious strife, it has left the nation devoid of divine healing and magical methods to provide succor to those ravaged by disease or injury.

2-07: The Heresy of Man Part II: Where Dark Things Sleep – Sun 2 pm – Pathfinder

When a Pathfinder team in the godless nation of Rahadoum disappears, the Pathfinder Society sends the PCs to investigate. Deep beneath the sands of the small village of Wadi al-Hesr, a long imprisoned evil responsible in part for the destruction of an ancient empire now stirs and threatens the entire region with a deadly plague.

2-09: The Heresy of Man Part III: Beneath Forgotten Sands – Sun 8 pm – Pathfinder

Beneath the desolate deserts of godless Rahadoum, the Pathfinder Society races against time to beat the traitorous Shadow Lodge to an ancient Jistkan citadel. But their rivals aren't the only obstacle in the PCs' way: the long-lost ruins teem with terrible outsiders set on manipulation and destruction, including a self-proclaimed avatar of the div god Ahriman. Beneath Forgotten Sands brings the three-part Heresy of Man series to a stunning conclusion.

2-21: The Dalsine Affair – Sun 8 am – Pathfinder

Your mission takes you to the Taldan capital city of Oppara where the intricate web of political intrigue and ages-old religious conflicts threaten the Pathfinder Society's presence in the land. When Baron Jacquo Dalsine's cousin is implicated in a recent attack on Society allies, the situation becomes even tighter for the Pathfinders, and at the end of the day some members of the Dalsine family may not get out unscathed.

2-23: Shadow's Last Stand Part I: At Shadow's Door – Sat 8 am – Pathfinder

The Shadow Lodge's assault on the Pathfinder Society has come to a head in the Andoren city of Almas, where renegade Shadow Pathfinders have taken over the Grand Cathedral of Aroden, holding the Pathfinders and Venture-Captain stationed there hostage. You must gain entry into the overrun Pathfinder lodge and put an end to the open warfare within the Society.

2-24: Shadow's Last Stand Part II: Web of Corruption – Sat 2 pm – Pathfinder

The mastermind behind the Shadow Lodge incursion on the Pathfinder Society has been revealed—a mysterious figure known only as The Spider. Your journey to discover the traitor's whereabouts and identities will take you throughout the streets and underground of Almas, even to the floor of the People's Council itself.

2-26: The Mantis's Prey – Sun 8 pm – Pathfinder

The Red Mantis have a contract to assassinate Grandmaster Torch, and the famed Absalom information broker calls in a favor from the Society to prevent his untimely demise. You must locate the Red Mantis assassins sent to kill him and eliminate the threat before they strike.

5-04: The Stolen Heir – Sat, Mon 8 am – Pathfinder

The Mendevian Crusade draws heavily on the Pathfinder Society's resources, and unless the Decemvirate can secure the assistance of generous patrons, the society may not have sufficient capital both to fight off the demonic invasion and to prepare its expedition to a lost historical site within the Worldwound. Upon hearing that the daughter of an eminent and wealthy citizen of Sauerton has gone missing, the Pathfinders rush to her aid in the hope of earning her father's goodwill and support in upcoming endeavors.

5-05: The Elven Entanglement – Fri 8 pm, Sat 2 pm – Pathfinder

Nearly every nation has contributed to the Mendevian Crusade, but few are willing to send additional aid to assist the Pathfinder Society directly. Owed a favor the elves cannot refuse, Pathfinders travel to Kyonin to secure a force of some of the finest demon-hunters in Avistan only to find that the hunters are missing in action. Can the Pathfinders extract the lost elves from the depths of Tanglebriar, or will they become the latest casualties of Treerazer's domain?

5-06: You Have What You Hold – Sat, Mon 2 pm – Pathfinder

As an act of retribution, an enemy of the society begins hiring river pirates to waylay Pathfinder boats bound for the crusader nation of Mendev. Unless the Pathfinders can track down the party responsible and put an end to their piracy, the raids may spell the doom of the society's ambitions to the north.

5-07: Port Godless – Sat, Mon 8 am – Pathfinder

Few are as adept at fighting demons as the Riftwardens, an organization of spellcasters dedicated to protecting the boundaries between the planes. Many are already committed to the Fifth Crusade in Mendev and are unable to assist the Pathfinders directly in the society's upcoming expedition into the Worldwound, but if the Pathfinders assist the Riftwardens elsewhere, perhaps a small number of the mages might be free to return the favor.

5-08: The Confirmation – Sat, Sun 8 pm – Pathfinder

Almost all Pathfinders undergo extensive training for three or more years to learn the tricks of the trade, and their last test before graduating from the ranks of the initiates to the status of a full Pathfinder agent is the Confirmation, a special research project that involves considerable fieldwork and is designed to simulate the initiates' future work as a Pathfinder.

RPGs

5-09: The Traitor's Lodge – Fri 8 pm, Sun 8 am – Pathfinder
During the recent attack on Nerosyan, Pathfinders sought out a local venture-captain to aid in the city's defense. What they found instead suggested the leader had not only fled recently but had played a part in the demons' offensive. Venture-Captain Jorsal has determined that the safety and integrity of the Pathfinder Society requires that a team delve into the sealed basement beneath the abandoned lodge to determine what other plans his turncoat colleague may have set in motion.

5-10: Where Mammoths Dare Not Tread – Fri 2 pm, Sun 8 am – Pathfinder

Despite several promising developments on the front lines, it's increasingly clear to the Pathfinder Society that fighting its way across the entire Worldwound would prove far more costly than approaching the Sky Citadel Jormurdun from the west. What it might gain in ease of use, the society lacks in an established basecamp, so the PCs must travel to the Realm of the Mammoth Lords.

5-11: Library of the Lion – Sun, Mon 2 pm – Pathfinder
Few societies have so vaunted a tradition of leading crusades as Taldor, yet the constant revisions to its history by scheming factions leaves the truth obscured by countless acts of political modifications. Even the lauded Kitharodian Academy's texts are riddled with these changes, so when a secretive ally approaches the Pathfinder Society with information about a hidden archive that contains the unaltered histories, the Pathfinders plan a daring infiltration to recover the secrets of Taldor's past victories so that Mendev might benefit from the discovery.

5-12: Destiny of the Sands Part 1: A Bitter Bargain – Fri, Sat 2 pm – Pathfinder

Amenopheus has learned that the legacy of the Jeweled Sages lies near the Osirian trade city of Eto, and the Pathfinder Society has pledged its support in the Sapphire Sage's investigation of his ancient order however the lead dried up that was until a familiar information broker contacted Amenopheus offering an exchange of services.

5-13 Weapon in the Rift – Sun 2 pm – Pathfinder
Dire need begets great innovation, and Ghalcor, a cleric of Iomedae, created a revolutionary new weapon to fight the demons that poured out of the Worldwound at the end of the First Mendevian Crusade. Unfortunately, the fiends overwhelmed Ghalcor and his assistants before they could arm and trigger the weapon, but complex fail-safes sealed off Ghalcor's tower and kept the device from falling into abyssal hands. As the Fifth Mendevian Crusade rages on, Ghalcor's secret weapon could be the factor that turns the tide.

ADCP6-1 The End and the Beginning (levels 11-20) – Sat 2 pm – D&D 4E - LFR

War rages between Cormyr and Netheril. While the battle for Suzail unfolds on the surface of Faerûn, a far more important struggle occurs in the realm of the unseen. The Netherese seek to create a new Shadow Weave and remake everything in Shar's image. The Order of Blue Fire wishes to ensure that the Spellplague's effects can never be undone. This is a fight not to determine the fate of the world, but to decide the very nature of reality. These are the last moments of this age.

Apocalypse World – Sat 8 pm – Apocalypse World
GM: Holly Campbell

Something's wrong with the world. It used to be better, but now it's scarcity and battle and pain. Everybody's got their own way of surviving: some protect and heal, some search and scavenge and some carve their way in blood. You, who are you? This is what we've got, yes. What are you going to make of it?

Aspire – Fri 8 pm, Sat 2 pm, Mon 9 am – GURPS

GM: Michale Shupe
Project ASPIRE (Agency for Supernatural and Paranormal Investigation, Research and Exploration. Pregens provided. Part of the GURPS Tournament

Aspire – Purgatory – Mon 2 pm – GURPS

GM: James Freeman
One of our leaders has been abducted and taken to purgatory. It is imperative we go in and rescue him before he is killed. This game is part of the GURPS tournament. Pregens will be provided.

Aspire – The Fist of GOD – Sun 8 pm – GURPS

GM: James Freeman
You are tasked with finding out who this new organization is and what their goals are. This game is part of the GURPS tournament. Pregens will be provided.

Assault on the Valley – Sun 2 pm – The Great Ork Gods

GM: Dan Cascone
You think you got what it takes to be in da horde? A light rules indie rpg where players both control both an Orkish god and one of a nearly inexhaustible supply of brutish greenskins. There might be a little PVP.

Blood Moon – Sun 2 pm – Vampire the Masquerade

GM: Louis Garcia
You stalk in the shadows, moving gracefully and unseen among their prey. You are a blood-drinking fiend of whispered legends - a Kindred, a Cainites, a Damned. Above all, you are a vampire. Your eternal struggle, waged since the nights of Jericho and Babylon, plays itself out among the skyscrapers and nightclubs of the modern world. Presented by the Dead Gamers Society

Bring Me the Head of Dr. Dinosaur – Sun 9 am – Atomic Robo:

The Roleplaying Game
GM: Mike Olson

You were elite agents of a secretive government agency, genetically engineered to be the best of the best. But 14 years ago, the black sheep of your group, a psychotic with the delusional belief that he's a velociraptor named H'sssk, slaughtered your creators and set off on a worldwide chaos spree. Tesladyne wants to imprison him. Majestic 12 wants to study him. But you? You just want revenge.

CMP2013-02 Dragon's Song 2: Berlin Waltz – Sun 9 am –

Shadowrun: Shadowrun Missions
Escort an injured Mr. Johnson to Berlin, with a dragon's minions on your tail!

CMP2013-02 Dragon's Song 3: Neo-Tokyo Fusion – Sun 2 pm –

Shadowrun: Shadowrun Missions
The Ragin' Gaijin are the hottest indie band in Neo-Tokyo, but now they need rescued.

Coast to Coast – Sat 8 pm – Dread (The Horror RPG utilizing Jenga)

GM: Sam Carter
You and your crew of amateur long-distance racers are competing with other teams in other vehicles to get to the finish line first. Something has gone very, very wrong. Now your race has turned into a fight for survival. (Dread utilizes a Jenga tower instead of dice for nail-biting tension at the table.)

RPGs

CORE5-4 Dark Lords of Oman (levels 11-20) – Sun 2 pm – D&D 4E - LFR

The treaty was not his to make. Now, you must convince the True Power why the treaty should stand. This is the second adventure in the Gates of Hope major quest that started in CORE5-3 Lost Refuge and concludes in CORE5-5 Turning Point. A two-round Living Forgotten Realms adventure set in the Moonshae Isles for characters of the paragon tier (levels 11-20). Written by Forrest McDonald and Mickey Tan

CORE6-1 Behind Obould's Lines (levels 1-10) – Fri 2 pm, 7 pm, Sat 9 am, Sun 9 am, 2 pm, 7 pm – D&D 4E - LFR

You had already entered Many-Arrows to steal a relic from a small temple when you received the desperate message: slow down an orc horde before it joins forces with Netheril to invade Cormyr. But how are a handful of adventurers supposed to stop the throngs of Obould's orcs? It won't be easy, but you could become legends... A one-round Living Forgotten Realms adventure set in the Kingdom of Many-Arrows for characters of the Heroic tier (levels 1-10). This is the Heroic tier finale of the Desolation series,

Dadeni Rises – Sun 8 pm – The Silver Seas

GM: Hamish Cameron

One does not simply recover an artifact of the Greedy Dead, especially when it's a cauldron that reanimates the dead.

In fact, it seems that the powers of this cursed cauldron are growing, changing... awakening? Did the Dread Pirate Anfeldt really steal it? What do the Spiral really want? Is that a crow circling your mast? Yeah... here they come. Cannons or sails, mates?

Damzale in Distress – Sat 9 am – DUNGEON WORLD

GM: michael cantin

Prince Damzale has been kidnapped by a power mad Sorceress bent on sacrificing the would be virgin monarch towards nefarious ends. A kingdom in peril! One pissed off bride! Surely some adventurers could do the realm a solid and rescue the lad?

Did You Remember to Pay the Power Bill? – Fri 8 pm – Scion: A Modern Mythology

GM: Ira Taborn

The West US Branch of the Celestial Bureaucracy is honored announce that the 2014 New Year Celebration in Seattle is hosting his majesty, Jade Emperor Guan Yu. Or we would be if someone wasn't taking out power sources all over the city. As an official bureaucracy investigation could take years, we need you to do this. And as the children of gods, you can easily get this done before midnight...right?

Do Troubleshooters Dream of Electric Sheep? – Sun 2 pm –

Paranoia

GM: Ed Murphy

"You're in a desert, walking along in the sand, when all of a sudden you look down..." "What's that?" "What?" "What's a desert?" "It doesn't make any difference what a desert is, it's above your security clearance." "But how come I'd be there?" "Maybe you're a Commie. Maybe you're on a mission hunting Commies. Who knows? You look down and see a tortoise, Kowal-SKI. It's crawling toward you..."

ENTER IF YOU DARE – Sun 2 pm – Labyrinth Lord

GM: DM Sean

The journey nears and the party takes rest. Soon they will enter down dark, cold, steps. Where the grandest of treasures and the most terrible dooms, awaits all who tempt such unknown fates". More Information: This is a classic dungeon crawl using the B/X clone Labyrinth Lord with a few additional rules. 1st level characters only.

EPIC5-3 Shadow Storm (level 29) – Sat 9 am – D&D 4E - LFR

Thwarted time and again, Shar is forced to answer for her attempts to destroy creation. The dark goddess is not so easily defeated, even by Faerûn's greatest heroes. Traps and devastation abound and every move leads to apocalypse. A three-round Living Forgotten Realms adventure for 29th level characters. This adventure is a direct sequel to EPIC5-2 Dragons Dark.

EPIC6-1 Confrontation in Shadow (level 30) – Sun 9 am – D&D 4E - LFR

Shar weaves her final scheme to devour the world in shadow, safe within her Towers of Midnight. Legendary heroes must stop the goddess, securing their places in the pantheon, history, and myth - or be forgotten in the total annihilation that will follow should they fail. A three-round continuous-play Living Forgotten Realms adventure for 30th-level characters. This is the finale of the Epic Campaign. We recommend that you allow 12-15 hours of playing time to complete this adventure.

Equestria – Sun 9 am – GURPS

GM: Michale Shupe

Take on the roles of one of the mane 6 or one of the cutie mark crusaders in this casual trot through Equestria (of course absolutely nothing will go wrong, right?) Pregens provided. Part of the GURPS tournament.

Equestria – Sat 9 am, 2 pm – GURPS

GM: Michale Shupe, PotatoPie

Take on the roles of one of the mane 6 or one of the cutie mark crusaders in this casual trot through Equestria (of course absolutely nothing will go wrong, right?) Pregens provided. Part of the GURPS tournament.

Fighters challenge – Fri 8 pm, Sun 2 pm – 2nd edition AD&D

GM: Mike Lowrey

You will play a small band of warriors hired to explore the halls of a recently discovered hold of ancient Dwarf lords, travelling through Orc infested lands, untouched forests and into the mountain home of Giants before getting to the underground ruins. Will you survive to see the fabled birth place of the dwarves?

First Steps: In Service to Lore – Sat, Sun 8 am – Pathfinder

In your first mission as a Pathfinder agent, the head of the Grand Lodge sends you on a number of missions throughout the metropolis of Absalom, pitting you against traps, thieves, and even an unruly devil, all in the pursuit of knowledge.

Five Broken Swords – Sun 9 am – Protocol - Postworld Games

GM: Mike Leader

Five Broken Swords is a story roleplaying game about adventurers in a fantasy world on a long and unfulfilled quest. The adventurers are old, tired, and ready to give up. But maybe the fabled relic lies in the next dungeon up ahead. In the end, will you fail together or succeed alone? The Protocol game series uses vignettes, interrogations, interludes, and ensembles to create a group-story drama.

Freeport - Bound & Ballasted – Sat 2 pm – Fate Core, Freeport Companion Edition

GM: Sam Carter

Sail the blue ocean! - they said. Adventure and fortunes await! - they said. No mention of coming to an end tied belowdecks on a burning ship sinking gods-knows-where on the seas. Still, you and your crewmates are from Freeport, so you don't give up easy. You plan on getting your revenge yet!

RPGs

Georges Children – Sat, Sun 9 am, 2 pm – GMZero

GM: Shawna Leader

Georges Children is a roleplaying story game set in a post-apocalyptic world where there are no adults. Players take on the roles of children to tell the story of a single day in the children's lives. Where do you wake up? How do you find food? Do you make friends... or enemies? This is part of the GMZero series which facilitates roleplay without a GM. You'll learn the basics with this game.

GURPS Tournament Finals – Sun 8 pm – GURPS

GM: Michale Shupe/PotatoPie

By invite only. Game scenario to be announced at time of game. Finalist will be posted at the RPG signup table by 7pm on Sun.

GURPS: Gaslamp West – Origins – Sun 2 pm – GURPS

GM: David and Julie Scott

While the Oddfellows interfere in strange happenings in Europe and beyond, the New World has its share of supernatural afflictions and storybook madness. A small group of Imaginaries and their allies have been commissioned by the President to bring order out to the lawless west. This is a new expansion to the long-running GURPS: Gaslamp Adventures. Part of the GURPS Tournament

GURPS: Gaslamp – Sword of the Raven – Sat 2 pm – GURPS

GM: David and Julie Scott

When rumor rises that the legendary Raven's Blade has been found, the Pirate Kings and Queens of Neverland prepare for war. The Oddfellows must help try to defuse the situation, by stealing the sword themselves if need be. Is this legendary pirate's sword born from Kadathian origins? Who is responsible for it being found after so long? Part of the GURPS Tournament

Happy Jack's: Blood Trails – Sat 9 am – Eclipse Phase + FATE Core

GM: Jason JiB Tryon

Hidden in one of the La Grange points off of Saturn amongst the debris that forms the rings around the giant planet, Tamaris is a research facility that has long been hidden from the rest of Trans-Humanity. Recently Firewall lost contact with their people there and they fear that something has gone terribly wrong. You have been sent to find out what's going on.

Happy Jack's: Steam & Thunder – Sun 2 pm – Hero System 6th Ed

GM: Jason JiB Tryon

For over one thousand years you have lived amongst, sharing their lives, their successes, their woes. You aided and guided the humans. When they immigrated to a small island off the coast you went too and watched as a mighty empire grew from that small island to circle the globe. You watched as steam and gears replaced sinew moving the world. A new threat rises, and again you must answer the call.

Happy Jack's: Open Minds II – Sun 2 pm – Fate Core

GM: Patrick "Mouser" Rowley

Haven is gone. The team is on the run. Chris and Michael have disappeared. The Psionic world is in an uproar, and Alpha is the only group to help. Can the ragtag team of Psionics rise to the challenge? (Rules set will include additions from the Fate Toolkit)

Happy Jack's: Replicant Can – Sat 9 am – Mongoose Traveller

GM: Stork & CADave

Traveller curious?? This is a great opportunity to learn. This game will take you from character creation, all the way into an adventure. The Traveller Char Gen is almost as much fun as the game itself. If you are interested, bring 2 six sided die, a pencil and an open mind, and see how much fun creating a Traveller Character can be!

Happy Jack's: Return to Raulu Ford – Sat 9 am – Moment of Truth (beta)

GM: Stuart Venable

This is a playtest of the Moment of Truth RPG, which is in beta. The Church has sent a magistrate and several investigators to look into strange events in Raulu.

Happy Jack's: Smoldering Memorandum II – Sat 2 pm – FATE Accelerated Edition

GM: trick "Mouser" Rowley

The team enjoys a day off to take Matthew's nephew to Disneyland. What could possibly go wrong?

Happy Jack's: We've got a GIANT Problem! – Sat 2 pm – Pathfinder

GM: Tyler King

It has been decades since the Jarls brokered a peace between the towns and settlements of Tryggvheim and the local frost giants. Recently, however, several settlements have been attacked, seemingly by giants. It's up to a small group of volunteers to figure out why.

Happy Jack's: Dead Presidents 5: Sins of the Kims – Sat 9 am – Savage Worlds

GM: Tyler King

The son of a defeated foe wishes to treat for peace with the Dead Presidents. Are his intentions pure?

Happy Jack's: A Valentine's Fairy Tale – Sat 9 am – Grimm

GM: Bill Roper

The kids of Elderbrook Elementary are celebrating another holiday! Valentine's Day means exchanging cards, deciding if it's time to finally tell your crush how cool you think they are, and of course - candy in heart-shaped boxes! Not everyone is happy, however, and it will only be a matter of time before the classmates are summoned to the lands of Grimm to mend a broken heart.

Hocus Focus: A Harry Dresden Fiasco – Sat 9 am – Fiasco

GM: Mike Leader

Occult Chicago...There's so much right there for the taking... money, power, respect, fame...all you need to do is reach out and take it. You've got supernatural powers, a foolproof plan, and nothing can go wrong. Then Harry Dresden showed up. FIASCO is an award-winning game for 3-5 players, and is just making your own Coen brothers movie, in about the same amount of time it'd take to watch one.

Homebrood – Sun 9 am – Homebrood

GM: Mikal Saltveit

Have you ever wanted to get your friends and family into table top role playing games? Homebrood is designed from the ground up to get new and reluctant players into the action! With simple but effective rules, it feels comfortable for new players and familiar for old ones. Be sure to stop by and check it out. One hour games run each hour at 9am-2pm and 6pm to midnight.

I Give You My Heart – Fri 8 pm – Dungeon World

GM: Stephanie Bryant

It's Spring in the World of Dungeons, and lovers are trading tokens of their affection, hoping to entangle the affections of their beloved! The fact those tokens are in the effigies of hearts... that's just symbolic, right? Will you vie for the charms of your coy young love? Do you have plans for the "special day?" And what do you do when "you stole my heart" is taken literally? Pre-gens available, or bring your own DW base character. Level 1-9

RPGs

Inverse World – Sat, Sun 2 pm – Dungeon World

GM: Denys Mordred

If Miyazaki created D&D. Come explore a unique and awe-inspiring fantasy setting, an adventure-filled world of sky kingdoms, dangerous journeys, airship pirates and terrible foes. It puts the fantastical back into fantasy. This game uses the dynamic Dungeon World system Inverse World itself will be published in 2014.

Iron Edda: War of Metal and Bone – Sat 8 pm – Fate Core

GM: Morgan Ellis

Midgard trembles under the metal footsteps of dwarves in their titanic constructs, and the bones of long dead giants rise up soulbound to brave warriors. Loki's shadow stretches across the land and Ragnarok approaches. This is a new game of epic Norse fantasy using the Fate Core rules. Will you dine with the Gods in Valhalla, or dance in the halls of the dishonored dead? Chose your fate.

Is Giant Robot, Da? – Mon 9 am – Vesna Thaw

GM: Stephanie Bryant

Nuclear winter has come and gone. The vestiges of Russian civilization survive in underground bunkers, built in preparation for atomic war. You are a pilot, brave or foolish enough to take to the surface encased in the safety of your robot, a machine scrapped together from the remnants of the industrial Soviet state. What will you be able to rebuild? Bring: polyhedral dice and a pencil.

Lady Blackbird – Sat 2 pm – Lady Blackbird

GM: Holly Campbell

Lady Blackbird is on the run from an arranged marriage to Count Carlowe. She hired a smuggler skyship, The Owl, to take her from her palace on the Imperial world of Ilysium to the far reaches of the Remnants, so she could be with her once secret lover: the pirate king Uriah Flint. What dangers lie in their path? Go. Play. And find out.

Land of Zombies – Sat 8 pm – GURPS

GM: James Freeman

It has been confirmed that the virus outbreak is causing people to act like Zombies, Can the government quell this outbreak or is this the end of civilization as we know it. Will you survive or become one of the undead? This game is part of the GURPS tournament. Pregens will be provided.

Land of Zombies – Sun 9 am – GURPS

GM: James Freeman

Every world government has fallen, We need to rebuild and continue to survive against the zombie hordes and the human scavengers/warlords. Can you survive against all odds? This game is part of the GURPS tournament. Pregens will be provided.

Land of Zombies – Fri 2 pm – GURPS

GM: James Freeman

This is the first day of the Zombie outbreak, will you survive or become one of the undead?

Life's Sweetest Reward – Fri 8 pm – The Queen's Cavaliers

GM: Caoimhe Snow

Love, exciting and new! Set a course for adventure in the seas of Ekalia as you're assigned to guard the Queen's envoy to a noble wedding - a marriage that the enemies of Gallinea want to make sure never happens! TQC is a swashbuckling, clockpunk fantasy adventure RPG. Come aboard, we're expecting you!

Lovers of the Rose – Sat 9 am – Blue Rose:True20

GM: Chris Czerniak

Pallick a cleric is going to run from his kingdom of Jarzon to be with his lover, an Aldin noble Isabelle. Pallick and Isabelle's friends will assist them as they plan to meet in a dangerous swamp to smuggle Pallick across. However, not everyone approves of the relationship. Adventure and romance in the world of Blue Rose.

Midgard campaign setting - The Madman at the Bridge – Sun 2

pm – Pathfinder Roleplaying game - midgard setting

GM: Nicholas Milasich

Someone has highjacked the famous puffing bridge of Zobeck. Only our brave (and unusual) heroes can explore the clockwork heart of this broken artifice, defeat the enemy, and save the clockwork city. An introduction to Kobold press' award winning Midgard campaign setting. Run by the author of Advanced Races 6: Kobolds, and including rules from that publication.

Midnight in the Garden of Good & Evil (Old West hack) – Sun 8

pm – Apocalypse World

GM: Denys Mordred

In the Old and Wild West, gunslingers, outlaws, law-men, ranchers, sirens, gamblers and pale riders have to face threats to their valley, both from without and from within. No vengeful ghosts. No mad science. No zombies. Certainly no aliens. There is only and forever - true grit. This game is a hack of the dynamic Apocalypse World engine.

Module: Master of the Fallen Fortress – Sat, Sun 2 pm –

Pathfinder

The ruined siege castles outside Absalom have long beckoned adventurers looking to make a name for themselves. Now an earthquake has cracked open one of these fabled ruins, and its lost mysteries and fantastic treasures lie exposed for the first time in centuries. But the tower's empty halls once more echo with living footfalls, and a new master has claimed the Fallen Fortress as his own.

Module: We Be Goblins Too! – Sat 8 pm, Sun 2 pm – Pathfinder

The Licktoads, once the great and fierce goblin tribe in Brinestump Marsh, were defeated by human adventurers! All that remains of the tribe are its four goblin "heroes" "Reta Bigbad the fighter, Chuffy Lickwound the rogue, Poog the cleric of Zarongel, and Mogmurch the alchemist. Homeless and bored, they left their swampy homeland to join the neighboring goblin tribe, the Birdcrunchers.

Module: We Be Goblins! – Sat, Sun 2 pm – Pathfinder

The Licktoad goblins of Brinestump Marsh have stumbled upon a great treasure fireworks! Yet unfortunately for them, the tribe member responsible for the discovery has already been exiled for the abhorrent crime of writing (which every goblin knows steals words from your head). To remedy this situation, the Licktoads' leader, His Mighty Girthness Chief Rendwattle Gutwad, has declared that the greatest heroes of the tribe must venture forth to retrieve the rest of the fireworks from a derelict ship stranded in the marsh.

MoonMen From Mars – Sat 2 pm – Protocol - PostworldGames

GM: Mike Leader

Moonmen from Mars is a story roleplaying game about the futuristic Moonmen who have invaded Earth Planet airspace, intending to ravage our planet with their Mars ray beams. Grab your graviton boots and your laser-rods and join the fight. Earth needs you, will you heed the call? (Tongue-in-cheek storytelling with a fun and easy to learn system. Like 1930s-1960s sci-fi? Come join us!)

RPGs

My Bloody Valentine – Sun 2 pm – White Wolf Storytelling (God Machine Update)

GM: michael cantin

February 14th is a day for lovers. Or a singles party. Six friends are attending the latter at one of their number's new apartment in a Historical Building downtown. Several drinks later things get weird. One hangover later and the six are alone....Elsewhere. They say that Love finds a way. They never said that way would be pleasant.

MYTH6-1 Preemptive Strike (levels 11-20) – Fri 2 pm, Sun 9 am – D&D 4E - LFR

The dark fey have made an unlikely pact with the Order of Blue Fire. These combined forces now threaten Myth Drannor, putting the alliance with Cormyr at risk on the eve of all-out war with Netheril. Can you infiltrate their stronghold and disrupt their plans? A Living Forgotten Realms adventure set in Myth Drannor for characters of the Paragon tier (levels 11-20). Note that MYTH6-1, 6-2, and 6-3 can be played in any order.

MYTH6-2 Ambassador, General, Herald, Spy (levels 11-20) – Fri 7 pm, Sun 2 pm, Mon 9 am – D&D 4E - LFR

There is a traitor within the innermost circle of power in Myth Drannor. The Coronal is unsure whom she can trust, so outside help is needed. Can you unravel the mystery before Myth Drannor is severely crippled? A Living Forgotten Realms adventure set in Myth Drannor for characters of the Paragon tier (levels 11-20). Note that MYTH6-1, 6-2, and 6-3 can be played in any order.

MYTH6-3 The World Will End in Fire (levels 11-20) – Sat 9 am, Sun 7 pm, Mon 2 pm – D&D 4E - LFR

Powerful leaders and ritual casters from the Order of Blue Fire gather in secret to cast a vile ritual. What would happen if the energy of a mythal was corrupted, then unleashed in the form of Spellplague? It would be better for the world not to know the answer to that question. A Living Forgotten Realms adventure set in Myth Drannor for characters of the Paragon tier (levels 11-20). Note that MYTH6-1, 6-2, and 6-3 can be played in any order.

Orange is the New Pack – Sat 9 am – Werewolf the Forsaken (New World of Darkness)

GM: Joe Burgos

Welcome to Hexford Correctional Facility & Mental Institution. On a good day Big Bubba will shank you for your peanut butter and jelly sandwich. On a bad day, you wont have time to scream to the prison guards for help. And why are people always transferred into Hexford, but no records show anyone transferring back out?

Palladium Robotech RPG – Fri 8 pm – Palladium Robotech Tabletop Role-Playing Game

GM: Allan Sylvia III, Patrick Saul

Based on the popular 1980s Cartoon/Anime Macross (Robotech in the USA), Palladium has created a Tabletop Role-Playing Game in which players are introduced to the events of the First Space War and the events that follow by stepping into the shoes of the U.N. Spacy Pilots, Robotech Defense Forces, Destroid Pilots, and even the Bridge Officers, or the Enemy Zentraedi/Meltraedi Forces.

Pop goes the Meazel – Sat 9 am – AD&D

GM: Angelo Chiriaco

A thief is loose in the town of Rashtan, can you stop them? This module is designed for four to six players of novice or intermediate skill using characters of first level. You may bring your own character or pregens will be provided.

Psychedelic House Party Blues – Sat 2 pm – FAE

GM: Seth Halbeisen

Valentine's Day Rave! Shake it while you make it! Lots of music, lots of drugs... Uh, what the heck... I think I took the wrong drug... Is that a monster? Is this a joke? Holy Crap! Run! Run! What happened to the city? There's more of them! It's Eating me! HELP! Is that a ... HOTDOG?

S.H.I.E.L.D. - The Sandbox – Sat, Sun 8 pm – Buffy the Vampire Slayer RPG

GM: Nicholas Butler

Incoming transmission from Director of S.H.I.E.L.D Agent Fury. You are the newest recruits of S.H.I.E.L.D and you have been assigned to the sand box you will be assigned gear you are here because you are the best of the best your first mission will begin shortly after you arrive.

Season 5 Special: Siege of the Diamond City – Sat 8 pm – Pathfinder

After a recent discovery of a lost city in the heart of the demon-infested Worldwound, Pathfinder agents from around the world flock to Nerosyan, capital of the crusader nation of Mendev, to prepare for the coming adventure. When the city falls under attack, however, everyone within its walls must take up arms to defend against the Abyssal hordes.

ShadowPunk!: Valentine's Day Shopping Spree! – Sat 9 am – Fate

GM: Seth Halbeisen

Everybody like to shop. Well... Almost everyone. Make a run, in broad daylight, downtown and in a corp mall. Yeah, sounds like suicide. If only we had a choice. Oh, and the rumor is that the Mafia want to celebrate or something...

Short Order Heroes Horror – Fri 8 pm – Short Order Heroes

GM: Dan Cascone

Short Order Heroes is a rules light game designed for easy role-playing. Fast and easy to learn. This session will be horror themed.

Short Order Heroes Pirates – Sat 2 pm – Short Order Heroes

GM: Rachel Tolliver

Short Order Heroes is a rules light game designed for easy role-playing. Fast and easy to learn. This session will be pirates themed. Kids Only.

Short Order Heroes Space – Sun 8 pm – Short Order Heroes

GM: Dan Cascone

Short Order Heroes is a rules light game designed for easy role-playing. Fast and easy to learn. This session will be science fiction themed.

Short Order Heroes Supers – Sun 2 pm – Short Order Heroes

GM: Rachel Tolliver

Short Order Heroes is a rules light game designed for easy role-playing. Fast and easy to learn. This session will be superhero themed. Kids Only.

SoB13 Prison of Earth (levels 1-3) – Sun 2 pm – Legends of the Five Rings: Heroes of Rokugan

Mysterious accidents have plagued the Iron Mines of the Crab, and the Kuni have called for assistance in their investigation. Is it sabotage, or something more sinister?

SoB18 Winter Court: Kyuden Gotei part 1 (levels 1-3) – Mon 9 am – Legends of the Five Rings: Heroes of Rokugan

Winter comes to the Empire and in the Court of the Mantis the season of political maneuvering begins in a uniquely Mantis way.

RPGs

SoB18 Winter Court: Kyuden Gotei part 2 (levels 1-3) – Mon 2 pm – Legends of the Five Rings: Heroes of Rokugan
A Mantis lord lies dying and the Clan is about to explode. Can the PCs find the culprit before the court is covered in blood?

SoB43 Deadly Ground (levels 1-3) – Sun 7 pm – Legends of the Five Rings: Heroes of Rokugan

As winter closes in to cover the land, an unexpected delay threatens to ensnare a group of samurai hurrying to Winter Court

Sparks Nevada, Marshal on Mars – Fri 8 pm, Sun 2 pm – Thrilling Fate!

GM: Mike Olson

Kids! Shine your astro-spurs and don your robot fists! It's time to playtest the Sparks Nevada Adventure Game! Based on the wildly popular Thrilling Adventure Hour (thrillingadventurehour.com), the Sparks Nevada Adventure Game uses a greatly altered and simplified version of Fate Core that emphasizes character interaction and big dramatic moments. Newcomers to Sparks Nevada and/or Fate welcome!

Spec Ops: Operation Needle – Fri 2 pm, Mon 9 am – GURPS

GM: Mook Wilson

The CIA Special Operations Group is the most elite and covert Spec Ops force in the world. As a member of this team, you find yourself once more putting it all on the line to get the job done, and get the whole squad home in one piece. Set in the present, no magic, no aliens, just guns and guts. Please note that PC death *is* a real possibility! No prior knowledge of GURPS necessary.

SPEC6-1 Divide and Conquer (levels 11-20) – Fri 7 pm, Sat 9 am, Sun 2 pm – D&D 4E - LFR

Cormyr and its allies need the help of the good-aligned dragons in the upcoming battle against Netheril. The dragons are willing to join the cause, but only if they are first given assistance in retaking the Well of Dragons. Recent setbacks experienced by the Cult of the Dragon make this the right time to strike. The area is still heavily fortified, so a small, covert operation is needed. A Living Forgotten Realms adventure for characters of the Paragon tier (levels 11-20).

Special Guest Event: A Parade of Puppets – Sun 2 pm – Wield

GM: John Wick

Come and play with award winning game designer John Wick! Be among the first to experience John's newest project "Wield".

Special Guest Event: Bloodstones of Sothus – Sat 2 pm –

Adventures Under the Laughing Moon

GM: Todd VanHooser

Adventures Under the Laughing Moon challenges players to take control of the powers of destiny and fate. Set in the fantasy world of Mythren, players are drawn into a tangled web of forbidden magic and deceit as artifacts of the ancient world re-awaken forgotten powers.

Special Guest Event: Curse of the Hanging Coffins – Sat 9 am – Laughing Moon

GM: Todd VanHooser

Adventures Under the Laughing Moon challenges players to take control of the powers of destiny and fate. Set in the fantasy world of Mythren, players are drawn into a tangled web of forbidden magic and deceit as artifacts of the ancient world re-awaken forgotten powers.

Special Guest Event: I Was Always More Evil Than Thou – Sun 8 pm – Wield

GM: John Wick

Come and play with award winning game designer John Wick! Be among the first to experience John's newest project "Wield"

Special Guest Event: Lockwood Gallows – Sun 9 am – Laughing Moon

GM: Todd VanHooser

Adventures Under the Laughing Moon challenges players to take control of the powers of destiny and fate. Set in the fantasy world of Mythren, players are drawn into a tangled web of forbidden magic and deceit as artifacts of the ancient world re-awaken forgotten powers.

Special Guest Event: Sands of Hollowshire – Sun 5 pm – Laughing Moon

GM: Todd VanHooser

Adventures Under the Laughing Moon challenges players to take control of the powers of destiny and fate. Set in the fantasy world of Mythren, players are drawn into a tangled web of forbidden magic and deceit as artifacts of the ancient world re-awaken forgotten powers.

Special Guest Event: The Haunting of Fang Tooth Gulch – Fri 3 pm – Laughing Moon

GM: Todd VanHooser

Adventures Under the Laughing Moon challenges players to take control of the powers of destiny and fate. Set in the fantasy world of Mythren, players are drawn into a tangled web of forbidden magic and deceit as artifacts of the ancient world re-awaken forgotten powers.

Special Guest Event: Who Killed Lord Davenport? – Sat 9 am – Wicked Fantasy

GM: John Wick

Wicked Fantasy is a brand new Pathfinder setting book from the award-winning designer John Wick focusing on ten races. Re-creating the "generic" races found in most fantasy roleplaying games, all with a wicked twist. Take control of one of these re-envisioned fantasy races to discover "Who Killed Lord Davenport".

Special Guest Event: Witching Hour – Mon 9 am – Laughing Moon

GM: Todd VanHooser

Adventures Under the Laughing Moon challenges players to take control of the powers of destiny and fate. Set in the fantasy world of Mythren, players are drawn into a tangled web of forbidden magic and deceit as artifacts of the ancient world re-awaken forgotten powers.

Star Wars: Into the Fire – Sat 8 pm – Apocalypse World

GM: Denys Mordred

A long time ago in a galaxy far, far away. Play Jedi, smugglers, spies, rebels, droids and anything else you can think of and have an epic adventure in the greatest space opera universe ever invented. We'll be using the fast and dynamic Apocalypse World game engine. Strap yourself in because you're about to go to Hyper Speed.

Star Wars: Rebel Rising – Sat 2 pm – Star Wars Edge of the Empire

GM: Jameson McDaniel

The Empire has been beaten back with the destruction of the first Death Star but now is not the time to rest. Now we must make the final push to free Sullust and cut off the Empire from the Rimma Trade Route. You will play as part of the Rebel Alliance sent in to retake key targets, one of which is the Star Destroyer high above. Do not volunteer lightly as most of you will not make it out alive.

RPGs

Star Wars: Under a Black Sun – Sun 2 pm – Star Wars Edge of the Empire

GM: Jameson McDaniel

A dangerous bounty hunter is hiding amongst the populace of Coruscant, the capitol of the Empire. Over the gripping three-part adventure, the players will gather information on their target, track him through the streets, and (with luck) face off against him in a final, confrontation. But when faced with such a dangerous and highly trained target, will you remain the hunter or become the prey?

Sullied Hands – Sat 8 pm – The Queen's Cavaliers

GM: Caoimhe Snow

It is the last days of the bitter, twenty-year war with Albia, and the Gallineans are preparing for a major assault when word comes of a fearsome Albian doomsday plot. Gallinea needs hero(ine)s - - but none can be spared. Just you and the other criminals, murderers, and madmen. Survive this suicide mission, and you go free. TQC is a swashbuckling, clockpunk fantasy adventure RPG.

Teenage Mutant Ninja Turtles - Ninjitsu Nights – Sat 9 am –

Mutants & Masterminds 3rd Edition

GM: Sam Carter

The foot is split into rival factions after the death of Shredder. Our four half-shelled heroes are without their allies. Chaos reigns in the city. Can Leo, Raph, Mikey and Don keep things together? (Loosely set during the 'City at War' era of the TMNT comics)

The Brat Pack – Sat 9 am – The Queen's Cavaliers

GM: Rachel Tolliver

Officially, you have been sent as escort for Prince Phillip on a diplomatic mission. Unofficially, you are on a punishment detail to chaperone a playdate between royal youngsters. A unexpected change in schedule means you are going to have more than you bargained for. TQC is a swashbuckling, clockpunk fantasy adventure RPG.

The Call of the God Machine – Sun 9 am – World of Darkness Storytelling: God Machine Rules Update

GM: Louis Garcia

What is the God-Machine? That question doesn't have a single, easy answer, but that doesn't stop people from asking. The World of Darkness is layer upon layer of mystery, but what is the mechanism that keeps it all moving? Is there a design in play? And what happens to those who think to use the Machine for their own ends?

The Day After Ragnarok – Sun 9 am – Fate Core

GM: Morgan Ellis

Welcome to the end of the world. The skies are shrouded with burning, oily smoke, the Earth groans under the poisoned corpse of the World Serpent brought low by atomic fire. The year is 1948 and it has been three years since the Nazis summoned Jormungandr and both Ragnarok and WW2 ended with the serpentfall. Play the new Fate version of this dieselpunk Submachine gun and Sorcery world. See it smolder, see it burn, see if you can save it.

The Downingtown Conspiracy – Sat 9 am – Alternity:

Dark • Matter

GM: Ira Taborn

The Institute believes the recent signs of volcanic activity on Amchitka island is worthy of their interest, and the fact that the Department of Energy and Homeland Security is stonewalling the media on this makes it all the more so. Get your team to the Rat Isles and find out what's really happening there. Whether it creeps, leaps, glides, or slides, the Institute wants to know.

The Dread Pirate's Theft – Sun 9 am – Corsairs World (DW hack)

GM: Rob Sanderson

In the heart of Scarrow's Trench Fort sits the Greedy Dead's prized artifact: a cauldron that reanimates the dead just by submersion. Or it did, until an intrepid adventurer, calling himself The Dread Pirate Anfeldt, stole it from under their rotting noses. They want it back. Others want it for themselves and The Spiral want it melted down as a crime against the natural order. What do you do?

The Fist Of Turoro – Sun 9 am – Monster Hunter International (Hero 6e)

GM: Dustin Laurence

When an archaeological expedition is attacked by a Blood Fiend, who do they call? Monster Hunter International, of course. Too bad the experienced hunters are already deployed, but a few of the top graduates from the most recent crop of trainees should be able to handle a simple job like this alone. No experience necessary: your character doesn't know the ropes, why should you?

The Folding of Screamaunt Castle – Fri 2 pm, 7 pm, Sun 7 pm – 13th Age

The party takes refuge from a howling storm inside a menacing cliff-top castle- but once inside, they realize the castle is anything but uninhabited! A medieval adventure setup with a classic horror twist, using the 13th Age setting and system from Pelgrane Press. 1-6 players, 4 hours. Pre-gen characters will be provided, but players may use any system-legal character they desire.

The Genehack Operation – Fri 2 pm – The Sprawl

GM: Hamish Cameron

The Sprawl is a game of mission-based action in a gritty neon-and-chrome Cyberpunk future. You are the extended assets of vast multinational corporations, operating in the criminal underground, and performing the tasks that those multinationals can't do, or can't be seen to, do. Deniable, professional, and ultimately disposable.

The Goblin Hulk – Fri 8 pm – Dungeon World

GM: William Carson

Dungeon World is a rules-lite, dungeon crawling system that's ditched complex mathematics in favor of punching evil in the face for its loot. Deep in the bowels of the massive Goblin Hulk, the players must escape the brig and survive its decks and denizens of the Hulk until it reaches it's next port of call. It is one massive den of stinking, rum soaked evil. Cover nose friends!

The Hulling of Irkalla – Sat, Sun 9 am, 2 pm, 8 pm – Burning Empires

GM: Jesse Burneko/Colin Jessup

Burning Empires is an epic science fiction roleplaying game based on Christopher Moeller's Iron Empires graphic novels. The PCs are the heroes in a story that will decide the fate of their very world. It is a trial of conviction and belief. To save all that you hold dear you must pass through the fire. This game will take place across the entire weekend, playing in prior games is not required.

The Jones Recovery – Sat 9 am – The Sprawl

GM: Hamish Cameron

[The Sprawl](#) is a game of mission-based action in a gritty neon-and-chrome Cyberpunk future. You are the extended assets of vast multinational corporations, operating in the criminal underground, and performing the tasks that those multinationals can't do, or can't be seen to, do. Deniable, professional, and ultimately disposable.

RPGs

The Lion-Men Of Mars — Sat 9 am — Hero 5e (or whichever version comes to mind)

GM: Dustin Laurence

Earth is about to launch the first Atomic Rocket, reclusive scientist Dr. Hawke needs a pilot for an expedition to search for the ultra-rare element cavorite, and Lion-men sail above the sands of Mars in floating ships battling the evil Hyena-men. Fortunately, interplanetary spies have certainly not infiltrated Earth's government. As far as you know. Still, keep your ray-pistol handy.

The New World — Sat 2 pm — Pathfinder

GM: David Severi

This scenario features a party of explorers reaching an unknown land after a long sea voyage. They know nothing of the geography, native animals, cultures, or magic of the new world. The group is officially charged with seeking out new plants for agriculture and medicine. But each character also has a personal motivation. This is ideal for brand new players or players seeking an original setting.

The Quiet Year — Sat 2 pm — The Quiet Year

GM: William Carson

This is a map-drawing game. Players collectively explore the struggles of a community, trying to rebuild after the collapse of civilization. It's a game about community, difficult choices and landscapes. Players make decisions about the community, decisions that get recorded a map that is constantly evolving with each choice the players make.

The Raven's Lair — Sat 2 pm — TA2

GM: Scott Christian

Welcome to The Raven's Lair recipe board: Add a wee bit of zombies to some chicken stock. Throw in a 1/3rds part magic traps with hints of sage and thyme. Add a flesh golem that's been gently sautéed. Lastly, add all the garlic you can find with vampire teeth. And there you have it - The Raven's Lair. :) This is an adventure run under The Adventurer's Arts a fully playtested card RPG that is working out its final kinks. So please feel free to join in the fun and give your feedback. Thanks.

The Ruins of Caphare — Sun 9 am — Call of Cthulhu

GM: Wes Otis

You needed the extra credit and field study for your archaeology, but your class has dug up something man tried to forget. Will the human race cry out and vanish or can the horror be put back in the ground.

The Spanish Tragedy — Sat 8 pm — Vampire the Requiem-Blood & Smoke

GM: Joe Burgos

Prince Vidal, ruler of the New Orleans Kindred, has only successfully sired once. One of his Theban mystics told him that his child would bring about the downfall of the New Orleans Kindred. Vidal had him locked away, with no human contact, save for a lone scholar to educate him and keep him from going entirely mad. But now, with torpor growing near, Vidal's heart has softened, and he's taking his child out of prison to see if he can become a legitimate heir. The PCs are the honor guard, keeping the child

The Valentine of Yendor — Fri 2 pm, Sat 9 am — Savage Worlds

GM: Tomer Gurantz

High in the mountain passes, an intrepid group of adventurers seeks the entrance to a deep dungeon. Fight, sneak, and (insert verb here) your way to the bottom level, and retrieve the Valentine of Yendor. Oh ya, beware Kestrals, Ur-viles, and of course, the Jabberwock. A Legos miniature dungeon crawl, inspired by an ASCII dungeon crawl.

The Visitor — Sun 9 am — The Queen's Cavaliers

GM: Rachel Tolliver

The King and Queen of Albia are coming to visit for the first time since their youngest son Carolus became the Prince-Consort. Carolus is understandably excited, but a surprise visit from an old rival may be more than anyone bargained for. TQC is a swashbuckling, clockpunk fantasy adventure RPG.

Tower of the Stargazer — Sat 2 pm — Dungeon Crawl Classics

GM: Dan Cascone

Players each control a set of 4 0-level randomly generated townsfolk exploring the eponymous tower in search of fame and fortune. If you are skilled and lucky enough, 1-2 of these characters may survive to level up into a real adventurer.

Tunnels and Trolls — Fri 8 pm, Sat 9 am — Tunnels and Trolls

GM: Michael Ma

Classic game system. It is just another day for an adventurer. Intro to system and dive right into a dungeon run...

UFANS noitarepO — Sat 8 pm — Paranoia

GM: Ed Murphy

The Computer has recognized your potential as a future Troubleshooter and is giving you a once-in-a-clonetime chance to upgrade to Red Clearance. To do this, you must prove yourself a loyal and trustworthy citizen, and, along with other Trainee Troubleshooters, pass a short test devised by The Computer. This test is completely safe and you will not suffer death or physical injury during it.

WATE3-1 Moon Rising (levels 11-20) — Fri 7 pm, Sun 9 am — D&D 4E - LFR

A Masked Lord needs adventurers to journey to the Gates of the Moon and recover a protective artifact. This quest is surely for the good of Waterdeep, but what will it mean for those who lose their ancient guardian? A Living Forgotten Realms adventure set in Waterdeep and the Astral Sea for characters of the Paragon tier (levels 11-20).

WATE3-2 Deepest Shadow (levels 11-20) — Sun 2 pm — D&D 4E - LFR

House Moonstar asks adventurers to reveal traitors and discover secrets in a most perilous place. A two-round continuous-play Living Forgotten Realms adventure set in Waterdeep for characters of the Paragon tier (levels 11-20). This adventure continues the Brightcloaks Major Quest, which began in WATE3-1 and concludes in WATE3-3. We recommend that you allow at least eight hours of play time to complete this adventure.

WATE3-3 Dark Ranger (levels 11-20) — Mon 9 am — D&D 4E - LFR

The Blackstaff and a priestess of Selûne seek adventurers to find and destroy a powerful servant of Shar, ending an ancient threat to Waterdeep. But evil does not wait politely while good finishes making its plans. A two-round continuous-play Living Forgotten Realms adventure set in Waterdeep for characters of the Paragon tier (levels 11-20). This adventure concludes the Brightcloaks Major Quest, which began in WATE3-1 and continued in WATE3-2.

~Giants & Saints Blood Redeemed~ — Sat 2 pm — D&D-3.5 / Pathfinder - Land of Grayhawk

GM: Mark Davis

A group of Giants have been plaguing the countryside. Thus have stolen an iron orb filled with saints blood from a Legion! You've been hired to bring 'em to justice & retrieve back the orb! Their base is some nearby ruins abandoned for centuries! Grandest of treasures & terrible dooms, awaits all who temp fate. Adventure is for 8 10th-level players. You may bring your own character or we'll have 'em.

Annual Awards

Once again Strategicon presents its annual awards for boardgaming excellence over the course of the year. Strategicon will track people's final positions in each tournament according to the following 13 game categories:

Area Control / Influence	Auction / Bidding
Card	Collectible
Co-Operative	Deck / Pool Building
Dice Rolling	Family / Party
Rail / Route Building	
Resource / Hand Management	Traditional Card
Tile Placement	Worker Placement
Variable Player Powers	

The points earned will be based on the following grid:

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

The # of players relates to the # of players in the actual tournament, not in the individual game.

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

For 2013 the winners are:

Jack Butler: Eric Downing
 Area Control / Influence: Eric Downing
 Auction / Bidding: Bruce Schlickbernd
 Card Games: Lana Berman
 Collectible Games: Michael Hetman
 Co-Operative Play: Benjamin Leach
 Deck / Pool Building: Renee Hammer
 Dice Rolling: Holly Smith & Lana Berman
 Family / Party: Mats Ecklund
 Rail / Route Building: Todd Van Der Pluym
 Resource / Hand Management: James Thomas & Matt Schwartz
 Tile Placement: Eric Downing
 Traditional Card: Dan O'Farrell & Winton Lemoine
 Variable Player Powers: Bruce Schlickbernd
 Worker Placement: Eric Downing

Strategicon Congratulates these fine gamers!



STRATEGICON PRESENTS

Gamex 2014

May 23 - 26, 2014
at our new location, the

Hilton Los Angeles Airport

5711 West Century Boulevard
Los Angeles, CA 90045

Reservations: 310-410-4000

Room Rates: \$104 per night

Hope to see you there

Registration is \$50 before May 16
or \$60 at the door.

Please visit us on the web at
<http://www.strategicon.net>

STRATEGICON SCHEDULE

Convention	Dates	Location
Gamex 2014	May 23-26	Hilton Los Angeles Airport
Gateway 2014	Aug 29-Sep 1	Hilton Los Angeles Airport
Orccon 2015	Feb 13-16	Hilton Los Angeles Airport
Gamex 2015	May 22-25	Hilton Los Angeles Airport
Gateway 2015	Sep 4-7	Hilton Los Angeles Airport
Orccon 2016	Feb 12-15	Hilton Los Angeles Airport
Gamex 2016	May 27-30	Hilton Los Angeles Airport
Gateway 2016	Sep 2-5	Hilton Los Angeles Airport
Orccon 2017	Feb 17-20	Hilton Los Angeles Airport
Gamex 2017	May 26-29	Hilton Los Angeles Airport
Gateway 2017	Sep 1-4	Hilton Los Angeles Airport



Miniatures Painting Contest

Bring your figure(s) for any of the categories listed below. Entries will be accepted beginning at 10 am Saturday until noon Sunday at the Painting Contest table at the Miniatures HQ. Judging will take place at 2 pm on Sunday. Prizes for 1st place and one entry will be chosen as Best of Show.

Categories

- * Fantasy Single
- * Fantasy Unit
- * Fantasy Large
- * Science Fiction Single
- * Science Fiction Unit
- * Science Fiction Large
- * Historical Single
- * Historical Unit
- * Historical Large
- * Open
- * Strategikids

* **Single:** All single 25 mm-35 mm human-sized and smaller models. Model should be on an appropriately sized base. The majority of miniatures fit into this size range. The upper limit may reasonably include things such as an orc on a boar (fantasy), Space Marine Terminator (science fiction), and mounted cavalry (historical). Judges reserve the right to move entries intended for the Single category to Large.

* **Unit:** Groups of two to twelve miniatures grouped together as a cohesive unit. Entry should follow legal games system rules where available. It is suggested you use some form of tray for loose units but is not required.

* **Large:** All miniatures larger than a normal 28 mm human-sized model. This may include models such as dragons (fantasy), tanks and similar vehicles (science fiction and historical), and large-scale models.

* **Open:** Entry can be anything from a single model straight out of the package to a sweeping diorama with dozens of figures. Have dueling dragons, blow-up tanks, or a completely scratch-built model? This is where it goes. The only restriction is that entries can be no larger than 18" x 18" x 18".

* **Strategikids:** For contestants 14 years of age and under. Any model of any scale may be entered. This is intended for beginning painters.

Rules

1. Entries must be submitted in person by the painter and must be the work of the painter submitting them.
2. You may not enter any miniature that has previously won any type of prize or award in any other competition.
3. Only one (1) entry per category per person. An entry may be refused if it is too large.
4. If there are not enough entries in a category, the judges reserve the right to cancel that category. An entry may be moved to a different qualifying category on Sunday if the original category has been canceled. Check back after 1 pm Sunday to confirm category status.
5. You must have a full-con or one-day badge to enter the contest.
7. All entries must be in good taste and are subject to disqualification if the judges decide that any common rule has been violated.
8. Display bases are not considered for purposes of size restrictions or for judging of the miniature itself. Conversions and base scenics may contribute overall to a miniature's ranking but are not the primary consideration for judging. Judges will rank entries based on painting technique, neatness, skill in execution, coherent color scheme, and overall appearance. The judging team consists of notable artists in the miniature-painting community who are well versed in the craft, and their decisions are final.
9. The greatest care will be afforded to all entries, by staff

who share a passion for the miniature-painting hobby, but Strategicon staff, volunteers, and judges cannot be held responsible for damaged or lost miniatures. We will do our best to ensure the safety of all entries.

10. All entries must be reclaimed by noon Monday. Entries must be reclaimed by the person submitting them unless plans have been established and approved beforehand. ID will be required.

11. All entries will be photographed, and submission into the competition indicates permission for Strategicon to use such images for any purpose, including posting to the online photo gallery.

Our sponsors include:

Aberrant Games	ManaWerx
AEG	Mayday Games
Ape Games	Mayfair Games
Arcane Wonders	Minion Games
Asmodee	Northstar Games
Blue Panther	Osprey Publishing
Cannon Fodder Games	Out of the Box Games
Cold War Miniatures	One Small Step Games
Columbia Games	Paizo Publishing
Cryptozoic	Pegasus Hobbies
Days of Wonder	Privateer Press
Educational Insights	Queen Games
Fantasy Flight Games	Reaper Paints & Miniatures
Galaxy Press	Rio Grande Games
Gamecraft Miniatures	Sierra Madre Games
Games Workshop	Steve Jackson Games
Gamewright	Stronghold Games
GMI Games	Tablewar Designs
GMT Games	The Monstore
Gripping Beast	Valley Games
Hawk Wargames	Victory Point Games
Impact Miniatures	Wattsalpoag Games
Imperial Outpost	Wizards of the Coast
Inferno Games	Wizkids
LITKO Game Accessories	Zenescape
Looney Labs	Z-Man Games

Shopping

Dealer Room

The Dealer Room is located across from the board gaming area in the Pacific Ballroom.

Hours:

Friday	5 pm to 9 pm
Saturday	9:30 am to 6:30 pm
Sunday	9:30 am to 6:30 pm
Monday	9:30 am to 2:30 pm

Individuals found selling wares at Orcccon in an unauthorized manner (i.e., not as an authorized dealer in the Dealer Room, at the Game Auction, or through a paid Flea Market table) will be expelled without a refund.

Orcccon 2014 Dealer Room Vendors:

Blue Panther LLC	John Wick
Cardboard Arcade	Laughing Moon
Cleveland Kids LLC	Merchants of Hyrule
Cock and Bull Games	Mirror Box Games
Dapper Devil	Quad Nine Art
David Wong Art	Seth's Games and Anime

Decision Games	Squirmey Beast
Dr. Hoganberry's Jewelry	Strategicon
Edge of the World Art Studio	Superfight!
Existence Games	Tap To Attack
Fantization Miniatures	The Game Crafter
Game Salute	The Monstore
Gamecraft Miniatures	Treasure Nest
Games Gone	Victory Point Games
Gaming Fixx	Wargamma
General Nonsense Games	Warhouse
GMT Games	Will Fincher
Hooks and Chains Adornments	Weekend Warrior
Japanime Games	

The Grid Game!

Upon receiving your badge at Registration, you will receive a Grid Game! participation sheet. To get your sheet stamped, go to the Dealer Room and visit the participating Dealers. They will take less than 5 minutes of your time and tell you about their show specials, new products, describe their game, and so on and so forth. After they are able to present their information to you, they will stamp their assigned Grid for you.

You do not need to have your grid sheet completely stamped. When you turn in your sheet at the Dealer Room HQ Booth, you will receive special raffle tickets according to how many stamps you did receive. There will be a drawing of 12 tickets on Sunday at 3pm. Each drawn ticket will award a prize of \$25 Dealer Tokens!

Full game rules are printed on the Grid Game! sheet and are available at the Dealer Room HQ Booth.

Flea Market

Flea Market tables are rented by the convention at \$10 per hour per full table. You must have either a full-con or one-day badge in order to rent a Flea Market table. Flea Market tables are available on Friday 8 pm to 10 pm and Saturday and Sunday 11 am to 5 pm.

Anyone not qualifying as an exhibitor may be interested in having his or her own "gamer's garage sale" right here at the convention site. The Flea Market has been provided for the buying, selling, and rummaging of used game collections. NOTE: if you wish to sell painted figures, artwork, games, etc. at this convention, you must buy either a Flea Market or Exhibitor table.

Convention Seller Rules

1. All persons behind the Flea Market table or involved in selling at the Flea Market table must have a paid one-day or full-con badge.
2. You must sign up with an authorized roving Convention Services person, who will magically appear at the Flea Market area once per hour at 10 minutes before the hour to collect money and assign tables (should any disputes among sellers arise).
3. All disputes regarding space, participant status, and wares should be brought to the attention of Convention Services. All judgments are the decision of the Convention Management. Judgments are final!
4. No gambling or games of chance for prizes - no dice games, grab bags, roulette wheels, etc.
5. Please exercise good taste in what you offer.

Buyer Guidelines

1. CAVEAT EMPTOR ("let the buyer beware"). This convention does not guarantee or verify any claims of the sellers. Shop carefully and ask questions.
2. Price and terms are to be determined between the seller and buyer. Standard terms are usually cash only and delivery on payment.

Participation Procedures

1. You may obtain a maximum of one table at a time. If things are slow, the Convention Services person might let you get a second table, but don't count on it!
2. You must pay for a Flea Market table in advance. Payment, with your completed paperwork (available from the Convention Services person), is at the rate of \$10 per table per hour. The Convention Services person in the Flea Market area will collect payment for Flea Market tables. PLEASE, DO NOT ASK AT THE REGISTRATION DESK!
3. At the expiration of your time, if people are waiting for Flea Market tables, you have to relinquish yours. If no one is waiting for a Flea Market table when your time is up, you may renew by the hour based on availability.
4. You may not set up before your hour begins and when your time is up, you must leave. THERE IS NO GRACE PERIOD.
5. If you set up early, or if you are late leaving, you must pay the hourly FULL PRICE of the table.

Product Policy

Game manufacturers or their designees have exclusive rights to sell their products at this convention. You may not violate any attending exhibitor's product exclusivity. Therefore, the sale by any individual at the Flea Market, in the judgment of Strategicon or the attending manufacturer/designee, of new games produced by an attending manufacturer/designee is prohibited and constitutes a violation of this policy.

In addition, the selling of any appreciable quantity of new product (in or out of shrink wrap, freight damaged, etc.) is not allowed. The convention reserves the right to refuse the use of Flea Market tables. Individuals judged in violation of any of these policies and regulations may be expelled from the convention site for the remainder of the event without a refund of fees paid.

Notice from the State of California

If you do not have a seller's permit and are not an occasional seller you MAY NOT sell at this event. A temporary seller's permit can be obtained at any Board of Equalization office, at no cost to you. The business address on your temporary permit should be the address of the temporary selling location. The mailing address is your permanent place of business or residence.

Occasional sellers are persons who will not be making a series of sales sufficient in number, scope, and character to constitute an activity requiring the holding of a seller's permit. Occasional sellers are typically people who clear out their own garage and who sell those items.

Game Auction

The convention hosts, as one of its prime attractions, the auction of games and related products. This entertainment highlight, where items often sell for below retail price, will be held on Monday at 11 am in the Seminar Room.

Auction Registration Rules

What is sellable at the auction includes any boxed, bagged, or envelope-packaged games or game-related materials (originals only please; no copies). This includes magazines, variants, spare components.

A Note About Lots

A lot is auctioned off as a single unit. It may contain any number of items (a trilogy of games or a year's worth of magazines, for example). The Lot Registration Slip should contain list what items the lot contains specifically along with any special features of the items. Details such as edition, condition (mint, punched, or partially punched), extra units and variants included should be listed. War games should have the scale and period depicted (Tactical WWII naval, for example) in the lot's description. Role Playing Games should have the system for which the item was designed listed in the description.

Auction Seller rules

If you wish to register for the auction, please adhere to the rules below.

1. You must have either a full-convention badge or a one-day badge in order to enter lots.
2. Auction lot slips will be sold beginning at 9 am on Saturday at the Registration Desk. Slips are sold on a first-come, first-served basis with a \$1.00 (nonrefundable) per-lot fee. All lots containing multiple items must be bound together in some way. The convention does not supply wrapping material! Lots are issued until Monday at 10 am. **YOU MUST HOLD YOUR GAMES UNTIL 10 AM MONDAY BEFORE HANDING THEM OVER IN the Seminar Room.**
3. If you want to declare a minimum bid for your lot, you must declare this on your auction slip.
4. Collectors' Items will be determined by the auction staff prior to the start of the auction. Please contact the auctioneer to see if your lot qualifies as a Collectors' Item.
5. A 10 percent commission (\$50.00 max) per lot is charged on all items auctioned.
7. Unsold items unclaimed by the sellers immediately after the auction become property of the convention.
8. Money due to the sellers will be distributed at the auction site approximately 30 minutes after the conclusion of the auction.

Auction Buyer rules

1. All sales are cash only. No credit cards or personal checks will be accepted. Dealer Dollars from this convention and Traveler's Checks will be accepted.
2. Call out your bids loud and clear, raising your hand for the auctioneer to see. Please leave your hand up as long as you are bidding on the item.
3. The minimum bid increment for each bid is \$1 unless the auctioneer declares otherwise.
4. 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.
5. When you have made the winning bid for an item proceed immediately to the cashier's table to pay for it and receive it.

Convention Rules

1. Please wear your badge at all times in the convention area. Your badge is your only proof to us that you have paid your admission fee and is therefore required in order to participate in any convention activities. It should be worn above the waist, in front, so it's visible to our convention staff. If you lose your badge, a new one will cost full price!

2. Never use the table space in the tournament gaming rooms or demonstration area for open gaming.
3. If you enter a tournament, please bring a copy of the game to be played. Otherwise, your participation in the tournament will not be assured, since there may not be enough copies of the game (brought by other players) to go around. In fact, if you do not have a copy of the game, you may be replaced by someone who does!
4. Keep an eye on your property! We are not responsible for the safe-keeping of your belongings, with the exception of items left with us at the auction.
5. If you register and pay for admission for one day only, you gain admission from the time you register until 8 am the next morning. After 8 am you must reregister and pay the difference in admission fees if you wish to continue your attendance.
6. There is no rule number 6.
7. All "Live-Action Role-Playing games" must be organized by the convention staff. All unauthorized "Live-Action Gaming" is prohibited. Anyone caught participating in a non-convention-organized activity may be removed from the convention without a refund of admission.
8. The legal age to drink or purchase alcohol in California is 21. No drinking is allowed in the convention meeting areas, only at bars and in hotel rooms. Violation may result in expulsion without a refund.
9. No weapons, real or facsimile, are allowed in the hotel. This includes swordcanes, which are illegal and a felony in California. Weapons that are purchased in the Dealer Room must be wrapped and removed to your room or car immediately.
10. No smoking is allowed anywhere within the Sheraton Hotel.
11. Do not use the fire exits unless there is an emergency.
12. We are not responsible for your children.

Convention Policy: Bonding

Individuals still pay a preregistration fee in order to attend, even though they intend to work for a free admission. This policy of BONDING their convention fees is in case of poor performance, or failure to perform the required work. The fee is refundable upon the satisfactory completion of the required convention work. Simply bring your properly completed paperwork to Registration for reimbursement.

Hilton Hotel Rules

1. No gaming is allowed in the stairwells, roof, hallways, restaurants, or poolside. Plenty of room has been provided for you by the convention organizers, so please keep your gaming in the designated areas.
2. The elevator capacity is only 16 persons or 2,500 pounds. Don't overload them, because they do break down (it's not easy to get someone to fix them on a holiday weekend either, and you can be stuck in there for quite a while). Just wait for the next elevator.
3. The pool closes at midnight.
4. If you're planning on sleeping here, you must sleep in a hotel room. That's the law! We must wake anyone napping.
5. Naturally, we don't want our rooms damaged. A 10 pm "noise curfew" will be strictly enforced on all room floors. Complaints received about guests after hours may result in expulsion from the hotel.
7. No propping open fire exits and no hallway horseplay
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!

Gateway 2013 Winners

Board & Card Games	1st Place	2nd Place	3rd Place
10 Days In Asia	Michael Cheng	Jon Daneshgar	Chris Green
10 Days In The Usa	Alex Haley	Walter Wichowski	Ethan Stewart
18Xx Final	Joe Gray	Todd Van Der Pluym	Richard Heller
18Xx Qualifier	Joe Gray	Bill Gallagher	Ken Kohn
18Xx Qualifier	Joe Gray	Bill Gallagher	Kenneth Mcmillen
18Xx Qualifier	Joe Gray	Todd Van Der Pluym	Richard Heller
18Xx Qualifier	Todd Van Der Pluym	Joe Gray	Paul Koening
20Th Century	William Merritt	Dan Cascone	Nancy Pilonieta
7 Wonders Mega	Steve Lee	Shea Jones	Aaron Clark
A Game Of Thrones 2Nd Ed Final	Ben Jones	Aaron Harris	Mike Summers
A Game Of Thrones 2Nd Ed Qualifier	Jackson Sauthoff		
Acquire David Woolcott Memorial	Ben Jones	John Crowe	Kyle Greenwood
Age Of Empires Iii	Luke Hardman	Kyle Greenwood	James Thomas
Agricola Finals	Matt Kremer	David Zevin	Lei Zhang
Alhambra	Elisa Vomocil	Tiffany C	Darrell Stark
Alien Frontiers	Eric Downing	David Mines	Nathan Demoura
Anomia Party Edition	Jamie Bussio	Andy Mcguire	Jaye R
Anomia Party Edition	Patrick Sewell	Debra Lazaro	Andy Mcguire
Arkham Horror	Rita Green	Jean Geraghty	Mike Fryer
Ars Victor Finals	Frank Madrid	Dave Gerson	
Attika	Eric Downing	Debra Lazaro	Sean Growley
Axis And Allies Final	Tim Towery, Dale Conklin	Luke Hardman, Jessalynn Graham	
Bang!	John Boyle	Nathan Demoura	Wesley Bell
Bang! Gaming 101	Dan Cascone	Don Collins	
Battle Cry	George Caceres	Chuck Collins	Eric Downing
Battles Of Westeros	Blake Bosworth	Greg Duneman	
Battlestar Galactica	Eliz Brown, Matthew Graziano-Humphrey, David Mikkelson		
Blokus	Tanya Aldrich	Nathan Squires	Bob West
Blue Moon City	Darrell Stark	Andre Chautard	Ian Caballero
Brass	Seth Jaffee	Scott Samarel	Chris Green
Castles Of Burgundy	Chris Johnson	Jamie Bussio	Matt Schwartz
Category 5	Jeff Becker	Elisa Vomocil	Robert Neff
Chaosmos	Glen Whitman		
Chaosmos	William Taylor	Jenz Merrill	
Chicken Cha Cha Cha	Helen Glauser	Ian Frazier	
Dc Comics Deck Building	Renee Hammer	Atticus Gifford	Chris Venuti
Dog	Edward Roske, Stephanie Bennett	Eric Downing, Lana Berman	Jeff Becker, Elisa Vomocil
Dominant Species	Aaron Harris	Patrick Thompson	Fc (Chris) Brandt
Dominion Expansions	Renee Hammer	Maximus Laurie	Tracy Sangster
Dream Factory	Dang Nguyen	Leland Pike	Ivan Demoura
Eclipse	Fc (Chris) Brandt	Frank Yuan	Matthew Webber
Emu Ranchers	Amy Frazier	Christoph Neumann	Christopher Frazier
Euphrat & Tigris	Roderick Lee	Andre Chautard	Clyde De Lugo
Finca	Matt Schwartz	Andre Chautard	Matthew Bivens
For The Crown	Todd Rew		
Forbidden Island	Talea Burnett	Alexis Letner	Kayla Barbosa

Fortress America	Bruce Ballard	Michael Rooney	
Fortress America	George Nickols	Bruce Boyer	Craig Caven
Frag Gold Ftw!	Daniel Su	Ben Ritter	Andreas Pluchar
Frag Gold: Ftw!	Randal Rhodes	Randal Rhodes	David Gutierrez
Frederick	Asher Mitchell-Smith	Marshall	David Cohen
Galaxy Trucker	Benjamin Leach	Jon Dalesandry	Sara Basil
Guildhall	William Merritt	Terry Chiu	Scott Samarel
Hawaii	Ehren Evans	Aaron Parness	Eric Downing
Hunting Party	Jenny Chou	Michelle Marumoto	Ben Ritter
Imperial	John Crowe	Kurt Keckley	Marshall
Imperial 2030	Joshua Nave	John Crowe	Garret Buell
In The Year Of The Dragon	Darrell Stark	David Zevin	Ian Fraser
Ingenious	Tanya Aldrich	Renee Rose-Perry	Darrell Stark
Innovation	Renee Hammer	Renee Rose-Perry	Satori Snow
Keep The Crown Demo	Robert Patino	Lindsay Johnson	Sullivan Weibert
King Of Tokyo	Holly Smith	Danielle Pressler	James Rizzo
King Of Tokyo	Robert Patino	Lindsay Johnson	Sullivan Weibert
Kingdom Builder	Holly Smith	Matt Schwartz	Lana Berman
Kingdom Of Solomon	Darrell Stark	Renee Rose-Perry	Gabriel Owens
Kingsburg	Eric Downing	Chris Buskirk	Bruce Schlickbernd
Le Havre	Chris Green	Ehren Evans	Lyle Franklin
Letters From Whitechapel	Greg Duneman	Erick Olson	Gary Okuma
Liar's Dice	Brian Olson	Russell Howell	Vincent Fryer
Long Shot	Jamie Bussio	David Ashworth	Nam Tran
Lords Of Waterdeep	Holly Smith	Paul Luebbers	Johnathan Pulos
Lost Temple	Chelsea Washburn	Andy Mcguire	Andre Chautard
Love Letter	Benjamin Leach	Krysta Fryer	Danielle Pressler
Love Letter	Michael Li	Robert Iacopino	Rommel Dizon
Love Letter	Robert Iacopino	Jeanne Spowart	Nick Bayuga
Love Letter	Rommel Dizon	Patrick Thompson	Darrell Stark
Love Letter	Stephen Wight	Sara Basil	Alex Decker
Mage Wars	Jeston Aldrete	Ely Aldrete	
Medici	David Cohen	Lucas Oppenheim	Matt Schwartz
Medici	Ramon Vinluan, Ivan Demoura	Scott Samarel, Nathan Demoura	Nam Tran
Memoir '44	Harold Buchanan	Luke Hardman	Miles Glauser
Merchant Of Venus	James Thomas	Clyde De Lugo	Craig Caven
Merchants & Marauders	John Clair	Jon Wagner	Gary Gray
Monopoly Deal	Lea Vicerai	Mycroft Roske	Sierra West
Munchkin Apocalypse	Donald Brown	Sean Geraghty	Nicolas Brooks
Myrmes	Drew Massey	Matthew Bivens	David Mines
Nexus Ops	Eric Downing	Darrell Stark	Atticus Gifford
Olympos	David Mines	Craig Caven	Francis Bradford
On The Underground	Roderick Lee	Tanya Aldrich	Donald Brown
Phase 10	Alex Decker	Nathaniel Taylor	Hayden Decker
Phase 10	Giuseppe Bologna	Jaye R	Mary Taylor
Phase 10	Mary Taylor	Lisa Burola	Bill Gallagher
Pillars Of The Earth	Travis Ball	Tracy Sangster	John Clair
Power Grid	Bruce Schlickbernd	Bill Gallagher	Peter An
Pressure Point	Ben Ritter	Chris Ngoon	Jenny Chou

Priests Of Ra	Joman Diec	Richard Potthoff	Holly Smith
Puerto Rico	Ramon Vinluan	Robert Larson	Bruce Schlickbernd
Quarriers!	Daniel Su	Anthony Chung	Steven Schweitzer
Race For The Galaxy 2 Player	Elisa Vomocil	Aaron Clark	Nathan Demoura
Race For The Galaxy Elite	David Zevin	Chris Johnson	
Railroad Tycoon	Scott Samarel	Peter Van Ettinger	James Thomas
Rattus	John Crowe	Eric Downing	Lisa Burola
Revolution		Harold Buchanan	Eric Downing
Revolution	Aaron Oberlander	Donald Brown	Q Cat
Revolution	Anthony Marquez	Jason Liou	Mario Fernandez Jr
Revolution	Ben Ritter	Mark Shocklee	Eric Gadad
Revolution	Peter Handfield	Mirror Box Games	Nathan Demoura
Revolution	Tony Doan	Ken Cho	Francine Ostrum
Risk Express	Darrell Stark	Matt Schwartz	Bradley Thomas
Robo Rally	Christopher Buckley	James Thomas	Leonard Lopez
Robo Rally	Sophia Frazier		
Runewars	Peter An	John Oh	
Santiago De Cuba	Drew Massey	Candy Smith	Michael Melone
Scrabble	Crystal Cellian	Erick Vallejos	Samantha Burkes
Scrabble	Isabelle Talleyrand	Charlie White	Nancy Pilonieta
Seasons	Nathan Squires	David Gutierrez	Holly Smith
Settlers Of America Trails To Rails	Michael Cheng	Megan Matson	Kalen Matson
Settlers Of Catan	Matt Schwartz	Wendy Wilson	Tracy Sangster
Settlers Of Catan Cities & Knights	Jennifer Van Persaud	Michael Cheng	Tracy Ashizawa
Shogun/Samurai Swords/Ikusa	Andy Nicholas	Clyde De Lugo	Richard Potthoff
Shogun/Wallenstein	Richard Potthoff	Aaron Gelb	Brett Holbrook
Small World	Peter An	Jennifer Van Persaud	Charles Sites
Small World Invaded	Vincent Weibert	Jeannette Albright	Travis Albright
Space Alert	Benjamin Leach, Chris Richardson, Travis Bell		
Space Alert	Stephanie Tennison, Adam Moison, Ken Cho, Jen Creus, Benjamin Leach		
Space Alert	Travis Ball, Andrew Hollander, Benjamin Leach, Johnathan Pulos, T. J. Tolliver		
Stone Age	Vito Chimienti	George Caceres	Walter Wichowski
Survive Escape From Atlantis!	Andre Chautard	Dan Carpiuc	Daniel Glenn
Talisman	Bruce Ballard		
Talisman 101	Jon Daneshgar	Andrew Narzynski	
Tanto Cuore	Michael Cheng	Michael Arsollon	Salvador Abiera
Terra Mystica	Bruce Schlickbernd	Peter An	Travis Ball
Terra Mystica	T.J. Wallace	Bruce Schlickbernd	Rex Lorenzo
The Adventurers	Colby Ransom	Shawn Ransom	Larry Davidson
Through The Ages	Kyle Greenwood	Joseph Sterphone	Jim Foster
Thurn & Taxis	Scott Samarel	Tracy Sangster	Gerald Delker
Tichu Final	Jeff Becker, Elisa Vomocil	Lana Berman, David Zevin	Roderick Lee, Tim Oates
Ticket To Ride	Michael Cheng	Ramon Vinluan	Jaye R
Ticket To Ride	Nick Bayuga	Michael Cheng	Amy Frazier
Ticket To Ride Europe	Brandon Muller	Isabelle Talleyrand	Rocco Garcia
Ticket To Ride Nordic Countries	Wendy Wilson	Sullivan Weibert	Vincent Weibert

Ticket To Ride Team Asia	Travis Ball, Roger Yanagita	Michael Cheng, Kyle Greenwood	Renee Rose-Perry, Robert Patino
Tide Of Iron	Rick Lepore		
Titan	Alasdair Burton	Eric Gerber	Ian Caballero
Titanic	Stephen Waters	Peter Van Ettinger	Wendy Wilson
Troyes	Ehren Evans	Stephen Stewart	Tracy Sangster
Turn The Tide	Terry Chiu	Alex Haley	Andy Mcguire
Twilight Imperium Qualifier	Paul Luebbers	John Oh	Martin Bowers
Twilight Struggle	Lei Zhang	Roderick Lee	Harold Buchanan
Tzolk'in: The Mayan Calendar	Travis Ball	Frank Madrid	Bruce Schlickbernd
Union Pacific	Roderick Lee	Tony Watson	Michael Cheng
Uno	Laura Fitzgerald	Lisa Burola	Melvin Fitzgerald
Uno	Michelle Olson	Nathaniel Taylor	Shaun Bernard
Uno	Nathaniel Taylor	Kim Carpiuc	Kristie L Brown
Uno	Nathaniel Taylor	Shaun Bernard	Lea Vicerai
Vegas Showdown	David Mines	Bob West	Roderick Lee
Village	Seth Jaffee	Renee Hammer	Zhani Cohen
Vlaada-Thon	John Perry	Jon Dalesandry	Benjamin Leach
Wealth Of Nations	Richard Heller	Melissa Laface	Kyle Greenwood
Werewolf	Jenna Venuti	Kelly Slizza	Rik Panero
Werewolf	Pim Hensel	Leonard Rivas	Lauren Davidson
Werewolf	Ryan Woodward	Michelle Olson	
Werewolf	Shea Jones	Ryan Higa	Vito Chimienti
Werewolf Vs Vampires	Shea Jones	Nathan Nanning	Crystal Cellian
Western Town	Sean Geraghty	Jean Geraghty	Stephen Stewart
Western Town	Walter Wichowski	Chris Venuti	Stephen Stewart
Who Would Win?	Chris Green	Craig Caven	Ethan Stewart
Win, Place & Show	Bruce Schlickbernd	Rick Lepore	Rex Lorenzo
World Conquerors	Edward Tu		
Yahtzee Free For All	Chris Atkins	Jasmine Baptist	Samantha Burkes
Yahtzee Free For All	Mary Taylor	Stephen Stewart	Lana Berman
Yahtzee Free For All	Vincent Fryer	Edward Roske	Mary Taylor
Yspahan	Renee Hammer	Tiffany C	Daniel Mcdaimant
Yspahan	Vito Chimienti	Renee Hammer	Winton Lemoine
Zombicide	Larry Davidson	Paul Chee	Yao Choong
Collectible Cards & Miniatures	1st Place	2nd Place	3rd Place
A Game Of Thrones Lcg #2	Aaron Harris	Patrick Thompson	Geoff Colman
Ascension: Chronicle Of The Godslayer	Rami Silverman	Erin Chavez	Melissa Weiss
Ascension: Chronicle Of The Godslayer #2	Michael Hetman	J.L. Robert	Gabriel Owens
Axis & Allies Naval Miniatures #1	Greg Salcido	Leonard Rivas	
Dragon Dice "Build-Your-Own Army" Tournament	Chris Botkin	Nicole Roberts	Brandon Weiss
Dragon Dice "Build-Your-Own Army" Tournament	Clifford Broadway	Christopher Botkin	Nicole Roberts
Food Fight	Todd Young	Victor Bugg	Jon Brown
Herodix "Battle Royale"	Vincent Fryer	Samuel Mitchell	
Herodix Tournament	Vincent Fryer	Rich Pizor	
Highlander Type 2-3 Constructed	Jeff Smorey	David Wakefeild	John Paiva
Kingdom Hearts "G.I. Joep"	Vincent Fryer	Joep Hensel	
Mage Wars	Peter An	Eric Collins	John Borders

Magic: The Gathering Friday Night Magic	Michael Hetman	Matt Fox	Jon Brown
Magic Sealed Deck Dci Sanctioned Tournament	George Caceres	Michael Hetman	Travis Nonemacher
Magic: The Gathering 2014 Draft Tournament	Shane Sauby	Matthew Fox	Jamy Li
Magic: The Gathering 8-Man Booster Draft Tourney	Oliver Deinzer	Joseph D'asavo	Tom Smith
Magic: The Gathering 8-Man Booster Draft Tourney	Oliver Deinzer	Justin Carbungo	Rommel Dizon
Magic: The Gathering 8-Man Booster Draft Tourney	Mike Li	Oliver Deinzer	Salvador Caceres
Magic: The Gathering Keith Aldrich Pauper Highlander Tourney	Greg Wagstaff	Michael Arsollon	Tanya Aldrich
Magic: The Gathering - Sealed Deck Tournament	Sammie Allan	Michael Hetman	Jack Schwarm
Magic: The Gathering- Star City Games Open Trial	Shane Gaitley	Lawrence Howlett	Matt Beam
Middle Earth Ccg Constructed Decks	Daniel Johnson	Larry Page	Gene Berry
Middle Earth Challenge Decks		Augustus Saunders	Beren Canlas
Pirates Pocketmodel "Are You The Werewolf?"	Jetson Aldrete	Melissa Weiss	
Pirates: Sink-N-Keep "World War Z"	Hadrian Caceres, Salvador Caceres, Isborne Caceres	Oliver Deinzer, Skyler Caceres, John Kahle	
Playtesting Catastrophe!	Kurt Beyerchen	G Matthew Blamires	Hortencia Lechuga
Pokemon	Amanda Kent	Aaron Rivas	
Pokemon #2	Amanda Kent	Ciaran Hensel	
Quarriors	Diego Sewell	Patrick Thompson	Aaron Harris
Quarriors #2	Danny Quindoy	James Quigley	
Star Wars Minis "Battle Of Hoth"	Conner Mowett	Diego Sewell	Tyler Jensen
Star Wars Minis "Command Of The Galaxy"	Andre Bashay	Conner Mowett	
Virgin Queen (Campaign Tournament) - Game A	Aaron Cappocchi	Brett Bayley, Rick Lepore, Tommy Lepore, Matt Eagleson, Brett Dedrick	
Virgin Queen (Campaign Tournament) - Game B	Mark Luta	Marshall Neal, Kurt Keckley, Michael Sheeter, Bootsie Brenner	
Vtes Constructed Tournament - Jann Berger's "I" Is For Indomitability	Aaron Clark	Robert Goudie	Mark Jasper
Vtes Constructed Tournament - Jann Berger's "J" Is For Jua Vema	Julien Guerand	Mark Jasper	Matt Wedge
Vtes Constructed Tournament - Jann Berger's "K" Is For Kindred Spirits	Robert Goudie	Robert Scythe	
Vtes Constructed Tournament - Jann Berger's "L" Is For Lunatic Eruption	Aaron Clark	Julien Guerand	
Yugioh!	Jeremiah Alinea	Nathan Bernal	Aaron Rivas
Yugioh! #2	Sal Ortiz	Ryan Caven	Malaclypse
General	1st Place	2nd Place	3rd Place
Strategicon Football League	Shane Sauby		
Miniatures	1st Place	2nd Place	3rd Place
Bolt Action 750 Point Late War (1944-1945)	Zachary Hill	Frank Vassallo	William Stilwell
Circus Maximus	Brian Olson	Sophie The Blood Queen	Sara Glauser
Pathfinder Historical Miniatures: Grettir's Saga	Joseph Oberlander, Jenelle Rodriguez, Justin Rodriguez, Steve Jones		

Surrounded, 1250 Point Late War Tournament	Frank Yuan	Bruce Boyer	
The Fortress Must Fall	William Fretze	Henry Ripley	
Warhammer 40K Rogue Trader Tournament	Justin Carbungco	Blakey Leigh (Sportsmanship)	Rob Canales (Best Painted)
Warhammer Fantasy Rogue Trader Tournament	Jeremy Larson	Jennifer Starling	Wayne Kaufman
X-Wing Tournament	Joey Vigil	Nick Chavez	Malcolm Hee
Painting Contest	1st Place	2nd Place	3rd Place
Best In Show	Aaron Lovejoy		
Fantasy Large	Aaron Lovejoy	Tony Erdelji	
Fantasy Single	Aaron Lovejoy	Paul Schipitsch	Tony Erdelji
Sci Fi Large	Aaron Lovejoy	Gerald Miller	
Sci Fi Single	Aaron Lovejoy	Sarah Cary	
Sci Fi Unit	Tony Erdelji	Gerald Miller	
Strategikids	Sullivan Weibert	Miles Glauser	Sophie The Blood Queen

In Memoriam

Gary H. Parker - Father, Gamer, Friend. He is missed.

About the Cover Artist

Jacob Romeo Lecuyer

I'm an illustrator and commercial art instructor. I teach topics to aspiring commercial artist such as character and object design, anatomy, color theory and digital painting. My work has appeared in Spectrum : The Best in Contemporary Fantastic Art and more recently in Steam Punk: The Beginning. I am currently working on 3 illustrated books and have just finished an E-book titled "Headsup!" featuring my take on popular characters from the world of popular fiction in books, games, and film. You can view more of my work and download a free copy of my new book at: Jacobromeo.com



A Word (or two) from the Con Man

Hey, is this thing on?

Wasn't I supposed to be gone already? Oh yeah, slaves have to be sold....

It's a long story, but I'm still here.

No one here get's out alive!

Actually, it's not that simple. I have relinquished several duties, but occasionally I've had to bang some heads in order to get things done. It's not always pretty.

Thankfully I now nominally have some oversight.

We're expanding! Unless I miss my guess this will be the largest convention we've ever run, and that's a good thing. We've added a department and we're probably soon going to formally bring back another.

Amusing story about moving to this hotel. Due to a few SNAFU's, we didn't post the link to the room reservation system until much later than usual. With 2 weeks to go before the cut off, we had barely hit 20 percent of our quota. I told them not to panic.

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With one week left we were still under 50 percent. Again I told them not to panic.

The day before the cut off we blew past 100 percent of our quota. As per usual, most people waited until the last second to sign up. We filled this hotel.

I love you guys. You have no idea how much easier that made my life.

Dedication

To my wife and kids who haven't killed me yet over not having walked away from this. They deserve more of my time than they get.

To my cats for providing "fuzz therapy" generously when needed.

To everyone who has had a kind word for me and the cons over the last few years. It's nice to feel appreciated even if I'm feeling shell shocked.

And there's T-Shirts too!

Two different Convention Shirts available
in the Dealer Room for \$20.

All sizes from S to 4XL.

Both Men's and Women's shirts.





Fresh baked pies
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